PRODUKTINFORMATION



Motorbike Synth 4T SAE 10W-50

DESCRIPTION

Fully synthetic high performance motor oil, developed for use in air and water-cooled four-stroke motorcycle engines. Specially developed for all-season use in street, off-road and racing machines as well as ATVs, scooters and snowmobiles operated under normal to extreme conditions. Fully synthetic base oils in association with the latest additive technology provide for optimum lubrication, excellent engine cleanliness and friction as well as minimal wear under all operating conditions. Motorbike Synth 4T SAE 10W-50 is thus highly suited for use with and without a wet clutch.

PROPERTIES

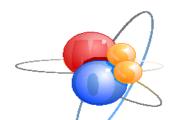
- Optimum lubrication under all operating conditions
- Very high shear and ageing stability
- Guarantees low oil consumption
- High wear protection
- Tried and tested with exhaust catalytic converters
- Highly suitable for wet clutches
- Optimum engine cleanliness

Corresponds to and fulfills the following classifications and specifications:

API SL JASO MA2

TECHNICAL DATA

Base	: synthetic oil/additives			
Viscosity class	: 10W-50			
Density at +15 °C	: 0.851		g/cm³	DIN 51757
Viscosity at +40 °C	: 120	mm²/s		DIN 51562
Viscosity at +100 °C	: 18.5		mm²/s	DIN 51562
Viscosity index	: 172			DIN ISO 2909
Flash point	: 244		°C	DIN ISO 2592
Pour point	: -42		°C	DIN ISO 3016
ASTM color number	: L 3.5			DIN 51578



PRODUKTINFORMATION



AREAS OF APPLICATION		s operated u	ff-road and racing machines as well as nder normal to extreme conditions. wet clutch.
APPLICATION	The operating instructions of the engine Note: Optimum effectiveness on mixing).	-	urer must be followed. product is used on its own (i.e. no
AVAILABLE			
PACK SIZES	Motorbike Synth 4T SAE 10W-50	1 I	Part no. 1502 D-GB-I-E-P
		1 I	Part no. 2760 D-NL-F-GR-ARAB
		4 I	Part no. 1686 D-GB-I-E-P
		4 I	Part no. 7508 D-RUS-UA
		20 I	Part no. 1567
		60 I	Part no. 1564
		205 l	Part no. 1569

PI 09/04/14

Our information is based on thorough research and may be considered reliable, although not legally binding.