

## 4403 Synthetic Gear Oil

SINOPEC 4403 synthetic gear oil is blended with synthetic base oil and plural highly refined additives such as extreme pressure agent, anti-oxidizer, anti-corrosion agent and so on.

### Advantages

- ⊙ Outstanding viscosity-temperature property
- ⊙ Good extreme pressure and anti-wear properties, reducing wear of gearbox
- ⊙ With advantages such as high flash point, low freezing point and long service life, etc
- ⊙ Good anti-oxidation and anti-corrosion properties, ensuring normal operation of equipment
- ⊙ Neither coke nor deposit after durative application in high temperature condition

### Performance Specification

The product meets the following specifications:

- ⊙ SH/T 0467—94

### Applications

- ⊙ Suitable for lubricating close-type gear and worm gear, especially for long-term lubrication of friction spoke made of different material, such as steel and copper
- ⊙ Applied temperature range: -35℃ ~ 150℃

### Typical Properties

| Items  | 4403 synthetic gear oil         |
|--|---------------------------------|
| Appearance   | Transparent liquid of red brown |
| Kinematic viscosity (40℃), mm <sup>2</sup> /s              | 171.5                           |
| Viscosity index  | 201                             |
| Flash point (open), ℃                                      | 239                             |
| Pour point, ℃  | -39                             |
| Corrosion (T <sub>2</sub> copper sheet, 100℃, 3hrs), level | 1a                              |

### Special Attentions

- ⊙ Do not mix with other lubricant resulting in performance reduction due to possible physical or chemical reactions between different oil
- ⊙ Close the cap in time after each use, keeping moisture, dust away
- ⊙ Use seals made of NBR within 100℃ and those of FKM or silicon rubber when temperature lasts high
- ⊙ Use EP resin or MPFR coating if industrial paint is not acceptable
- ⊙ Use oil level of glass or PA material

### Packing

- ⊙ To be packed with 3.5kg plastic drum, 16kg/200L iron barrel or by customer