

SmoothForm 1700

High Performance Metal Forming Fluid



YOUR BENEFITS

- Stable when mixed with water.
- Provides good lubricity & cooling during high speed stroking thereby extending tool life.
- Provides temporary rust protection of laminations & punched parts.
- Oil does not exhibit staining on laminations & punched material..
- Does not hamper post stamping processes like steam blowing, die casting, cleaning, plating etc.
- Environment friendly product does not contain any ozone depleting substances.
- User friendly product does not cause eye or skin irritation.
- Easily mixed with hard water up to hardness of 400 ppm. For Optimum results soft water is preferred.

APPLICATION

- For high speed motor core stampings & EI laminations for transformers.
- For punching of CRCA sheets, Copper & Aluminum Sheets.

RECOMMENDED DILUTION RATIO:

- Recommended mixing ratio: 1:20 with water. May be altered depending on the type of material or Intricacy of stamping / forming.

CHARACTERISTICS	TEST METHOD	UNIT	TECHNICAL VALUES
Colour	Visual	-	Light Blue
Density @ 29.5°C	*CTM	gms/cc	0.90 ± 0.05
pH of 5% Solution (in DM water)	*CTM	-	9 to 10
Flash Point	*CTM	°C	None
Cast Iron Corrosion Test in 200 ppm water	IP 287	%BP	5

*CTM:- Corporate Test Method

The values quoted above are typical and do not constitute a specification.

INDUSTRY:

Punching
& Stamping

PACK SIZE:

30 Ltrs. / 210 Ltrs.

SHELF LIFE:

24 Months

Marginal variation in shade can be expected from batch to batch. The color has no effect on the lubricating properties of the product. MSDS available on request. Due to continual upgradation of products above data is subject to change without notice.

This supersedes our previously issued data sheets.

Information and data given herein is offered in good faith as accurate, but without guarantee. Conditions of use and suitability of a product for a particular use is beyond our control; all risks of use of the product are assumed by the user and WE EXPRESSLY DISCLAIM ALL WARRANTIES OF EVERY KIND AND NATURE.

