# COSMETIC

CRANGE BEEL

Cippled or mortled appearance view able pressurizing. Orange peel is often the fire

# SPECIFICATIONS OF INJECTION MOLDED PARTS

Specifications for Molders and their customers

GRADE 2 - (Low grade polich, textured, c

UNIFORM VIEWING
CONDITIONS AND
ACCEPTANCE CRITERIA

KEYS TO COSMETIC INSPECTION OF PLASTIC MOLDED PARTS

GLOSSARY OF TERMS FOR TYPICAL COSMETIC DEFECTS

BULLING

Para disconition caused from physic called

RUNS (painting or printing)

Dripping or sagging of paint or ink. Mov-Treatly caused by too truch or too thick

SERATCH

Surface imperfection due to abrasion that Depth is not measurable. Differs from an mark.





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This specification has been prepared by the Molders Division of The Society of the Plastics Industry, Inc. as a service to its members and their customers. The specification provides recommendations only. It is up to the molder and customer to determine particular contractual arrangements.

# Acknowledgement

The SPI Molders Division is indebted to Carl Kern, Director of Quality, BACE Manufacturing, Inc., for his dedication to the development of this guide as its principal author and layout-designer. The Division also wishes to thank Mike Noggle, CEO, BACE Manufacturing, Inc. (and Molders Division Director-at-Large) for BACE's generosity in providing the contents of the original draft. We also acknowledge Mr. Noggle's leadership towards achieving the published document.

Questions or comments should be directed to:

Molders Division
The Society of the Plastics Industry, Inc.
1801 K Street, N.W., Suite 600K
Washington, DC 20006-1301
Phone: 202/974-5200

Fax: 202/296-7005 www.socplas.org

Version A Reprinted: February 1999

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# TITLE:

Cosmetic Specification of Injection Molded Parts

# **PURPOSE**

The purpose of this standard is to provide quantitative definitions, and recommended methods of inspection and measurement of the cosmetic quality attributes in the absence of customer provided specifications.

The definitions, descriptions and classifications contained in the specification are based on typical terms used in the injection molding process and, where applicable, also relate to post molding activities.

# **SCOPE**

This specification addresses the cosmetic quality of molded plastic parts and related post molding activities.

# I. DEFECT DEFINITIONS

# **BLEEDING** (paint or decoration)

Evidence of one color overlaping or altering another color (painting). Speading of pigment beyond the intended boudries (silk screen, printing).

#### **BLUSH**

Discoloration or change in gloss. Generally occurring at gate locations or abrupt changes in wall thickness.

# **BROKEN**

General damage. For example bent and/or broken tabs or ribs.

# **BUBBLES**

Void pockets, typically seen only in transparent parts. May appear as a bulge or protrusion in an opaque part.

#### **BURNS**

Brown marks or streaks. (Also see gas marks.)

# **COLD SLUG**

First material to enter mold during injection. Solid or semi-solid, this material leaves a distinct border with adjacent melted material similar in appearence to weldlines.

# CONTAMINATION

Large areas of discoloration from foreign matter or foreign material embedded in the surface of a part.

# **CRACKING**

Stress induced splitting or fissures causing separation of material.

# **CRAZING**

Multiple tiny cracks due to stress exerted on the part.

# **DELAMINATION**

Separation (peeling) of layers of plastic

# DISCOLORATION

Any change from the original color standard. Unintended, inconsistent color.

# **DRAG MARKS**

Clusters of scratches from plastic dragging against mold details when a part is ejected from a mold.

# FILL-INS (print or silk screen)

An excessive use of ink that alters the form of screened or printed feature. Placement of ink where no ink should be.

# **FLASH**

Excess plastic at parting line or mating surface of the mold. Normally very thin and flat protrusion of plastic along an edge of a part. Can also appear as a very thin string or thread of plastic away from the edge of a part (string flash). Often found at vents, knock outs and other shut-off areas.

# FLOW MARKS (paint or silk screen)

Waviness of edge or excessive linear junction between two surfaces of ink or paint.

# **GAS MARKS**

Dark discolored streaks caused by incomplete venting of gases generated during the molding cycle.

#### **GOUGE**

Surface imperfection due to abrasion that removes small amounts of material. Depth is measurable.

#### **GREASE**

Any type of machine lubrication on the surface of a part.

# **HAZE**

Cloudiness on an otherwise transparent part.

<u>INSERT PROBLEMS</u> (Not a true "cosmetic" defect. More functional than cosmetic)

Errors related to the installation of inserts into plastic parts. Inserts can be set too high or too low in a socket or boss. They can also be damaged or misaligned and may even be missing.

# **JETTING**

See splay.

# LINT (paint)

Any unintended foreign substance in the coating or on the surface.

#### **MARBLING**

Colored streaks caused by incomplete mixing of 2 different colored plastics. Also referred to as streaking.

# **NICKS**

Like gouges but of short length. Cause by impact rather than abrasion.

# NON-ADHESION (painted or decorated))

Lack of adequate sticking of paint, print or any coating to the plastic surface.

# ORANGE PEEL

Rippled or mottled appearance view able as concentric lines. Caused by underpressurizing. Orange peel is often the first sign of possible sink or shorting.

# PIN PUSH

Protrusion or distortion caused by an ejector pin pushing into part more than normal. The protrusion is most evident on the surface opposite the ejector pin.

# **PITTING**

Crater-like imperfections on the surface of the part.

# **PULLING**

Part distortion caused from plastic catching in the mold when the part is ejected.

# **RUNS** (painting or printing)

Dripping or sagging of paint or ink. Movement of ink beyond intended surfaces. Usually caused by too much or too thick paint or ink.

# **SCRATCH**

Surface imperfection due to abrasion that removes small amounts of material. Depth is not measurable. Differs from scratch in mold which leaves a consistent mark.

# **SHINE**

Glossy or shiny areas on textured surface. Usually caused by a dirty or worn mold. Can also be caused by lack of sufficient pressure to properly replicate texture in the mold.

# SHORTS (Short shot, non-fill)

Missing plastic due to incomplete filling of the mold cavity. Parts are not completely formed. Can usually be identified by smooth, shiny and rounded surfaces.

# **SINK**

Surface depression caused by non uniform material solidification and shrinkage. Most often noted at interface between differing wall thicknesses.

# **SMEARING** (paint or ink)

Similar to bleeding. Excess ink or paint in areas that should be free of ink or paint. Smearing is due to rubbing of surface before adequately dried.

# **SPECKS**

Small discolored points of matter embedded in the surface. Typically black, caused by material contamination or material degradation.

# **SPLAY**

Off colored streaking. Usually appears silver-like. Splay is caused by moisture in the material or thermal degradation of the resin during processing. A similar look can be caused by cold material skipping across the surface during a fast fill. This is commonly called "jetting".

#### WELDLINES

Witness line where 2 or more fronts of molten plastic converge. Also called knitlines or flowlines.

# II. SURFACE IDENTIFICATION AND CLASSIFICATION OF SURFACE FINISH

#### A. SURFACE FINISH

# GRADE 1 -

- Highly polished: (e.g. SPI B1 or lower).
- Clear transparent.
- Fluid contact (primarily applies to medical parts)

# GRADE 2 -

- Low grade polish, non-textured: (e.g. SPI B2 or higher.)
- Textured.
- Clear translucent.

#### GRADE 3 -

· Painted parts

#### GRADE 4 -

- Ink stamped, printed, silk screened
- Other decorative processes.

#### **B. SURFACE IDENTIFICATION**

- "A" surface The top or front, most often viewed surface.
- "B" surface Generally the front edge and sides of a part. Not viewed as often as an "A" surface but easily seen by user.
- "C" surface Most often, the back and bottom surface.
- "D" surface internal surfaces. Normally D surfaces are not inspected for cosmetic attributes. Where, necessary, D surface inspection will be specified as an exception.

# III. STANDARD VIEWING CONDITION

# A. LIGHTING INTENSITY

All quality decisions of cosmetic acceptability will be made under normal lighting conditions (80-120 footcandles) in white fluorescent light.

#### **B. VIEWING ANGLE**

All viewing will take place with direct overhead lighting. Viewing angle is dependent on surface classification.

In every case, parts will be held such that the light is <u>NOT REFLECTED</u> directly to the viewer.

"A" surface - Hold part 300 from the horizontal plane.
Part is in direct line with your eyes.

 $\underline{ROTATE}$  part 30° to the right and to the left about the vertical axis.

"B" surface - Hold part 900 from the horizontal plane.
Part is in direct line with your eyes.
DO NOT rotate the part.

"C" surface - Hold part 90° from the horizontal plane.

Part is NOT in direct line with your eyes. Part is held 45° below the plane of your eyes.

DO NOT rotate the part.

#### C. VIEWING DISTANCE

"A" surface - 18 inches "B" surface - 24 inches

"C" surface - 30 inches

# III. STANDARD VIEWING CONDITION (continued)

# D. INSPECTION INTERVAL (time)

Inspection interval is a function of surface area.

	"A"	non-"A"
SURFACE AREA	Surfaces	Surfaces
$\leq 4 \text{ in}^2$ (2" x 2")	2 sec.	1 sec.
$4-16 \text{ in}^2$ (4" x 4")	4 sec.	2 sec.
$16-64 \text{ in}^2$ (8" x 8")	6 sec.	3 sec.
64-144 in <sup>2</sup> (12" x 12")	8 sec.	4 sec.
$> 144 \text{ in}^2$ (12" x 12")	10 sec.	5 sec.

#### IV. COLOR MATCHING

Decisions regarding color matching are made by comparison to known standards using a spectrophotometer, color meter or suitable color matching light booth.

Color standards and tolerances shall be provided by the customer. In the absence of a customer supplied color standard, standards shall be developed based upon the material manufacturer's color chip set and tolerances shall be set using a Delta E ( $\Delta$ E) limit of 1.00, unless otherwise stated by the customer.

# V. GLOSS.

Determination of gloss is to be made using a suitable glossmeter (e.g. BYK Gardener Glossgard® 60° glossmeter). When gloss cannot be measured by glossmeter, judgement shall be made by eye against gloss standards provided by or approved by the customer. All evaluations by eye shall be under standard viewing conditions.

#### VI. SURFACE FINISH and TEXTURE MATCHING.

Judgement as to the conformance of surface finish is to be made by comparing a part to an SPI Mold Finish Guide plaque. Comparison is by eye unless otherwise specified by the customer.

Judgement as to the conformance of surface texture is to be made by comparing a part to a Mold-Tech texture plaque. Comparison is by eye unless otherwise specified by the customer.

# VII. ADHESION

Adhesion requirements pertain to printed, painted or other decorative finishes applied to the surface of a plastic part.

The applied finish must withstand a tape test, whereby a piece of pressure sensitive tape (Scotch Number 610 or equivalent adhesive strength) is applied across the finished surface. The tape is then removed by rapidly pulling the tape at a 90 degree angle to the part surface. The tape is examined for evidence of finish coat removal. There should be no evidence of finish coat on the tape.

# COSMETIC QUALITY SUMMARY SHEETS

The following four pages are summary sheets outlining the cosmetic requirements by grade.

SURFAC	E E	A	В	C
WELDLII & BLUSH		Limits for BLUSH and WEL and held based upon limit san	DLINES are established in agreem	ent with customer
SINK		None allowed.	.003" max.	.010" max.
SPECKS O		Less than or equal to .010". No closer than 1 inch.	Less than or equal to .010". No closer than 1 inch	Less than or equal to .012". No closer than 1 inch.
	ALLOWABLE RANGE	.010"025". Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.010"025". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.012"030". Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inches.
	REJECT IF -	Greater than .025".	Greater than .025".	Greater than .030".
SCRATCI	HES ACCEPT IF -	.100" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.150" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.300" or less in length. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
	REJECT IF -	Greater than .100"	Greater than .150"	Greater than .300"
PITTING CRACKIN CRAZINO	NG PEEL FORM TEXT NG G	n n	None Allowed	Refer to limit samples or note exceptions in Quality Plan. " " " " " "
DELAMII COLD SL		"	u "	n n

**GRADE 2** - (Low grade polish, textured, clear translucent)

SURFAC	CE	A	В	C		
WELDLI & BLUSI		Limits for BLUSH and WELDLINES are established in agreement with customer and held based upon limit samples				
SINK		None allowed.	.005" max.	.015" max.		
SPECKS & ACCEPT IF - BUBBLES		Less than or equal to .010". No closer than 1 inch.	Less than or equal to .010". No closer than 1 inch	Less than or equal to .015". No closer than 1 inch.		
	ALLOWABLE RANGE	.010"030". Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.010"030". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.015"040". Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.		
	REJECT IF -	Greater than .030".	Greater than .030".	Greater than .040".		
SCRATC	HES ACCEPT IF -	.150" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.200" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.300" or less in length. Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.		
	REJECT IF -	Greater than .150"	Greater than .200"	Greater than .300"		
PITTING CRACKI CRAZIN	ING E PEEL IFORM TEXT G ING G INATION	None Allowed " " " " " " " " " " " " "	None Allowed	Refer to limit samples or note exceptions in Quality Plan. " " " " " " "		

GRADE 3 -	(Painted /	/ Finished	parts)
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GRADE 3 - (Painted / Finished parts)							
SURFACE		<b>A</b>	В	C			
SPECKS, DISCOLORATION, & GLOSSINESS							
	ACCEPT IF -	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .015". No closer than 1 inch.	Less than or equal to .015".			
	ALLOWABLE RANGE	.010"020". Allow 2 per 16 inch <sup>2</sup> (4" x 4").	.015"040". Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.015"050". Allow 6 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inches.			
	REJECT IF -	Greater than .020".	Greater than .040".	Greater than .050".			
SCRATO	CHES & LINT						
	ACCEPT IF -	.010" x .030" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020" x .050" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020' x .500" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than I inch.			
	REJECT IF -	Greater than .010" x .030"	Greater than .020" x .050"	Greater than .020' x .500".			
MARKS	& RUNS						
	ACCEPT IF -	none.	.020" x .050" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020' x .500" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than I inch.			
	REJECT IF -	any found	Greater than .020" x .050"	Greater than .020' x .500".			
NON-AD	HESION OR	NON-UNIFORM COVE	RAGE				
	ACCEPT IF -	none.	.125" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.250" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.			
	REJECT IF -	any found	Greater than .125"	Greater than .250".			

GRADE 4 - (Decorated Parts - stamped, printed, silk screened, in-mold,... etc.))

SURFACE	A	В	C
SPECKS, VOIDS & F	ILLINGS		
ACCEPT IF -	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .015". No closer than 1 inch.	Less than or equal to .025".
ALLOWABLI RANGE	.010"020". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer. than 2 inches.	.015"030". Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.025"050". Allow 5 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
REJECT IF -	Greater than .020".	Greater than .030".	Greater than .050".
FLOWMARKS & IN	CONSISTENCIES		
ACCEPT IF -	none allowed	.020" or less. Allow 2 per surface No closer than 1 inch.	.050" or less. Allow 4 per surface No closer than 1 inch.
REJECT IF -	any found	Greater than .020"	Greater than .050".
SMEARING, BLEED	ING & HAZE		
ACCEPT IF -	none allowed	.020" or less. Allow 1 per surface No closer than 1 inch.	.050" or less. Allow 2 per surface No closer than 1 inch.
REJECT IF -	any found	Greater than .020"	Greater than .050".

# **APPENDIX**

The following four pages are work sheets outlining the cosmetic requirements by grade and are intended to be used as work instructions at the job site.

Their use is optional and the sheets are provided merely as a tool in the implementation and integration of cosmetic evaluation during the manufacturing process (as opposed to after the process).

The pages of the appendix may be photocopied.

D . 3.T		<b></b>	Part Number:	· :	
Light 具具具	GRADE 1 (Highly po	olished, clear transpar	ent, fluid contact)		
A J	SURFACE	A	В	C	
≪ 18 " 30 deg.	WELDLINES & BLUSH	Limits for BLUSH and WELDLINES are established in agreement and held based upon limit samples		nt with customer	
В	SINK	None allowed.	.003" max.	.010" max.	
∢24"	SPECKS & ACCEPT IF-BUBBLES	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .010". No closer than 1 inch	Less than or equal to .012". No closer than 1 inch.	
C	ALLOWABLE RANGE	.010"025". Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.010"025". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.012"030". Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inches.	
	REJECT IF -	Greater than .025".	Greater than .025".	Greater than .030".	
30 ''`	SCRATCHES ACCEPT IF	.100" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.150" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.300" or less in length. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	
	REJECT IF -	Greater than .100"	Greater than .150"	Greater than .300"	
	SPLAY BURNS GAS MARKS MARBLING ORANGE PEEL NON-UNIFORM TEXT PITTING CRACKING CRAZING DELAMINATION COLD SLUGS	None Allowed "" "" "" "" "" "" "" "" "" "" "" "" ""	None Allowed	Refer to limit samples or note exceptions in Quality Plan. " " " " " " " " " "	

Cutomer:				
Part Name:			Part Number:	
Authorized by:				
Light 泉泉泉	GRADE 2 - (Low gra	ade polish, textured,	clear translucent)	
A ↓	SURFACE	A	В	C
√ 18" √ 30 deg.	WELDLINES & BLUSH	Limits for BLUSH and WEL and held based upon limit san	DLINES are established in agreeme	ent with customer
В	SINK	None allowed.	.005" max.	.015" max.
∢ _24"	SPECKS & ACCEPT IF - BUBBLES	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .010". No closer than 1 inch	Less than or equal to .015". No closer than 1 inch.
C	ALLOWABLE RANGE	.010"030". Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.010"030". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.015"040". Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
30"	REJECT IF -	Greater than .030".	Greater than .030".	Greater than .040".
	SCRATCHES ACCEPT IF -	.150" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.200" or less in length. Allow 1 per 16 inch <sup>2</sup> (4" x 4").	.300" or less in length. Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
	REJECT IF -	Greater than .150"	Greater than .200"	Greater than .300"
	SPLAY BURNS GAS MARKS MARBLING ORANGE PEEL NON-UNIFORM TE PITTING CRACKING CRAZING DELAMINATION COLD SLUGS	None Allowed  " " " " " " " " " " " " " " " " "	None Allowed	Refer to limit samples or note exceptions in Quality Plan.

Cutomer:Part Name: Authorized by:			Part Number:	
Light 泉泉泉	GRADE 3 - (Painted	/ Finished parts)		
A	SURFACE	A	В	C
< <u>18"</u>	SPECKS, DISCOLORA	ATION, & GLOSSINESS	S	
30 deg.	ACCEPT IF -	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .015". No closer than 1 inch.	Less than or equal to .015".
B ∢ <u>24"</u>	ALLOWABLE RANGE	.010"020". Allow 2 per 16 inch <sup>2</sup> (4" x 4").	.015"040". Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 2 inches.	.015"050 <sup>u</sup> .  Allow 6 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inches.
C	REJECT IF -	Greater than .020".	Greater than .040".	Greater than .050".
V 45 deg	SCRATCHES & LINT			
30 "	ACCEPT IF -	.010" x .030" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020" x .050" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020' x .500" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
	REJECT IF -	Greater than .010" x .030"	Greater than .020" x .050"	Greater than .020' x .500".
	MARKS & RUNS			
	ACCEPT IF -	none.	.020" x .050" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.020' x .500" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
	REJECT IF -	any found	Greater than .020" x .050"	Greater than .020' x .500".
	NON-ADHESION OF	R NON-UNIFORM COV	ERAGE	
	ACCEPT IF -	none.	.125" or less. Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.250" or less. Allow 4 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.
	REJECT IF -	any found	Greater than .125"	Greater than .250".

		D . N. 1			
Light 泉泉泉	GRADE 4 - (Decora	ted Parts - stamped	, printed, silk screened, i	in-mold, etc.))	
A ↓	SURFACE	<b>A</b>	В	C	
« <u>18"</u>	SPECKS, VOIDS & FI	LLINGS			
rotate 30 deg.	ACCEPT IF -	Less than or equal to .010". No closer than 1 inch.	Less than or equal to .015". No closer than 1 inch.	Less than or equal to .025".	
∢ <u>24"</u>	ALLOWABLE RANGE	.010"020". Allow 2 per 16 inch <sup>2</sup> (4" x 4"). No closer. than 2 inches.	.015"030". Allow 3 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	.025"050". Allow 5 per 16 inch <sup>2</sup> (4" x 4"). No closer than 1 inch.	
С	REJECT IF -	Greater than .020".	Greater than .030".	Greater than .050".	
₹ 45 deg	FLOWMARKS & INC	ONSISTENCIES			
30"	ACCEPT IF -	none allowed	.020" or less. Allow 2 per surface No closer than 1 inch.	.050" or less. Allow 4 per surface No closer than 1 inch.	
	REJECT IF -	any found	Greater than .020"	Greater than .050".	
	SMEARING, BLEEDIN	NG & HAZE			
	ACCEPT IF -	none allowed	.020" or less. Allow 1 per surface No closer than 1 inch.	.050" or less. Allow 2 per surface No closer than 1 inch.	
	REJECT IF -	any found	Greater than .020"	Greater than .050".	