Plunger Ace No. 58

(Non-Graphite plunger tip lubricant)

Plunger Ace No. 58 is a non-graphite plunger lubricant which is composed of high quality lubricating oils and effective additives.

Plunger Ace No. 58 is designed for use in automatic lubricating systems (available for any lubricating method adopted by Japanese die cast machine makers). Plunger Ace No. 67 has adequate viscosity and properties for automatic application, but also can be applied by hand application through brushing.

Performance Benefits

- 1. Will not stain the casting and keeps the workshop clean.
- 2. Excellent lubricity provided by the combination of high quality lubricating oil and effective additives.
- 3. Very neat and economical, since the smaller quantities required will minimize excess run-off.
- 4. Does no affect the casting even when injected into the mold along with the molten metal.
- 5. Will not clog feed lines or valves
- 6. Contains nothing that would be injurious to workmen under normal conditions of use.

Typical Properties

Appearance: Redish Brown Specific Gravity(15 $^{\circ}$ C): 0.92 Viscosity(25 $^{\circ}$ C): 710Mps

<u>Use</u>

- 1. Plunger Ace No.58 is generally used in automatic lubricators
- 2. When using in an automatic lubricator, remove the cap and insert the intake pipe.
- If an exclusive container is used for the system, be careful when you replenish the container with the lubricant not to mix in dust or other foreign materials, which might later become a serious problem.
- 4. Plunger Ace No. 58 is usually used without being diluted, but if spray application is desired, it can be diluted with kerosene until its viscosity becomes low enough to spray

Storage

Products should be stored on their sides in a clean, dry place and protected from extremes of temperature.

Health and Safety

Under normal conditions of use is not known to offer any serious health hazard. We would however, recommend good standards of industrial hygiene are observed when handling this product.

Package

18 kilogram pail /180 kilogram drum