

FINISH W3

APPLICATIONS

Screen filler (block-out) universal resistant.

GENERAL CHARACTERISTICS

- Resistant to water-based, plastisol, UV and solvent-based inks
- Superior water resistance simply upon drying
- Very high solids content offers increased durability
- Does not contain solvents
- Reclaimable by high pressure water jet

DIRECTIONS FOR USE

On the substrate side of the screen, spread Finish W3 evenly over desired area of mesh and stencil with a squeegee or a plastic spreader.

Finish W3 can be thinned with water for retouching pinholes with a brush. Cure for 3 hours at room temperature or for 30 minutes at 104° to 122°F (40° to 50°C). Water resistance can be further increased with application of Saatichem Fixers.

To reclaim, use emulsion reclaiming chemicals such as Remove ER and a high pressure water jet.

HEALTH AND SAFETY

Before use, refer to appropriate material safety data sheets.

STORAGE

When sealed in the original container and stored in cool conditions, FINISH W3 will maintain original properties for 12 months from the date of manufacture.

PACKAGING

Available in one and five kilogram containers.

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

WARRANTY AND LIMITED REMEDY

The directions, recommendations and specifications contained in this Technical Data Sheet are meant as a guide to 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 expressed or implied warranties, including any implied warranty of merchantability or fitness for a particular purpose: all Saatichem manufactured liquid products are warranted to be free of defects in materials and manufacture and to meet the specifications stated in Saatichem applicable Product Bulletin. Saatichem will replace or refund the price of any Saatichem manufactured liquid product that does not meet this warranty within the applicable warranty period.

The remedies are exclusive. In no case shall Saatichem 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 any other item.