

Product Data Sheet: RF 50

PRODUCT DESCRIPTION

RF 50 is a rigid molded *Non-Asbestos, Non- Metallic* friction material suitable for use in *High Friction* brake/clutch applications. It is non-corrosive, non-abrasive and smooth. RF 50 can be molded into many intricate internal, external, and customer specified shapes.

CHARACTERISTICS

- Exceptional dimensional stability
- Good corrosion resistance
- High compressibility
- Excellent wear rate

MECHANICAL PROPERTIES

Specific Gravity (SAE J380)	:2.02
Gogan Hardness (SAE J379A)	: 16
Tensile Strength (ASTM D638)	: 5413 PSI

FRICTIONAL PROPERTIES

Coefficient of Friction (SAE J661):	
Normal*	: 0.51
Hot*	: 0.46
Wear Rate (SAE J661)	
(inch ³ /hp-hr)	: 0.006
Friction Code	: GG
Maximum Operating Limits	:
Rubbing Speed**	: 7500 fpm
Pressure**	: 2000 psi
Drum Temperature for	
Constant Operation**	: 650°F

SAE J661A TEST CURVES Wear @ 400F **Recovery II** Fade II 0.80 0.80 0.80 **Coeffi**, friction 0.40 0.20 0.60 Coeffi. friction Coeffi. friction 0.60 0.40 0.40 0.20 0.20 0.00 0.00 0.00 600 200 400 600 200 400 100 Drum Temperature F 0 50 Drum Temperature F # Applications

The information presented in this datasheet provides general performance characteristics of the friction material compound under standard test conditions. Values shown are typical or represent average values from test samples. Friction material performance is application specific due to the geometry and conditions of the application, please use this as reference information only. No warranty can be made as to the suitability of this friction material for a specific application. For support with an application, please contact us to discuss your requirements.

* Friction values shown are for guideline purposes only. Friction values will change with temperature, pressure and speed. Practical design considerations should include a factor of safety based on the specific application.

** Maximum operating limits stated are interrelated. Changing any one value will change the maximum limit of the others.