

**NuLube Tough-Draw: Viscous semi-synthetic lubricant for deep drawing, stamping, punching, pressing, bending and forming. Water soluble for easy cleaning. Extremely high lubricity. Safe on most metals. Protects against rust. Low odor fluid. Safe to work with.**

### Applications:

**NuLube Tough-Draw** is designed to assist in many metal-forming operations to include but not limited to; drawing, stamping, punching, pressing, bending, and forming. Also finds itself useful in roll-forming. **NuLube Tough-Draw** has been formulated to replace heavy-duty oil based lubes for metal punching, stamping and drawing applications, which typically require vapor degreasing for cleaning. Special concentrated formulation won't smoke or evaporate away or dry down. Solvent free formula. Clings to surfaces and protects against corrosion. Semi-synthetic formula washes off easily with water based cleaners (NuKlean®) allowing for subsequent painting or plating operations. For best results, **NuLube Tough-Draw** should be cleaned with an alkaline cleaner.

### Typical Usage Parameters:

	NuLube Tough-Draw
Description	Heavy-Duty Viscous Water soluble Lubricant
Viscosity SUS @ 100°F	1,000
Concentration Range	100%
Operating temperatures	Ambient
Rolling & Stamping	•
Ferrous metals	•
Aluminum/brass/copper	•
Galvanized	•
Deep Drawing	•
Extra rust protection	•

### Physical Properties:

	NuLube Tough-Draw
pH, concentrate	N/A
pH, @ 5% bv	~8.2
Bulk Density, #/gal	8.0
Oils & Insolubles	None
VOC (at max use level, 100%)	< 0 g/L
Flash point	>450°F
Chelates	None
Solubility in water	Emulsifies
Silicated	No
Chlorinated	Yes – (Chlorinated Paraffin)

**Availability:** 5-gallon and 55-gallon containers; 300-gallon tote-bins and bulk tankers.

**Storage:** Keep out of direct sunlight. Keep from freezing. Store between 40-120°F.

**Disposal:** Dispose of in accordance with local, state, and federal regulations. For assistance with disposal contact NuGeneration Technologies at 888-99-NuGen or email: [info@nugentec.com](mailto:info@nugentec.com)