

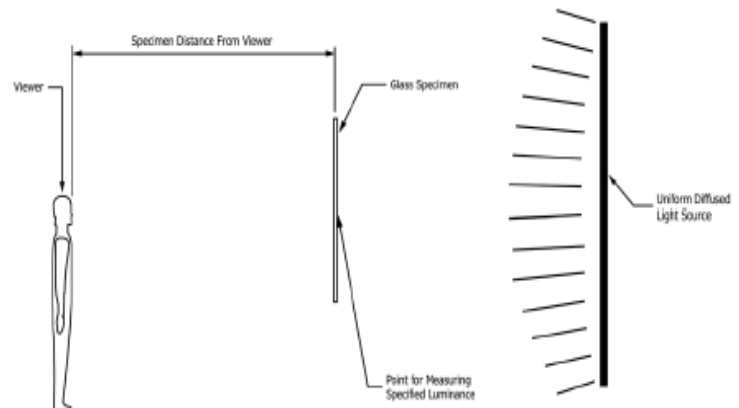


Wisconsin Shower Door

Silvered Flat Glass Mirror Inspection Criteria per ASTM C 1503-24 (abridged)

Inspection Criteria

- Visual inspection should be done with 20/20 vision (naked eye or corrected)
- The inspector shall place the mirror in a vertical position
- Inspection of the reflective surface only at an angle of $90^\circ \pm 10^\circ$ perpendicular to the surface
- Lighting should be daylight level (without direct sunlight) or other uniform diffused background light that simulates daylight
- Additional lighting, such as flashlights or spotlights, is not permitted from either side.



Point Blemishes & Silver Film Blemishes

Terminology

Point blemish – crush, knots, dirt, stones, gaseous inclusions, and other similar imperfections

- crush – lightly pitted condition with a dull gray appearance
- dirt – small particle of foreign matter embedded in the glass surface
- gaseous inclusion (aka seed or bubble) – round or elongated bubble in the glass
- silver film blemishes - visible clouding, spot silver faults (pinholes), and other similar imperfections of the silver coating

Allowable Point Blemish (viewing distance 39") - From a distance of 39" the viewer shall inspect the mirror. If a blemish is detected, proceed to measure the blemish and distance between blemishes. If not seen at 39", the blemish is allowed without restriction.

To determine point blemish size, measure height and width of blemish and average. Only the point blemish is to be measured, and not any distortion that may be present.

- Blemish size $< 0.3\text{mm}$ (0.012") – allowed without restriction
- Blemish size $\geq 0.3\text{ mm}$ (0.012") to $< 0.8\text{mm}$ (0.032") – allowed with a minimum separation of 600 mm (24")
- Blemish size $\geq 0.8\text{ mm}$ (0.032") – none allowed

Linear Blemishes

Terminology

Linear blemish – digs, rubs scratches, and other similar blemishes

- dig – deep, short scratch
- rub – abrasion of a glass surface producing a frosted appearance
- scratch – damage on a glass surface in the form of a line caused by the movement of an object across and in contact with the glass surface

Blemish Intensity - To determine linear blemish intensity, start at 72" and move closer until blemish becomes visible (refer to table below).

Detection Distance	Blemish Intensity
Over 1.5 m (60")	Heavy
1.5 to 0.6 m (60" to 24")	Medium
0.6 to 0.2 m (24" to 8")	Light
Less than 0.2 m (8")	Faint

Allowable Linear Blemish

- Faint $\leq 75\text{ mm}$ (3") – allowed with a minimum separation of 600 mm (24")
- Faint $> 75\text{ mm}$ (3") – none allowed
- Light $\leq 75\text{ mm}$ (3") – allowed with a minimum separation of 600 mm (24")
- Light $> 75\text{ mm}$ (3"), medium or heavy linear blemishes – none allowed