# **Spring Plungers ·** with pin and internal hexagon - INCH 2B030.0250



## **Product Description**

To be used for positioning, indexing, locking, latching as well as for other similar pressure applications.

Spring plungers can be used for locating or for applying pressure, as a detent or for ejection.

# **Material**

#### Pin

· Free cutting steel, hardened, blackened

#### Body

· Free cutting steel, blackened

#### Spring

Stainless steel

# Characteristic

Standard spring load: no marking



Standard spring load

# load Heavy spring load

#### More information

#### Notes

Customized design on request.

Spring plungers are specially tested for spring range and forces.

• This product is manufactured in INCH dimensions.

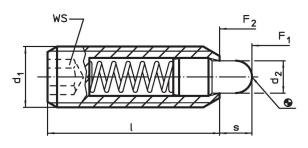
#### References

A conversion table can be found in the technical data following these product information pages. Thread lock: polyamide spot coating (for details please refer to the technical appendix).

#### **Further products**

Spring Plungers, with pin and internal hexagon

# Drawing

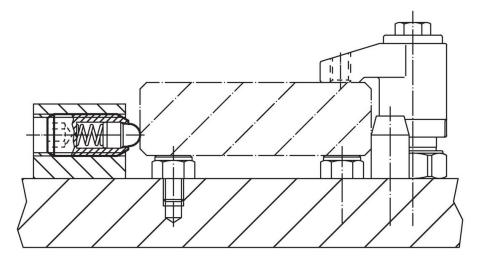


# **Order information**

Dimensions							Stroke	Spring load <sup>1)</sup>				i	Art. No.
d <sub>1</sub>			Thread	d <sub>2</sub>	I		S	F <sub>1</sub>	F <sub>2</sub>	min.	max.		
	[in]			[in]		[in]	[in]	~   ~ [lb]		[°F]		[oz]	
free cutting steel, standard spring load, With thread lock													
1/2-13	1/2	0.5	2A-UNC	0.248	1 1/4	1/4	0.25	2.7	9.3	-22	194	0.649	2B030.0250

1) statistical average value

# **Application example**



# Compliance

#### **RoHS compliant**

Contains lead - compliant according to exceptions 6a / 6b / 6c.

Contains SVHC substances >0,1% w/w Contains lead - SVHC list [REACH] as of 27.06.2024.

#### **Contains Proposition 65 substances**



Lead can cause cancer and reproductive harm from exposure https://www.P65Warnings.ca.gov/

#### Free from Conflict Minerals

This product does not contain any substances designated as "conflict minerals" such as tantalum, tin, gold or tungsten from the Democratic Republic of Congo or adjacent countries.