



## Direct Emulsion Stencil Troubleshooting

Pinholes	
Possible Cause	Potential Solution
<b>Stencil underexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp consistency and level of output.
<b>Dust on exposure glass or film positive</b>	Clean glass and film positive. Use lint free cloths.
<b>Dirt in emulsion</b>	Work in a clean area. Cover emulsion coating trough when not in use. Keep lid on emulsion container to minimize contamination.
<b>Residual moisture in stencil from insufficient drying and/or excessive humidity</b>	Allow additional drying time before exposing stencils. Reduce humidity with dehumidifier. Increase exposure time in humid conditions. Do not dry unexposed screen with extremely wet screens.
<b>Mesh preparation insufficient</b>	Use recommended degreasers/wetting agents. Completely rinse entire frame. Avoid touching degreased mesh. Do not allow degreased screens to sit for extended time.
<b>Coating too thin</b>	Adjust number of coats on screen to achieve proper stencil thickness. Use round edge scoop coater for initial coats.
<b>Coating stroke too fast</b>	Slow coating stroke to avoid creating air bubbles.
<b>Air bubbles in emulsion</b>	Allow minimum of one hour after mixing sensitizer in emulsion to allow bubbles to disperse.
<b>Emulsion incompatible with ink</b>	Select emulsion suitable for an ink system, i.e. water resistant stencil for water based inks.
<b>Screen not dry before coating</b>	Dry screens completely prior to coating.
<b>Emulsion not dry before face coating</b>	Dry emulsion thoroughly before face coating.
<b>Stencil washout incorrect</b>	Avoid excessive water pressure. Do not use hot water in excess of 100 degrees F (38 C). Wash both sides thoroughly. Do not wash screen for long periods of time.
<b>Degreased screen exposed to compressed air</b>	Avoid using compressed air to dry screens, it may contain water, dust or oil. Use a screen vacuum to speed drying.
<b>Aggressive solvents used on press</b>	Replace aggressive solvents and minimize wash-ups. Retard inks to prevent drying in screen.

<b>Poor resolution or loss of detail</b>	
<b>Possible Cause</b>	<b>Potential Solution</b>
<b>Contact between stencil and positive poor</b>	Check vacuum. Check vacuum blanket or hoses for leaks. Check bleeder cord position. Check screen frames for warping.
<b>Mesh too coarse for image detail</b>	Switch to a higher mesh count or finer thread diameter.
<b>Film positive density poor</b>	Remake film positive with a solid density of 3.5 or higher.
<b>Stencil dried with excessive heat</b>	Do not exceed 100 degrees F (38 C) when drying stencils.
<b>Light source causing light undercutting</b>	Point light source too close, move to distance equal to diagonal of the screen frame. Use faster exposing emulsion. Replace multi-bulb light source with point light source.
<b>White mesh scattering light</b>	Switch to dyed mesh and test to determine new exposure.
<b>Emulsion too old</b>	Use fresh emulsion. Follow manufacturer storage times and conditions.
<b>Stencil overexposed</b>	Use exposure calculator to determine proper exposure time.
<b>Emulsion on incorrect side of positive</b>	Remake film positive with emulsion up right-reading.
<b>Coated screen stored too long</b>	Store coated screens for no more than 1-2 weeks.
<b>Coated screen pre-exposed</b>	Store coated screens in dark cool dry area. Store stencil material in light tight containers. Use yellow safe lights around unexposed screens.
<b>Stencil washout incorrect</b>	Avoid excessive water pressure. Do not use hot water in excess of 100 degrees F (38 C). Wash both sides thoroughly. Do not wash screen for long periods of time.
<b>Film positive layered excessively</b>	Re-image positive into one layer of film.
<b>Emulsion coating uneven</b>	Improve coating technique and/or equipment. Ensure screen tension is sufficient.

## Emulsion coating uneven

Possible Cause	Potential Solution
<b>Coating device poor or damaged</b>	Use scoop coater instead of makeshift applicator. Ensure scoop coater is not nicked, warped or bowed.
<b>Screen tension insufficient</b>	Use screens with higher tension.
<b>Coating pressure uneven or excessive</b>	Coat with steady even pressure. Mount screen in holding device while coating.
<b>Coating speed irregular</b>	Coat with slow, constant and controlled speed throughout stroke.
<b>Scoop coater not filled insufficiently</b>	Fill scoop coater at least half full of emulsion before coating.
<b>Scoop coater too large for frame</b>	Select scoop coater 4 inches (10 cm) narrower than I.D. of large frames and 2 inches (5 cm) narrower for small frames.

<b>Premature stencil breakdown on press</b>	
<b>Possible Cause</b>	<b>Potential Solution</b>
<b>Stencil underexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp consistency and level of output.
<b>Residual moisture in stencil from insufficient drying and/or excessive humidity</b>	Allow additional drying time before exposing stencils. Reduce humidity with dehumidifier. Increase exposure time in humid conditions. Do not dry unexposed screen with extremely wet screens.
<b>Mesh preparation insufficient</b>	Use recommended degreasers/wetting agents. Completely rinse entire frame. Avoid touching degreased mesh. Do not allow degreased screens to sit for extended time.
<b>Coating too thin</b>	Adjust number of coats to achieve proper stencil thickness. Use round edge scoop coater for initial coats. Build emulsion on substrate side of screen. Dry screen substrate side down.
<b>Emulsion too old</b>	Use fresh emulsion. Follow manufacturer storage times and conditions.
<b>Stencil inappropriate for water-based inks</b>	Use water-resistant or waterproof stencils for water-based inks.
<b>Squeegee pressure excessive</b>	Reduce squeegee pressure. Reduce need for excessive pressure with higher screen tensions and lower off-contact.
<b>Off-contact excessive</b>	Decrease off-contact distance. Reduce need for high off-contact with higher screen tensions.
<b>Floodbar pressure excessive</b>	Reduce floodbar pressure.
<b>Relative humidity excessive</b>	Use moisture resistant dual-cure emulsion. Use dehumidifiers to help control press room conditions.
<b>Aggressive solvents used on press</b>	Replace aggressive solvents and minimize wash-ups. Retard inks to prevent drying in screen.
<b>Screen tension insufficient</b>	Use screens with higher tension.
<b>Stencil not dry before printing</b>	Thoroughly dry the stencil prior to printing.

<b>Poor definition (sawtooth/lack of edge sharpness)</b>	
<b>Possible Cause</b>	<b>Potential Solution</b>
<b>Stencil underexposed or extremely overexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp for consistency and level of output.
<b>Contact between stencil and positive poor</b>	Check vacuum. Check vacuum blanket or hoses for leaks. Check bleeder cord position. Check screen frames for warping.
<b>Film positive edge quality and/or density poor</b>	Use film with a sharp hard image edge. Ensure film positive has a solid density of 3.5 or higher.
<b>Residual moisture in stencil from insufficient drying and/or excessive humidity</b>	Allow additional drying time before exposing stencils. Reduce humidity with dehumidifier. Increase exposure time in humid conditions. Do not dry unexposed screen with extremely wet screens.
<b>Mesh too coarse for image detail</b>	Switch to a higher mesh count or finer thread diameter.
<b>Coating too thin</b>	Adjust number of coats to achieve proper stencil thickness. Use round edge scoop coater for initial coats. Build emulsion on substrate side of screen. Dry screen substrate side down.
<b>Stencil dried with excessive heat</b>	Do not exceed 100 degrees F (38 C) when drying stencils.
<b>White mesh scattering light</b>	Switch to dyed mesh and test to determine new exposure.
<b>Stencil washout incorrect</b>	Avoid excessive water pressure. Do not use hot water in excess of 100 degrees F (38 C). Wash both sides thoroughly. Do not wash screen for long periods of time.

## Scumming or thin haze in image areas after washout

Possible Cause	Potential Solution
<b>Stencil underexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp consistency and level of output.
<b>Film positive density poor</b>	Remake film positive with solid density of 3.5 or higher.
<b>Stencil washout insufficient</b>	Wash out screen on both sides thoroughly to remove all unexposed emulsion.
<b>Residual moisture in stencil from insufficient drying and/or excessive humidity</b>	Allow additional drying time before exposing stencils. Reduce humidity with dehumidifier. Increase exposure time in humid conditions. Do not dry unexposed screen with extremely wet screens.
<b>Contact between stencil and positive poor</b>	Check vacuum. Check vacuum blanket or hoses for leaks. Check bleeder cord position. Check screen frames for warping.
<b>Coated screen pre-exposed</b>	Store coated screens in dark cool dry area. Store stencil material in light tight containers. Use yellow safe lights around unexposed screens.
<b>White mesh scattering light</b>	Switch to dyed mesh and test to determine new exposure.

## Washout difficult

Possible Cause	Potential Solution
<b>Stencil dried with excessive heat</b>	Do not exceed 100 degrees F (38 C) when drying stencils.
<b>Emulsion too old</b>	Use fresh emulsion. Follow manufacturer storage times and conditions.
<b>Coated screen stored too long</b>	Store coated screens for no more than 1-2 weeks.
<b>Coated screen pre-exposed</b>	Store coated screens in dark cool dry area. Store stencil material in light tight containers. Use yellow safe lights around unexposed screens.
<b>Film positive density poor</b>	Remake film positive with solid density of 3.5 or higher.
<b>Stencil overexposed</b>	Use exposure calculator to determine proper exposure time.

## Emulsion soft or washes/peels off mesh during washout

Possible Cause	Potential Solution
<b>Stencil underexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp consistency and level of output.
<b>Residual moisture in stencil from insufficient drying and/or excessive humidity</b>	Allow additional drying time before exposing stencils. Reduce humidity with dehumidifier. Increase exposure time in humid conditions. Do not dry unexposed screen with extremely wet screens.
<b>Emulsion too old</b>	Use fresh emulsion. Follow manufacturer storage times and conditions.
<b>Sensitizer improperly mixed</b>	Dissolve sensitizer thoroughly. Mix completely with emulsion.
<b>Mesh preparation insufficient</b>	Use recommended degreasers/wetting agents. Completely rinse entire frame. Avoid touching degreased mesh. Do not allow degreased screens to sit for extended time.
<b>Coating inconsistent</b>	Improve coating techniques and/or equipment. Use screens with sufficient tension.
<b>Stencil washout incorrect</b>	Avoid excessive water pressure. Do not use hot water in excess of 100 degrees F (38 C). Wash both sides thoroughly. Do not wash screen for long periods of time.
<b>Film positive clear density too high</b>	Remake film positive with density of 0.3 or less in clear areas.

## Screen image does not match positive size or proportion

Possible Cause	Potential Solution
<b>Frames warped</b>	Repair or replace warped frames.
<b>Screen tension insufficient</b>	Use screens with higher tension.
<b>Vacuum pressure too high</b>	Repair any tears or holes in vacuum blanket. Follow manufacturer setting for vacuum pressure.
<b>Positives expanding from heat during exposure</b>	Use more stable film positives.
<b>Stencil dried with excessive heat</b>	Do not exceed 100 degrees F (38 C) when drying stencils.
<b>Film positive layered excessively</b>	Re-image positive into one layer of film.

## Reclaiming difficult

Possible Cause	Potential Solution
<b>Stencil underexposed</b>	Use exposure calculator to determine proper exposure time. Check lamp consistency and level of output.
<b>Stencil locked in from fast-flashing solvents</b>	Use safety solvents to remove ink from screens. Avoid acetone, lacquer thinner containing toluene or ketones, and strong screen openers.
<b>High pressure washer not used</b>	Use a high pressure washer for reclaiming.
<b>Screen stored for extended period of time</b>	Reclaim stencils as soon as possible.
<b>Reclaiming chemistry incompatible</b>	Use recommended solvents and chemistry for reclaiming.
<b>Emulsion coating uneven</b>	Improve coating technique and/or equipment.