

# Remove HR4

Non Caustic Haze Remover

## Applications

Removes stains, haze, ghost images from mesh for screen recycling.

## Characteristics

- Ready to use
- Non-caustic gel
- Designed to remove emulsion and ink residue

## Features/Benefits

- Apply by scoop coater for easy batch cleaning of screens
- Can be left on screen for extended periods and will not weaken mesh

## Directions For Use

After ink and stencil removal, spread gel on screen and work into stain with a stiff brush. Allow to stand for sufficient time until haze is softened and can be removed by high pressure water rinse.

## Health & Safety

Before using, refer to appropriate Safety Data Sheets. Contact SAATI at [info.IT@saati.com](mailto:info.IT@saati.com) or [info.US@saati.com](mailto:info.US@saati.com) to request SDS.

## Storage

When sealed in the original container and stored in cool conditions, SAATI products will maintain their original properties for one year from the date of production.

## Packaging

Available in 1 and 5 kilogram containers.

In North America available in one quart and in one, five, and fifty US gallon containers.

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## Warranty And Limited Warranty

The directions, recommendations and specifications contained within this Technical Data Sheet are meant as a guide for the use of the product and shall not bind the company. Product specifications are subject to change without notice.

The following is made in lieu of all other express or implied warranties, including any implied warranty of merchantability or fitness for a particular purpose; All SAATI manufactured liquid products are warranted to be free of defects in materials and manufacture and to meet the specifications in SAATI Product Bulletin.

SAATI will replace or refund the price of any SAATI manufactured liquid product that does not meet this warranty within the applicable warranty period.

The remedies are exclusive. In no case shall SAATI be liable for any other direct or indirect damage or loss, including without limitation any incidental, special or consequential damages, or any material costs or labor charges incident to the removal or replacement of any mesh, screen, ink, substrate, finished graphic or other item.