

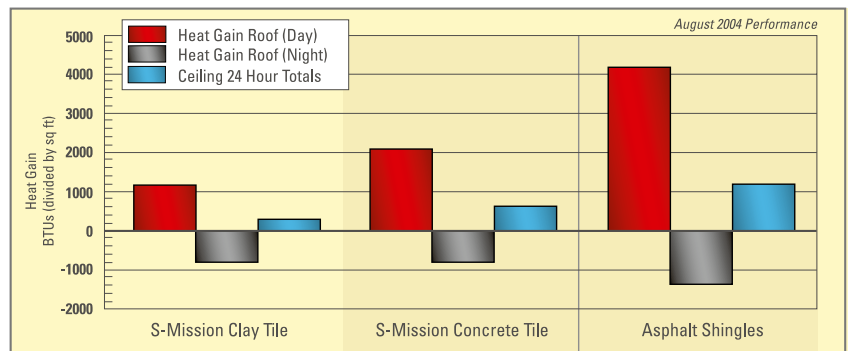
Our Cool Roof compliant colors are made from all natural, kiln-dried natural clay materials and do not compromise on superior aesthetics, performance or cost. In fact, all of US Tiles' environmentally conscious products are standard and do not have any cost premiums associated with them.

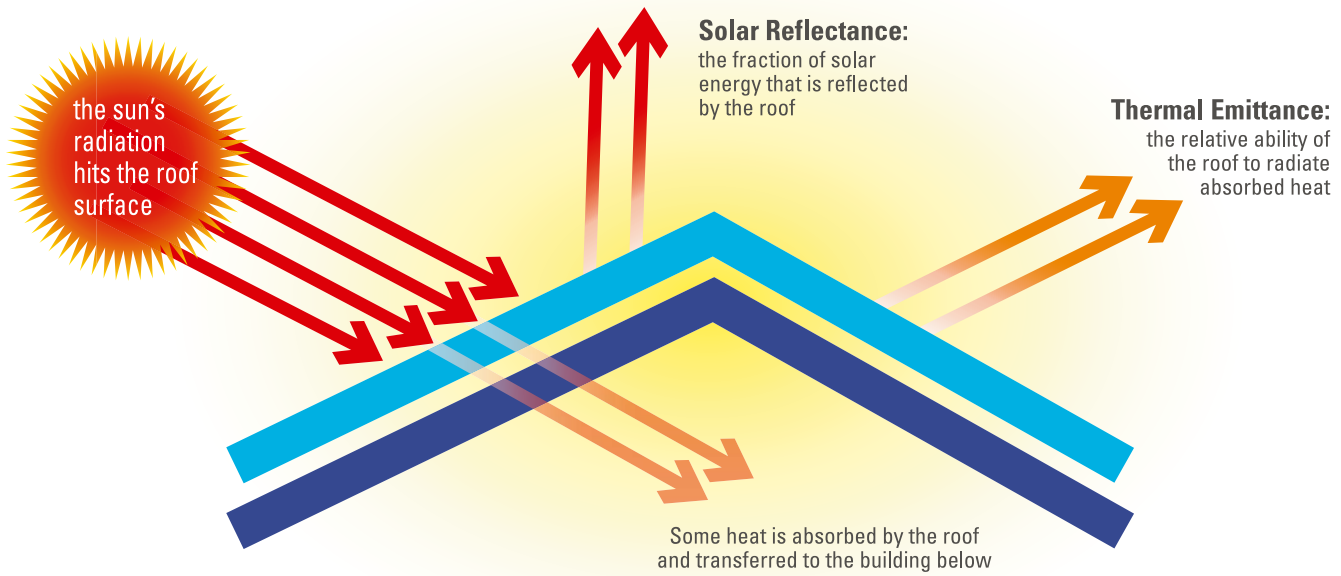


## Benefits of US Tile Cool Roof Products

- The roof surface that stays relatively “cool” compared to the ambient or surrounding temperature
- Minimize “heat island” effect
- Minimize interior heat fluctuations that help limit the use of heating and cooling systems
- Lower energy cost during peak hours
- Increased interior comfort
- Longer lasting roof system due to less heat stress on underlayments
- Qualify for a variety of State and local rebates when applicable

*US Tile Cool Roof products can deliver as much as 36% less ceiling heat fluctuation than concrete tile, and 75% less than asphalt shingles. Minimizing dramatic swings in ceiling temperatures saves energy and reduces strain on home cooling systems, especially during peak expensive rate periods.*





Solar Reflectance Index (SRI) is calculated using Solar Reflectance and Thermal Emittance

US Tile leads the industry with the most complete portfolio of natural CRRC rated Cool Roof colors that are unsurpassed for the richness and depth of color with a SRI of 29 or better.

US Tile Color	Reflectivity	Emissivity	SRI	Pre-Consumer Recycled Content
Red	0.42	0.85	46	59%
Mallorca	0.53	0.86	61	49%
Fire Flash	0.30	0.92	33	59%
El Camino	0.33	0.82	32	59%
Old World #1	0.46	0.82	50	49%
Old World #2	0.34	0.86	35	59%
Old World #3	0.33	0.81	32	59%
Palermo	0.31	0.81	29	59%
Madera	0.29	0.86	29	59%
Turino	0.43	0.84	47	49%
Carmel	0.42	0.84	45	49%
Rustic Carmel	0.31	0.84	31	49%
Rustic Madera	0.25	0.85	23	59%
Tuscany	0.23	0.85	20	59%
Newport	0.19	0.84	15	59%
Rustic Palermo	0.24	0.85	22	59%
Rustic Newport	0.22	0.86	20	59%

LEED Cool Roof — SRI 29 or Better

Colors may be blended and SRI values averaged based on the percentage of each color used.