

Errors IV: Missing Strikers

This is a fairly common error. In most cases, everything else about the cover is correct; it simply doesn't have a striker. And, in looking over the few thousand error covers that I've gone through over the years, it doesn't matter at all where the striker would have correctly been: front-striker, rear-striker, or even odd-striker. Since the application of the striker material is an 'extra' step on the cover, something can go wrong in the production process, resulting in no striker at all, or...

In some cases of missing strikers, the striker is actually on the *inside* of the cover. The last cover shown below is an example of this. Trying to envision the production process in general, I'm at a loss to satisfactorily explain just how this can happen. Perhaps the striker that ends up on the inside isn't even a striker that goes with that run of covers at all. Perhaps it's from another entirely different run altogether. Hmmm, did printers run several jobs simultaneously, and could simultaneous jobs end up being accidentally 'merged'? I don't know. But, as we'll see later, that would seem to be the most logical explanation for overprinting errors, which constitutes a different type of error, and one which we'll discuss in a later article in this series.

Also, to avoid confusion, there is another type of error, to be discussed later under a different category, wherein the entire outside of the cover, striker and all, appears on the *inside*. For our purposes, here, I don't count this latter type of error as a missing striker error. Similarly, misapplied strikers, partial strikers, or even double strikers do not come under the category of missing strikers...simply because ..they *aren't* missing!

Partial strikers coming up in our next issue.

