

# Special graphites and Richard specialty cokes for brake pads

The mechanical and thermal properties of our synthetic graphites and calcined special cokes are virtually unique due to their high purity and ordered crystalline structure.

### Application

Depending on the design, a brake pad can contain up to 65 percent metal (e.g. copper, brass, iron), as well as various sulphides, graphites, special cokes, and silicon carbide. They may also contain fibres made of glass, rubber or even carbon. Synthetic and natural resins are used as fillers. The interaction of these substances in the matrix gives the brake pad the properties it needs.



## **Benefits of RANCO**

#### Synthetic graphite

- has unique mechanical and thermal properties and enhances both performance and comfort due to its ordered crystalline structure
- distributes heat generated by friction more evenly over the entire surface of the pad or

dissipates the heat into the deeper layers of the pad. Effective heat distribution prevents hotspots on the pad or brake disc and reduces thermally induced surface deformations, which reduces noises and vibrations while enhancing comfort.

 a low modulus of elasticity makes the pad more elastic, which reduces noise and "judder" while decreasing pad wear.

#### **PRODUCT INFORMATION**

# Graphite and special coke for brake pads

#### **Calcined petroleum coke**

- increases and stabilises the coefficient of friction across the entire temperature range.
- therefore helps to reduce unwanted fading and enhance braking performance.
- the high level of purity (ash content only approx. 0.2%) reduces wear on the brake disc.
- reduces vibrations and noises, thereby enhancing comfort.

#### **Grain sizes**

In many cases, grit specifications are defined in close cooperation with the client. The range extends from ground products to granulated material of up to 2 mm.

We would be glad to support you in improving the quality and success of your products.

Your Richard Anton KG Team

Quality Reliability Progress

