

## Shelf Life from Date of Manufacture\*

	3 months	6 months	1 year	18 months
<b>Nazdar UV Rotary Screen</b>				
UV Rotary Screen Inks (1 gallon and 5 Liter)				X
UV Rotary Screen Inks (5 gallon and 20 Liter)		X		
UV Rotary Screen Inks (Greater Than 5 gallon and 20 Liter)	X			
Fluorescents & Metallics (1 & 5 gallon, 5 & 20 Liter )		X		
UV Rotary Screen Overprint Varnishes & Coatings (all packaging)		X		
<b>Nazdar UV Narrow Web</b>				
UV Flexographic Inks (1 gallon and 5 Liter)**			X	
UV Flexographic Inks (5 gallon and 20 Liter)**		X		
UV Flexographic Inks (Greater Than 5 gallon and 20 Liter)	X			
Fluorescents & Metallics (1 & 5 gallon, 5 & 20 Liter)	X			
UV Flexographic Overprint Varnishes & Coatings (all packaging)		X		
<b>Nazdar Water-Base Narrow Web</b>				
Water-Base Flexographic Inks (all packaging)		X		
Water-Base Flexographic Overprint Varnishes & Coatings (all packaging)		X		
<p>* <i>Specials in any Nazdar ink series will have a shorter shelf life than standard products due to components added to meet specifications. Consult your Nazdar Representative for details.</i></p> <p>** <i>UV flexographic (non fade resistant) Bases - Rhodamine, Purple , Violet and Reflex Blue colors are usable for a period of 6 months.</i></p> <p><b>Date of Manufacture</b> is determined by the 8-digit batch number on the product label.            The 2nd digit is the year of manufacture; the 3rd and 4th digits are the month.            Example: 64074895: 4 = Manufactured in 2014. 07=July</p> <p><b>Proper storage is key to achieving maximum shelf stability.</b>            Shelf Life refers to unopened containers stored in temperatures not to exceed 78° F (25° C).            UV curable inks that are unopened and stored at temperatures that exceed 78°F, (25°C) may gel prematurely. Protect Waterbase inks from Freezing. Please refer to appropriate Technical Data Sheet at Nazdar.com for complete information.</p>				
Questions? Contact Ink Answers by emailing <a href="mailto:InkAnswers@Nazdar.com">InkAnswers@Nazdar.com</a>				