

Steam Cylinder Oil

This is a true steam cylinder oil and is correct for all piston in cylinder steam applications. Fresh stock from a major refiner. Packaged in rugged, flip top, resalable plastic bottles. Available in three types for differing applications:

Type 1 – Most common type. For use with saturated (wet) or superheated (dry) steam at pressures up to 200 psi. Used for model locomotives and large stationary engines with force fed (pumped) lubricators.

Type 2 – For use with superheated (dry) steam only at all pressures and temperatures. Usually required only for commercial equipment as used in amusement operations and other commercial products.

Type 3 – Required where displacement type lubricators are used. Usually best in steam locomotive auxiliary equipment (pumps, compressors) or small stationary engines. Also correct for the “air end” of steam driven compressors.

Stock Number	Description	Cost	Weight	Packing Handling
99X2B	Type 1 - 1 Quart (32 fluid ounce) Bottle	\$4.00	3	\$5.00
99X2D	Type 2 - 1 Quart (32 fluid ounce) Bottle	\$4.00	3	\$5.00
99X2F	Type 3 - 1 Quart (32 fluid ounce) Bottle	\$4.00	3	\$5.00

Grease

Bearing Grease – For all small bearings, extra fine milled. Comes in all our products.

Center Pivot Grease – Totally waterproof for sliding surfaces, pivots, pedestals, etc.

Stock Number	Description	Cost	Weight	Packing Handling
99X2G	Bearing Grease – 8 ounce jar	\$3.00	1	\$5.00
99X2H	Center Pivot Grease – 8 ounce jar	\$3.00	1	\$5.00

Way Oil

This is a special oil for sliding surfaces that are open to the air such as crossheads and other valve gear on steam locomotives. Most oils will oxidize and thicken in that use while way oil is formulated to remain fluid. New oil also dissolves old oil that may have accumulated dirt while washing it away.

Packaged in rugged, flip top, resealable plastic bottles.

Stock Number	Description	Cost	Weight	Packing Handling
99X2J	Way Oil – 1 Quart (32 fluid ounce) Bottle	\$4.00	3	\$5.00

For all items on this page, packing and handling applies once per order