Glossary of common U.S. coin errors

Blank planchet

The punched disks are first known as "type-1 blanks (or planchets)". The disks are called "type-2 blanks (or planchets)" after an upending mill adds uniform, rounded rims.

Clipped planchet

A misfeed can occur when the metal strip is fed through the blanking machine. The punches sometimes overlap the leading edge of the metal producing a straight clip. Sometimes, the punches strike an area of the strip which overlaps the hole left by the previous strike producing a curved clip.

Doubled die

A doubled die occurs when a die receives an additional, misaligned impression from the hub. Overdate coins such as the 1942/1 Mercury dime and 1918/7 buffalo nickel are also doubled dies. They are not repunched dates, since the dates were punched onto the hub.

Die cracks, die breaks, and die chips

Dies can crack during use producing jagged, raised lines on the surface of subsequently struck coins. In U.S. coinage, many Morgan dollar coins show slight die cracks. Dies with cracks, especially those with cracks near the edge, sometimes break. The broken piece may be retained in position or fall away. Die cracks and retained die breaks can be difficult to distinguish.

Die clash

A die clash occurs when the obverse and reverse dies are damaged upon striking each other without a planchet between them. Due to the tremendous pressure used, parts of the image of one die may be impressed on the other. Planchets subsequently struck by the clashed dies receive the distorted image.

Broadstrike

Broadstrike errors are produced when the collar die (the circular die surrounding the lower die) malfunctions. The collar prevents the metal of the blank from flowing outside the confines of the die. All denominations of U.S. coins with a broadstrike have plain edges.

Strike through

A "strike-through" coin is made when another object comes between a blank and a die at the time of striking. That object's outline is pressed into the blank's surface.

Brockage

Brockage occurs when a mirror image of a coin is struck on a blank. After a struck coin fails to eject, a new blank is fed between the struck coin and the hammer die. The hammer die strikes the second blank leaving its image on one side while pressing the blank against the previously stuck coin which sinks its image into opposite side.

Off-center strike

An off-center coin is produced when the coin is struck once, albeit off center. Unlike a broadstrike, the punch is not in the center of the coin, but rather the edge.