

CONSTRUCTION REQUIREMENTS

PRIVATE & EXCLUSIVE BRANDS

HARD HOME

DECOR & BATH ACCESSORIES

All Private and Exclusive brands must follow construction requirements unless otherwise specified by the Kohl's design or production teams.



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PRIVATE & EXCLUSIVE BRANDS - DECOR / BATH ACCESSORIES

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Partner with Kohl's Production and Design teams if there are any design aesthetics or techniques that may vary from the Construction Requirement standards

**** SEE THE FOR THE FULL LIST OF HARDLINES DEFECTS ON K-LINK:****

<https://link.kohls.com/resources/subcategory/quality-assurance>

Resources > Private and Exclusive Brands > Quality Assurance > Product Inspections / Defect Classification Lists subheading > Hardlines



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SECTION I: MATERIAL REQUIREMENTS

CERAMICS/RESIN	
PRINT/PATTERN	Size, placement, and/or quality of design elements must match predetermined acceptable range.
COLOR	Off standard color must match predetermined acceptable range
	No color change or loss of clarity of color allowed unless predetermined
	Shading must match between components within 1 unit
	Shading must match within a set when multiple components are sold in 1 unit
	Color used under glaze must be completely covered
	Broken/Disrupted spots in decals are not acceptable
	Excessive decal color that runs to edge is not acceptable
	Avoid streaking, smudges, drips, ripples fingerprints or missing areas of paint/stain
	No over-spray or air-in-spray causing a rough surface or spotting
DIRTS / SOILS / CONTAMINATION	Dirt, soil, glue spots and sticky/tacky surfaces are not allowed
	Color spots (caused by splashing, spitting and brush mishaps) and iron spots/black specs .5mm or less are allowed if less than 3 occurrences and not clustered
	No mold or fungus allowed in or on the material
	Extra clay or soil-age under glaze is not allowed

CERAMICS/RESIN (CONTINUED)	
CONSTRUCTION - SIZE/SHAPE	Check shape before drying/heating to ensure product matches specified shape/dimensions
	Measurements, shapes and thicknesses must follow direction from design and production teams
	Items must sit flat on surface and not rock/wobble or tip over
	All openings must be fully functioning
	Lids must close tightly
	Mould lines on pressed or moulded lines must not break or disrupt the surface or pattern
CONSTRUCTION - CHIPS / ROUGH SPOTS	Misaligned components are not allowed
	Chips , broken surfaces and cracks are not acceptable unless a design aesthetic
CONSTRUCTION - SCRATCHES / PINHOLES	Underside must be sanded to be even and no sharp edges
	Severe scratches are not allowed. Slight scratches only acceptable on the underside of the product
	Scuff marks are not allowed on high quality, bright glazes caused when 1 unit rubs against another unit
CONSTRUCTION - GLAZE	Pinholes through glaze at .5mm or smaller and not clustered are only acceptable if product will not hold liquid. Maximum per unit must be determined with the design/production team
	Glaze must cover the entire intended area
	No pooling, drips or crazing allowed. Very small drips only allowed on underside of product
	Under fired body is not acceptable



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SECTION I: MATERIAL REQUIREMENTS

GLASS	
PRINT/PATTERN	Size, placement, and/or quality of design elements must match predetermined acceptable range.
	Surface finish/polish must match predetermined acceptable range.
COLOR	Off standard color must match predetermined acceptable range
	No color change or loss of clarity of color allowed unless predetermined
	Shading must match between components within 1 unit
	Shading must match within a set when multiple components are sold in 1 unit
DIRTS / SOILS / CONTAMINATION	Dirt, soil, glue spots and sticky/tacky surfaces are not allowed
	White/light stones 1mm or less are allowed if less than 3 occurrences, not clustered
	Black stones of any size or stones that create bumps on surfaces or edges are not allowed
	Foreign particles, streaking, cording or water stains are not allowed
CONSTRUCTION - SIZE/SHAPE	Measurements, shapes and thicknesses must follow direction from design and production teams
	Items must sit flat on surface and not rock/wobble or tip over
	All openings must be fully functioning
	Lids must close tightly

GLASS (CONTINUED)	
CONSTRUCTION - SIZE/SHAPE (CONTINUED)	Mould lines on pressed or moulded lines must not break or disrupt the surface, pattern or distort the item
	Misaligned components are not allowed
	All exposed edges must be polished and smooth unless otherwise specified by design/production
	Excessive angle on inside of base is not acceptable
	Large shear/cutting marks on foot or rim of blown glass are not allowed
CONSTRUCTION - CRACKS / CHIPS / ROUGH SPOTS	Wrinkles, crizzles, swirls, laps less than or equal to 2" are acceptable
	Nicks, chips, flakes, sharp or rough edges are not allowed
	Cracks or crazing are not acceptable unless a design aesthetic
CONSTRUCTION - SCRATCHES	Orange peel effects are allowed if 2" or less
	Light scratches, 1" or smaller, not scoring the surface, not clustered are acceptable
CONSTRUCTION - BUBBLES / BLISTERS / SEEDS	Scratches of any kind are not acceptable on rims or edges
	Bubbles/blisters/seeds must be 2.5mm or smaller with no more than 3 occurrences and not clustered
	Bubbles/blisters/seeds must not create a bump on the surface or rim
	Bubbles/blisters/seeds must not be broken or open



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SECTION I: MATERIAL REQUIREMENTS

METAL	
PATTERN	Size, placement, and/or quality of design elements must match predetermined acceptable range.
	Surface finish/polish must match predetermined acceptable range.
	Punch out metal designs must be less than 7mm or larger than 12mm to pass finger entrapment
COLOR - GENERAL	Off standard color must match predetermined acceptable range
	No color change allowed unless predetermined
	Shading/Finish variations must match between components within 1 unit
	Shading must match within a set when multiple components are sold in 1 unit
COLOR - FINISH/POLISH	Finish must be complete covering metal
	Excessive polish must be completely removed
	Tarnish, corrosion or rust on any metal is not allowed
COLOR - PLATING	Incorrect/inconsistent thickness is not allowed
	Peeling, flaking or missing plating in areas is not acceptable
DIRTS / SOILS / CONTAMINATION	Dirt, soil, glue spots and sticky/tacky surfaces are not allowed
	Glue used for specific construction, must be neat and tidy. No messy glue residue allowed
	No product is allowed to have a smell or odor
	Products must have no foreign material or contamination on the product or in the packaging

METAL (CONTINUED)	
CONSTRUCTION - MATERIAL	Use high quality material (content, gauge, etc.) appropriate for the end use of the product type
	Visible raw steel must be powder coated to prevent rusting
	Small pits, 1mm or less, not clustered are allowed
	Heat stress and splits in rods are not acceptable
CONSTRUCTION - SIZE/SHAPE	Measurements, shapes and thicknesses must follow direction from design and production teams
	Items must sit flat on surface and not rock/wobble or tip over
	All openings must be fully functioning
	Lids must close tightly
	Misaligned components are not allowed
CONSTRUCTION - HARDWARE	Hardware metal must have sufficient hardness to prevent stripping of heads and threads
	Use corrosion proof hardware for products intended for wet/humid/outdoor areas
	All nuts/bolts must be capped to keep out moisture to prevent rusting
CONSTRUCTION - WELDS	Must be complete, smooth and even. Too heavy (messy, massive and causing connection points to be too thick) and too light (not strong enough and open) are not allowed
	Spot welds allowed on back or inside of product
	Slag and splatter must not be sharp
	Dimples in spot weld spots must be 1mm or smaller
	Chips, cracks , splits or stress marks not allowed



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SECTION I: MATERIAL REQUIREMENTS

NATURAL PLANTS	
COLOR - GENERAL	Off standard color must match predetermined acceptable range
	No color change or excessive fading allowed unless predetermined
	Shading/Finish variations must match between components within 1 unit
	Shading must match within a set when multiple components are sold in 1 unit
DIRTS / SOILS / CONTAMINATION	Dirt, soil, glue spots and sticky/tacky surfaces are not allowed
	No product is allowed to have a smell or odor
	Products must have no foreign material or contamination on the product or in the packaging
	No mold or fungus allowed in or on the material
	Insects (dead or alive) are not acceptable
	Material should have no holes, voids or small channels created by insects

NATURAL PLANTS (CONTINUED)	
CONSTRUCTION - MATERIAL	Use high quality material (content, gauge, etc.) appropriate for the end use of the product type
	Endangered species of plant materials is not allowed
	Plant materials restricted by the USDA and/or by individual states is now allowed
	Immature plant material is not acceptable
	Excessive dry plant material causing breakage is not allowed
CONSTRUCTION - SIZE/SHAPE	Measurements, shapes and thicknesses must follow direction from design and production teams
	Items must sit flat on surface and not rock/wobble or tip over
	All openings must be fully functioning
	Lids must close tightly
	Misaligned components are not allowed
CONSTRUCTION - WEAVING	Size, placement, weave pattern and/or quality of design elements must match predetermined acceptable range.
	Ends must be secured and not broken or split
	Metal framing must be fully covered
	Tied knots and splices must not be visible from the outside and should be minimally visible on the inside
	Weave pattern should have no gaps or irregularities deviating from the approved pattern



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SECTION I: MATERIAL REQUIREMENTS

WOOD	
COLOR/STAIN - GENERAL	Off standard color/stain must match predetermined acceptable range
	No color change allowed unless predetermined
	Shading variations must match between components within 1 unit not caused by grain direction or light reflection
	Shading must match within a set when multiple components are sold in 1 unit
	No differential sanding causing shading or color variation within a product
	Streaks, drips, ripples or missing paint/stain in areas is not allowed
	Over-spray or air in spray causing rough surface or spotting is not acceptable
	No smudges, smears or fingerprints allowed in the finish
	Use water resistant/repellent to prevent spots, stains or damage from liquids if the end use will have things set on them
DIRTS / SOILS / CONTAMINATION	Dirt, soil, glue spots and sticky/tacky surfaces are not allowed
	Glue used to attach pieces together must be secured
	No product is allowed to have a smell or odor
	Products must have no foreign material or contamination on the product or in the packaging
	No mold or fungus allowed in or on the product
	Insects (dead or alive) are not acceptable
	Wood should have no holes, voids or small channels created by insects

WOOD (CONTINUED)	
CONSTRUCTION - MATERIAL	Use high quality material and wood type appropriate for the end use of the product type. No substitutions are allowed once approved
	Moisture content & drying method must be appropriate for the end use of the product type. approx. 8-12% to prevent cellular collapse for non structural construction
	Use standard grade wood with sufficient strength for appropriate end use. Use hard wood vs. sap wood
	Only use 1st quality materials that has no deviation from a flat plane, no warping or bowing
	Wood must not be soft, pulpy or crumbling
	Presence of bark or lack of wood along an edge or corner is not acceptable
	Use appropriate joining and framing methods to achieve the strongest connection for the end use of the product
	Sand all surfaces smoothly and even
	All mounting hardware and assembly holes must be included and aligned
CONSTRUCTION - SIZE/SHAPE	Measurements, shapes and thicknesses must follow direction from design and production teams
	Items must sit flat on surface and not rock/wobble or tip over
	All openings must be fully functioning
	Lids must close tightly
	Misaligned components are not allowed



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SECTION I: MATERIAL REQUIREMENTS

WOOD (CONTINUED)	
CONSTRUCTION - GRAIN	Cut in correct grain direction and keep grain alignment consistent within one unit and within a set
	Chipped, cracked , torn, raised or loosen grain is not allowed
	No lengthwise separations are allowed
CONSTRUCTION - KNOTS	Knots must be 1/2" or smaller. Excessive amount of knots are not allowed.
	Knots are not allowed on edges unless a design feature approved by the design/production team
	Knots cannot be loose, have holes or cracks or be raised or deeply recessed
	Knots leaking of sap or glued in the wood are not allowed



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SECTION II: MEASUREMENT TOLERANCES

Tolerances apply to finished product dimensions only. Refer to the [Testing Protocols](#) for the specific product type on K-link:

Resources > Private and Exclusive Brands > Performance Testing > Hardlines subheading > Testing Protocol Series by Product Types

Component Variation Within A Set

- Component variation must not exceed individual measurement tolerances as specified

Length (at center) +/-1/2"

Width (at center) +/-1/2"

SECTION III: PRODUCT LABELING

For testing requirements regarding labeling, please refer to the [Testing Protocols](#) for the specific product type on K-link:

Resources > Private and Exclusive Brands > Performance Testing > Hardlines subheading > Testing Protocol Series by Product Types

For defect requirements regarding labeling, please refer to the [Defect Classification](#) on K-Link:

Resources > Private and Exclusive Brands > Quality Assurance > Product Inspections / Defect Classification Lists subheading > Hardlines

For shipping requirements regarding packaging, please refer to the [Packaging and Shipping Requirements](#) on K-Link:

Resources > Logistics > Shipment Preparation and Packaging > Packaging and Shipping Requirements

SECTION IV: PRODUCT PACKAGING

For shipping requirements regarding packaging, please refer to the [Packaging and Shipping Requirements](#) on K-Link:

Resources > Logistics > Shipment Preparation and Packaging > Packaging and Shipping Requirement



APPENDIX

DEFECT IMAGES

APPROVED TOP

Solid color inserts w/ crisp edges



PAINT INCONSISTENCIES



IN STORE

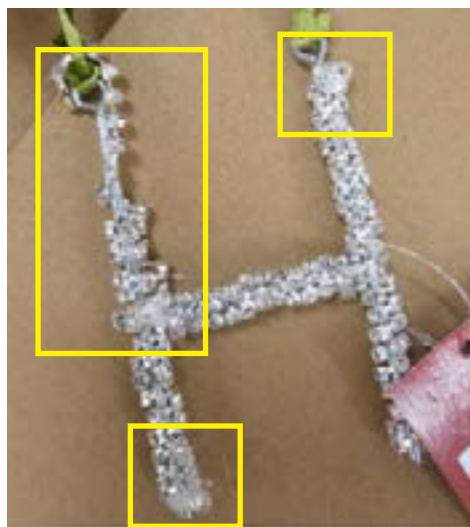
Uneven/inconsistent/faded color inserts w blurred edges



MOLD



NOT SECURED TRIM/MESSY GLUE



SIZE/SHAPE INCONSISTENCY WITHIN A STYLE



CRACKS



WOOD - WARPED

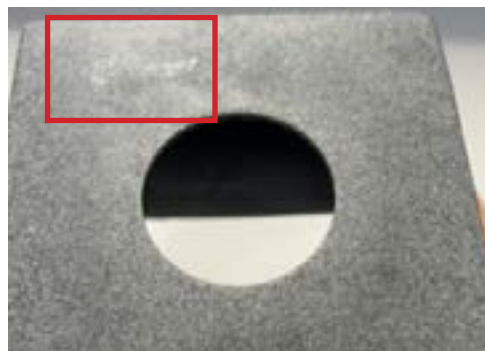
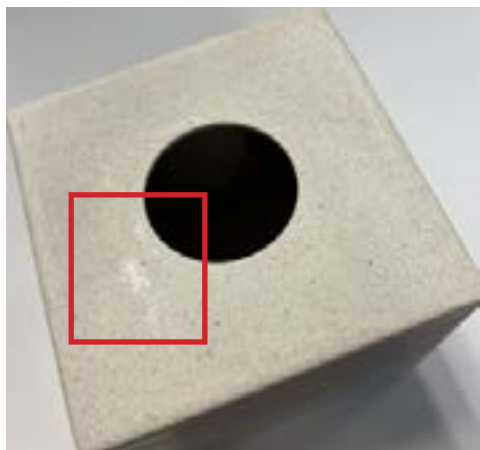


PRODUCT WOBBLES/NOT FLAT

BUBBLES/CHIPS/HOLES



SCRATCHES/POOR FINISHING



LACQUER DEFECTS - WAVY/BUBBLES/HOLES/SCRATCHES



GLUE NOT SECURED

APPROVED TOP

All snowmen and letters are secure



IN STORE

Snowmen and letters came off during transit to stores



DEFECTIVE FLOCKING

IN STORE

Flocking not cured or protected in shipping causing flocking to move/rub off during transit

