

Finish S1

For Use With Solvent-Based/Plastisol Inks

Applications

Screen filler (block-out) for use with solvent-based or plastisol ink.

Characteristics

- Red, medium viscosity, liquid screen filler
- Smooth & creamy consistency
- Water based and solvent resistant
- Optimal transparency

Features/Benefits

- Fully solvent resistant and offers increased durability
- Spreads uniformly and evenly for optimal drying and filling
- Does not contain solvents and can be simply removed with water

Directions For Use

On the substrate side of the screen, spread Finish S1 evenly over desired area of mesh and stencil with a straight edge. A card or a plastic spreader is typically used. Filler may be thinned with water for retouching pinholes with a brush. To reclaim, remove with water.

Health & Safety

Before using, refer to appropriate Safety Data Sheets. Contact SAATI at 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 one quart, and one, five, and fifty US gallon containers.



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.