



DIAMOND TILE DISCS



PSI Diamond Tile Discs are a micron graded resin bond product with Trizact technology laminated to a polycarbonate backing. This technology consists of precisely-shaped three-dimensional structures distributed uniformly over the substrate. As these structures wear, fresh, sharp diamond abrasive is continually exposed to the workpiece – resulting in faster, more consistent cutting throughout the life of the material. The Trizact technology, along with the precise geometric pattern, provides an aggressive, very long lasting product. The geometric pattern provides a natural channel for coolant flow and abraded material removal.

Diamond Tile Discs offers a new dimension of speed, consistency and control for flat grinding, finishing and lapping. Diamond Tile Discs have proven effective on hard and mixed hardness materials including tungsten carbide, ceramics, hardened metals, aluminum, glass, ferrites, silicon whisker composites and petrographic samples. This Pressure Sensitive Adhesive (PSA) Backed or Magnetic Backed product provides very good flatness and no soft particle pull-out.

Diamond Tile Discs are engineered for reduced costs and increased throughput due to:

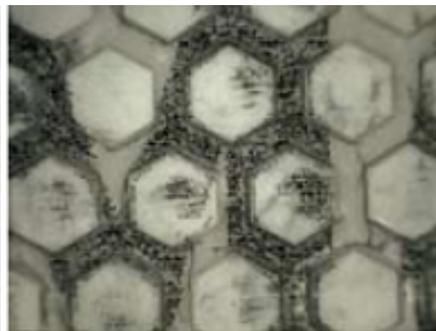
- Fast material removal rates
- No slurry – minimal clean up and disposal
- Use on your existing flat grinding and finishing equipment – no new capital expenditures
- Maintains flatness – grinding through finishing
- Minimal sub-surface damage

AVAILABLE GRADES		
Micron Size (Average)	ANSI (Grit)	FEP (P-Grade)
A300	80	P80
A160	120	P120
A80	220	P240
A45	320	P360
A30	400	P600
A20	500	P1000
A10	1000	P1500
A6	1500	P2500
A3	1800	P3000

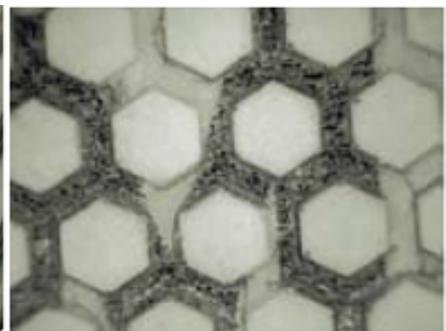
Trial Diamond Tile Discs are covered by PSI's no risk trial policy. Consult with a PSI Technical Representative to verify that this product can be a candidate for your application. Place an order with PSI for the Diamond Tile Discs you believe will do your job. If they do not perform to your satisfaction, PSI will refund the cost of the discs.



No Break-in



50% Break-in



100% Break-in