



ALUMINUM SCREEN PRINTING SQUEEGEE HANDLE

	MKPU-100	MKPU-300	MKPU-500	MKPU-800	±Tolerance
Thickness	2-20mm				±0.3mm
Width	9-500mm				±1.0mm
Length	10-4000mm				±5mm
Hardness	55-95 ShoreA				±3A

Hardness Type	Hardness	Color
Soft	55,60,65	red or natural
Medium	70,75	green or natural
Hard	80,85	blue or natural
Super Hard	90,95,	white
Triple Medium	75/90/75	green/white/green
Triple Soft	65/90/65	red/white/red

Other hardness and colors are available on request.

Squeegee is also called scraper, it is one kind of tool that used to scratch the ink on the screen to make it leak to the substrate. Use for both graphic and textile applications, for all hand printing and many machine applications. It can be classified into either rubber or metal type.

These squeegees are Kiln-dried and precision cut lumber is used for the no-warp handles, which are smooth, comfortably shaped and easy to handle, helping in eliminating any symptoms of carpal tunnel syndrome. Blades are molded under high heat and pressure and have a tensile strength of more than 2,000 lbs. This eliminates ink streaking and provides a superior long-lasting printing edge.

Information:

Product name: Aluminum Screen Printing Squeegee Handle

Material: Natural rubber, Aluminum

Type: MK-PU100, MK-PU300, MK-PU500, MK-PU800

Hardness: 55-90shoreA

Eage: E1, E2, E3, E4, E5, E6, E7, E8, E9

Color: Red, Green, Yellow, Coffee, White, Blue. etc customize

Advantage:

1. Comfortable design, easy handling
2. Excellent resistance to abrasion and solvents
3. High resistance to heat and pressure
4. 65/75/80 Durometer for Oil Squeezer

Application:

The squeegee is popular in textile, decoration cloth printing. It is solvent and middle type pressure resistance. With good performance of resistance to abrasion and water base chemical, long life with a perfect edge. It is used for low viscosity ink printing. Textile printing, Manual or automatic screen printing machine using. normal hand type printing, such as ceramics, decal paper, and packing materials printing.