

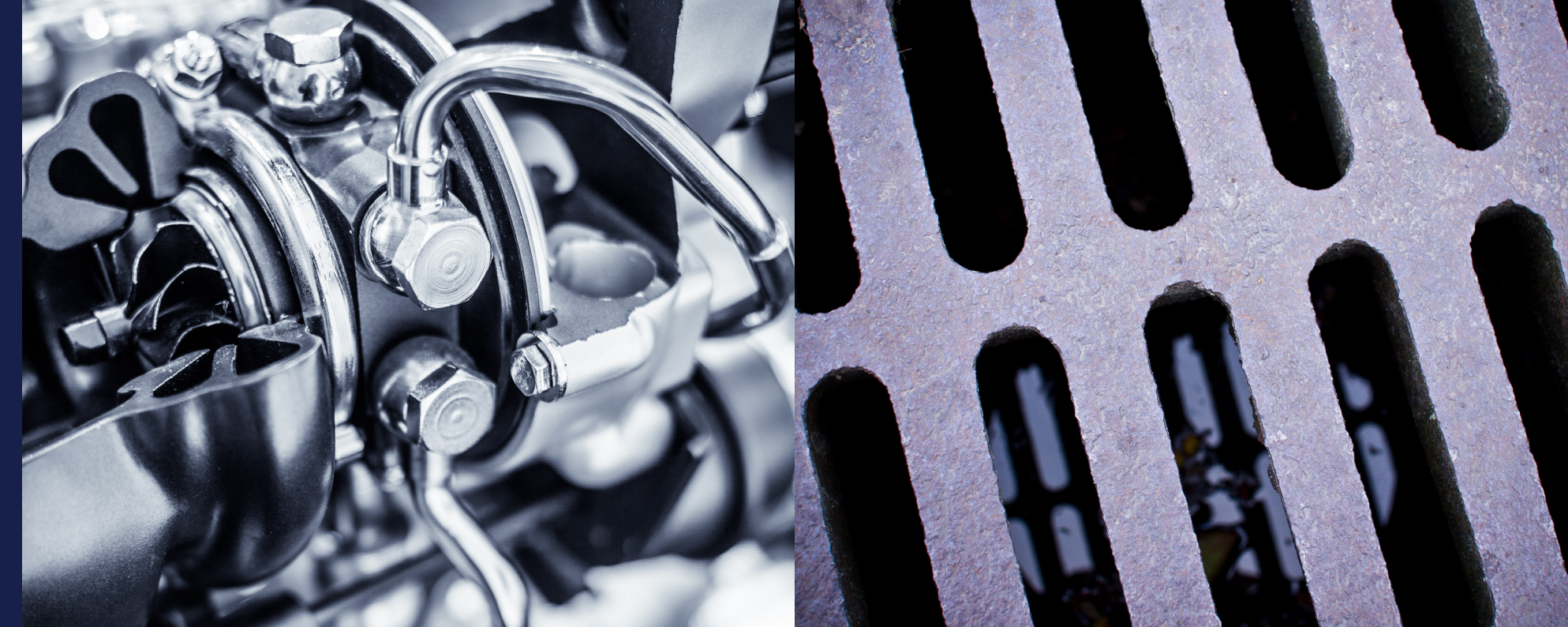


HYBRID SHOT

Premium blend for low machine wear in desanding operations

HYBRID SHOT™, a unique steel media, was developed specifically to address new demands for desanding in foundries and descaling in forges and wire drawing plants. By decreasing machine wear with greater cleaning efficiency, it reduces operational and maintenance costs.

- Specific heat treatment
- Unique Shot/Grit (elliptical shape grit) composition
- High rebounding capacity



USERS BENEFITS

Cost & Maintenance Reduction

- Reduced machine wear and parts consumption
- Improved process stability due to longer lasting operating mixing
- Controlled and regular surface profile

Cleaning Performance

- Improved parts cleanliness, including complex shapes
- Increased cleaning efficiency compared to High or Low Carbon steel shot

Consumption

- Longer abrasive life compared to round steel shot
- Reduced power consumption for shot blasting (ISO 14001)

MARKETS AND APPLICATIONS



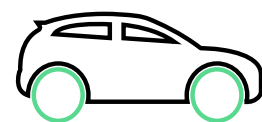
Desanding and descaling



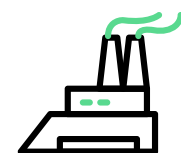
Cast steel and cast iron foundries



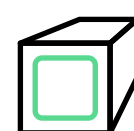
Forges



Automotive castings



Equipment goods



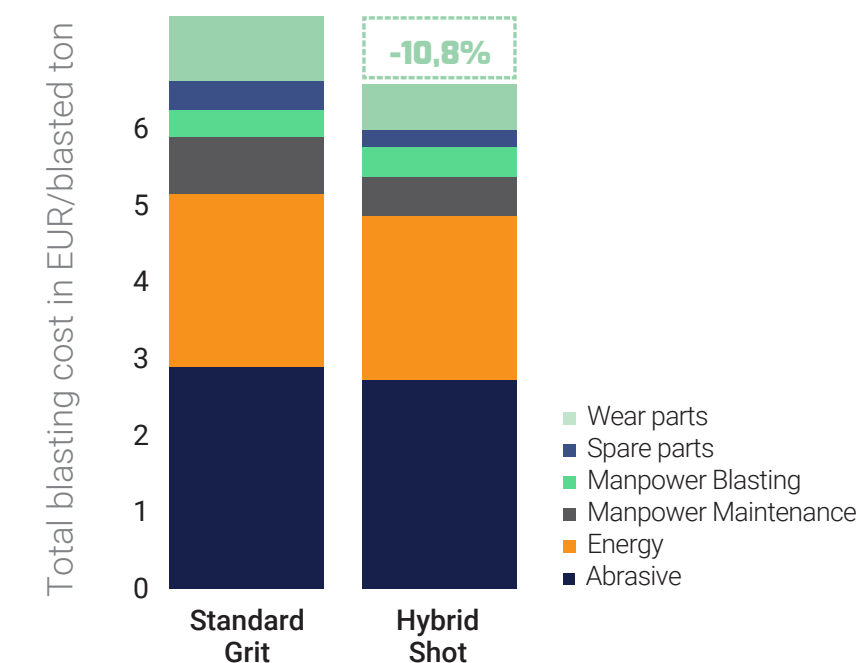
Construction castings

SPECIFICATIONS

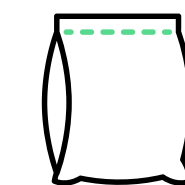
Product name	HY 020	HY 040	HY 060	HY 080	HY 100
Nominal size (Sieve #)	1,7 mm (#12)	1,4 mm (#14)	1,18 mm (#16)	1,00 mm (#18)	0,85 mm (#20)
Hardness	Specific hardness : 45 - 49 HRC				
Density	Absolute ≥ 7 g/cm³		Apparent ≥ 4 g/cm³		
Chemical composition	C ≥ 0.80% , Si ≥ 0.40% , 0.6% ≤ Mn ≤ 1.2% , S ≤ 0.05% , P ≤ 0.05%				
Shape	Round and Angular (new) , elliptical (operating mix)				

*Document for informational purposes only. Not contractual. Contact your local representative for latest version of the technical data sheets.

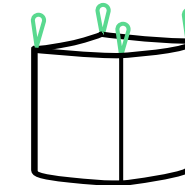
Total blasting cost Standard Grit vs. Hybrid Shot



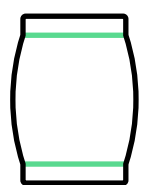
Packaging



BOXED BAGS
1000 kg (2,205 lb)
40 bags of 25 kg (55 lb)
per pallet



BIG BAG
1000 kg
(2,205 lb)



DRUM
771 kg
(1700 lb)

Customized packing available upon request

W Abrasives
by Winoa

