## Fired Products

## Speckled Stroke & Coat®





Speckled Sunkissed



SP-223 Speckled Jack O'Lantern



SP-275 Speckled Orange-A-Peel



SP-274 Speckled Hot Tamale



SP-201 Speckled Pink-A-Boo



SP-270 Speckled Pink-A-Dot



SP-253 Speckled Purple Haze



SP-213 Speckled Grapel



SP-245 Speckled My Blue Heaven



SP-211 Speckled Blue Yonder



SP-231 Speckled The Blues



SP-212 Speckled Moody Blue



SP-210 Speckled Teal Next Time



SP-227 Speckled Sour Apple



SP-226 Speckled Green Thumb



SP-254 Speckled Vanilla Dip



SP-205 Speckled Tiger Tail



SP-241 Speckled Brown Cow



SP-260 Speckled Silver Lining



SP-215 Speckled Tuxedo





## Stroke & Coat® Speckled Class Packs

Stroke & Coat® Speckled glazes are available in an assortment that includes our most popular colors. Great choice for the classroom or studio. Value **priced** packs are available in 2oz and pints.

**Speckled Stroke & Coat®** kit contains a collection of speckled versions of the most popular colors from our versatile, easy-to-use, high performance glaze line.

**SP-KIT2** Contains 12 - 2 oz squeeze bottles, one each of the following colors. **SR-KT2P** Contains 12 pint bottles, one each of the following colors.



SP-216 Speckled Cotton Tail, SP-206 Speckled Sunkissed, SP-245 Speckled My Blue Heaven, SP-211 Speckled Blue Yonder, SP-212 Speckled Moody Blue, SP-213 Speckled Grapel, SP-270 Speckled Pink-A-Dot, SP-274 Speckled Hot Tamale, SP-227 Speckled Sour Apple, SP-226 Speckled Green Thumb, SP-254, Speckled Vanilla Dip, SP-215 Speckled Tuxedo.



## Stroke & Coat® Accents

Stroke & Coat® Accents is a dimensional glaze that can be used to create raised designs such as outlines, dots, squiggles, etc. It can be applied directly on clay, unpainted bisque, or over other low-fire glazes. When fired, Stroke & Coat® Accents will have a gloss finish. Clear glaze may be applied, if desired, without impacting the dimensional properties. Packaged in a 1.25oz squeeze bottle. Certified AP Non-Toxic and food safe.







SA-002 Black

