

Datasheet | Abrasives

STAINLESS STEEL CUT WIRE SHOT

FOLLOWING DIN 8201-4

GENERAL INFORMATION					CHEMICAL COMPOSITION					
Abrasive		Stainless steel cut wire shot		С	C AISI 304 max. 0.		% S, P		max. 0.045%	
Shape		Cylindrical or conditioned			AISI 301	max. 0.15 %	Cr	AISI 304	17.50 – 19.50 %	
SIZES				Mn		max. 2.00%		AISI 301	16.00 – 19.00 %	
0.30 mm 0.012"	0.70 mm 0.028"	1.40 mm 0.054"	2.40 mm 0.096"	Si	AISI 304	max. 1.00%	Ni	AISI 304	8.00 – 10.50 %	
0.35 mm 0.014"	0.80 mm 0.032"	1.60 mm 0.062"	2.60 mm 0.102"		AISI 301	max. 2.00%		AISI 301	6.00 – 9.50 %	
0.40 mm 0.017"	0.90 mm 0.035"	1.80 mm 0.071"		M	MODE OF USE					
0.50 mm 0.020"	1.00 mm 0.041"	2.00 mm 0.080"		Re	Reusable blasting medium					
0.60 mm 0.023"	1.20 mm 0.047"	2.20 mm 0.087"		SH	SHOT BLASTING SYSTEMS					
				Bla	Blasting wheel and compressed air					
PHYSICAL PROPERTIES				GI	GRADES					
Hardness	AISI 304 41-52 HRC (400-550 HV1)		0-550 HV1)	Al	AISI 301/302 (1.4310)		AISI 304 (1.4301)			
AISI 301		49-58 HRC (500-650 HV1)		CE	CERTIFICATIONS & SYSTEM APPROVAL					
Specific weight		min. 7.8 g/cm³		Sta	Standards		DIN 8201-4			
Bulk weight		ca. 4.6 kg/l		Ce	Certifizications		ISO 9001			
APPLICATIO	NS									
Shot blasting		Desanding			TOW MORE TOW SOCIETY TOW SOCI					
Deburring		Descaling								

INFO

Shot peening

Conditioned carbon steel cut wire shot for blast cleaning and shot peening is made from stainless steel wire of selected grade, diameter and tensile strength by means of special cutting machines. For shot peening and special requirements (e.g. start-up-mix) it can also be conditioned afterwards. Due to its bigger cold solidification grade AISI 301/302 (1.4310) is especially qualified for shot peening.

Peen forming

PACKAGING



25 kg (55 lbs) 1,000 kg (2,205 lbs) per pallet (= 40 bags)



Big Bag 1,000 kg (2,205 lbs)



Subject to change without notice. All specification are only a general description of

our products. For detailed information please ask for our product leaflets.

Drum 907 kg (2,000 lbs)

STORAGE



Keep Dry