

Athletic Reflecto

Description

Screen printing reflective ink on nylon and polyester materials is now much easier with the new Athletic Reflecto Series. Unlike our EZ Print Reflecto line, this new reflective is for the garments that do not “wick in” such as dazzle uniforms, mesh, jackets, and bags. With waterproof nylon or polyester, add 10% of our new Non-Phthalate Nylon Catalyst. Numerous reflective colors are available.

Printable Fabrics

Light, medium, and dark 100% nylon and 100% polyester material. Add 10% catalyst for printing waterproof 100% nylon or 100% polyester. Print with the EZ Print Reflecto for all cotton and poly/cotton blend garments.

Screen Mesh

86 to 110 monofilament mesh is recommended depending on the detail of the art work, color of the ink, and color of the garment.

Squeegees

60, 70, and 80 single durometer rubber is recommended for most applications.

Flash Time & Temperature

Flash for 5 to 6 seconds with a standard infrared unit. Flashing is recommended. Print-flash-print to allow for greater reflection.

Curing

The entire ink film must reach 320 degrees Fahrenheit. Every conveyor dryer will operate differently due to the large number of variables. Under-cured garments will likely exhibit cracking or flaking after washing.

Reducers

We do not recommend reducing the Athletic Reflecto. If this is necessary, use Visco Minus.

Cleaning

We distribute numerous cleaners for our plastisol inks. These cleaners include: PW4, IR4, Franmar Chemicals, Screen Wash, and Citrus Green.

Available Colors

Metallic Blue, Metallic Dark Gray, Metallic Gold, Metallic Green, Metallic Light Gray, Metallic Old Gold, Metallic Red, Metallic Silver, Metallic Violet

Important Note

Always perform a pretest print and test cure conditions on the fabric to be printed to establish the best results. Stir inks vigorously before each use. Viscosity may need adjusting for best results. If there is ever a question about a print job, call us at 1-800-942-4447. We are always happy to help!

One Stroke Inks