



QUICK SLIDE 68

Way and Slide Lubricant

Performance Benefits

- Low frictional characteristics helps eliminate chatter and stick-slip of slides
- High Lubricity helps reduce wear and increases smoothness of sliding action
- Excellent water and aqueous separability extends lubricant life and performance of water dilutable coolants.
- Good adhesiveness prevents removal of lubricant from critical surfaces
- Good rust and corrosion protection helps reduce the deterioration of sliding services and associated maintenance
- Multi-metal compatibility provides protection for ferrous and non-ferrous materials

QUICK SLIDE 68 is a premium-quality slide way lubricant specifically designed to meet the strict requirements for accuracy and part finish of today's high production machine tools. It is formulated with high-quality base stocks and a highly engineered additive package designed to reduce stick-slip and chatter under thin film, boundary lubrication conditions allowing smooth uniform motion at travel speeds of today's advanced machinery. **QUICK SLIDE 68** ensures protection of slides and ways while still providing good filterability thereby minimizing reduced flow or plugged applicator filters. **QUICK SLIDE 68** is approved under Cincinnati Machine P-47 specification.

Applications

QUICK SLIDE 68 is recommended for horizontal slide-ways on small to medium size machine tools and for flood applications in large machines.

QUICK SLIDE 68 is also suitable for lubrication of ball-screws, linear guides, headstocks, translating screws, spur and bevel gears and lightly loaded worm gears.

Typical Characteristics

Appearance.....	Clear, light yellow liquid
Viscosity.....	315 SUS @40°C
ISO grade.....	68
Copper Strip (ASTM D 130).....	1B
Flash Pt. (COC)	>450°F (232°C)

Recommended Dilutions

QUICK SLIDE 68 is designed to be applied neat.

Packaging

QUICK SLIDE 68 is packaged 5-gallon pails and 55-gallon non-returnable steel drums. Bulk and 310-gallon bins are also available.



The Next Generation in Metalworking Chemistry