

WS0504 Rubber Binder/Glitter Base

Technical Data Sheet

- Wet Ink Tack | Low
- After Flash Tack | Low
- **Printability** | Excellent
- Surface Appearance | Matte
- Opacity/Viscosity | Low/Low
- Bleed Resistance | None
- Flash Temperature | 160°F (71°C)/decreases with deposit thickness
- Cure Temperature | 320°F (160°C)
- Squeegee Hardness | Medium
- Squeegee Blade | Sharp
- Squeegee Angle | 45 degrees to screen
- Squeegee Speed | Medium
- Underlay | N/A
- **Emulsion** | Direct or indirect
- Mesh Count | 25-80 mc in (10-32 mc cm)
- Thinner | RV Additive
- Thickener | Thickener B
- Storage | 65°F to 95°F (18°C to 35°C). Avoid direct sun.
- Cleanup | Water and mild soap or detergent
- Color Range | Milky
- Substrate Type | All
- Substrate Color(s) | Light,
 Medium and Dark Fabrics

Description

Rubber Binder/Glitter Base is designed to penetrate in to fabric leaving glitter flakes exposed creating a dry glitter effect.

Features

- Easy to mix and print
- Create color shades by tinting with "Neo Pigments" at a minimal level
- Add up to 25% of dry glitter flakes and mix well
- Excellent printability with no viscosity modifications
- Provides excellent adhesion to the flakes to provide minimal flake off
- OEKO-TEX® Compliant, CPSIA and HR4040 Compliant
- Is "PVC Free" and environmentally safe

Application

Print through mesh up to 80 mc in (32 mc cm) when cured at 320°F (160°C), **Rubber Binder/Glitter Base** can be printed through thicker stencil or capillary film to create a heavier deposit of glitter.

Special Recommendations

Rubber Binder/Glitter Base should be mixed in clean vessels using clean mixing blades and utensils. Any contamination from other ink sources or non-approved additives could make Rubber Binder/Glitter Base test positive for restricted PVC's.

- Use Retarder MG 1-5% to help with open time in the screen
- Use Fixer WF-N 1-5% to help with wash fastness
- Use Softener MG 1-4% to help penetrate in to the garment
- Use Thickener B .25-1% to help thicken the ink
- Use RV Additive 1-3% to reduce viscosity