

Three Things You Need To Know

- DCOF AcuTest measures
 DCOF, not SCOF. DCOF
 is important, because it
 more realistically measures
 conditions similar to walking
 on tile
- DCOF AcuTest uses slightly soapy water instead of clean water to more realistically recreate environments where slipping occurs
- .42 wet is the new measurement standard for DCOF AcuTest

American Olean has always been proud to support solutions that better our industry. That's why we're among the first to join the Tile Council of North America in testing our products with DCOF AcuTest™, a new industry standard used to measure dynamic coefficient of friction (DCOF). DCOF AcuTest assesses products' suitability for the commercial environment and the specific usability needs of the application.

A Measure of Friction

Friction is the force that resists the sliding motion of one surface against another. Contaminants, such as liquids, can alter the measurement of friction.

There are two types of friction: static (SCOF) and dynamic (DCOF). SCOF is the ratio of forces necessary to start two surfaces sliding. This is what the former ASTM C1028 static test measured. DCOF is the ratio of forces necessary to keep two surfaces sliding.

Out with the old. In with the new.

American Olean, in partnership with the TCNA, is proud to endorse the DCOF AcuTest because it's the most accurate method for determining whether or not a product is suitable for a commercial environment. And we want the best. For you.

- Similar to measuring the speed of a car in both mph and kph, friction can also be measured on two scales (DCOF and SCOF). The new .42 wet (DCOF) is replacing the old reference of .60 COF wet, which has long been the benchmark for friction in commercial applications.
- The new, more stringent DCOF AcuTest uses a portable robot that, unlike ASTM C1028, gives realistic values on very smooth surfaces.

While the industry standard is changing, the quality you can count on from us remains the same.

Visit www.americanolean.com/dcof to learn more.

