

## Spring Plungers · with pin and slot - INCH

### 2B020.0352



#### 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

- Stainless Steel 1.4305 (ASTM-A-582), nitrided

##### Body

- Stainless steel 1.4305 (ASTM-A-582)

##### Spring

- Stainless steel

#### Characteristic

Standard spring load: no marking



Standard spring load

Heavy spring load

#### More information

#### Notes

Special types 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 slot

#### Drawing



#### Order information

Dimensions				Stroke s	Spring load <sup>1)</sup>		Temperature		Weight [oz]	Art. No.		
d <sub>1</sub>	Thread	d <sub>2</sub>	l		F <sub>1</sub>	F <sub>2</sub>	min.	max.				
[in]		[in]	[in]	[in]	[lb]	[lb]	[°F]	[°F]	[oz]			
stainless steel, standard spring load, With thread lock												
5/8-11	5/8	0.625	2A-UNC	0.31	1 1/16	0.215	2	8.5	-22	194	0.892	2B020.0352

<sup>1)</sup> statistical average value

Application example



## Compliance

### RoHS compliant

Compliant according to Directive 2011/65/EU and Directive 2015/863.

### Does not contain SVHC substances

No SVHC substances with more than 0.1% w/w contained - SVHC list [REACH] as of 27.06.2024.

### Does not contain Proposition 65 substances

No Proposition 65 substances included.

<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.