

General Guideline

TRAP: Usually 1 pt stroke which means 0.5 pt of actual overlapping of colors - **extending the lighter color into the darker color.** There are two types of trap - **Choke** and **Spread**. **Choke** is when the background color is lighter than the object, then the trap color goes into the object. **Spread** is when the object color is lighter than the background, so the trap color has to spread into the background.

Example: In this case, the magenta is a lighter color than the dark blue in value; therefore, the magenta ink needs to trap into the dark blue object so the overlap is not obvious **visually**. **The size of the letter T remains the same size.**

Choke: 1 pt magenta stroke overprints blue T inward



Before Trap

After Trap

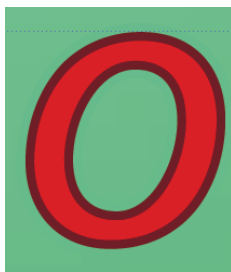
Spread: 1 pt magenta stroke overprints blue T outward



Before Trap

After Trap

Other Example:



Before Trap

After Trap



Stay Away: Usually 0.5 pt stroke which actually means 0.25 pt of a color knocking away of background colors to make white text print crisp. **The strongest color of the background color mixture (CMYK) should be the Stay Away / Knock Out color.**

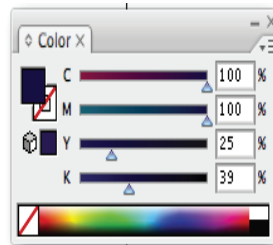
Example: In this case, the back ground blue has all 4 CMYK colors. The strongest value out of all colors is the 100% Cyan so that is the best color for Stay Away stroke. Therefore, we can use 0.5 pt CYAN to KNOCK OUT the magenta, yellow and black. **The white letter remains the same size.**



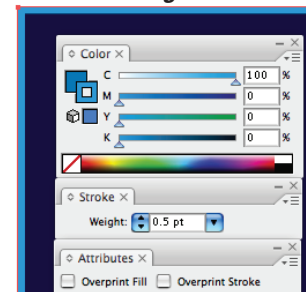
Original



With 0.5 pt Stay Away



Enlargement:



Other Example:



Other Example:



Other Example:

