

MOTOROL WRL 15

WIRE ROPE LUBRICANT

Introduction:

Motorol WRL 15 is a penetrating lubricant which contains an evaporative solvent that facilitates migration of the lubricant into the core of the wire rope, then evaporates, leaving behind a heavy lubricating film that protects and lubricates each strand. It has excellent corrosion resistance and high load carrying properties

Applications:

It can be used in mining and running applications such as standing and running lines, cranes and derricks. It can also be used for marine applications such as cranes, hoists and drilling rigs. Can be used in wet ropes due to powerful water displacement property. Application can be manually or automatically through lube applicator.

Advantages:

- ◆ Good Anti-corrosion will resist oxidation and prevent deterioration of the wire ropes due to rust and corrosion.
- ◆ Low viscosity with high penetrating property
- ◆ High Water displacement property
- ◆ Low pour point facilitates all round the year application.
- ◆ Non sticky— so shall not attract dust.
- ◆ Allows the strands to slide against each other with reduced friction
- ◆ Works well with heavily loaded standing or running wire rope

Performance Standard:

Proprietary grade.

Typical Specifications:

CHARACTERISTICS	Test Method	Specified Value
Appearance	VISUAL	Clear
Color	ASTM D1500	5
Flash Point, (°C), Min	ASTM D92	45
Kinematic Viscosity at 40°C (cSt)	ASTM D445	13-15
Rust Test Procedure A & B	ASTM D665	Pass
Falex EP Test, Non seizure Load, (lb)	ASTM D3233	3000
Pour Point (°C), Max	ASTM D97	(-)40

Environment, Health & Safety:

Every care has been taken to ensure the accuracy of the information in this PDS. This however may be affected by subsequent improvement in product (R&D). MSDS is available for all MOTOROL products on request. MOTOROL products are unlikely to present any health and safety hazard with proper use for the correct application and maintain proper personal hygiene. Do not spill oils on the shop floor, discharge into drains, ground or water sources.