Product Information



SIN RACE CASTOR

The ultimate in castor oils for two stroke engines.

THE INGREDIENTS

An ashless SAE 20W-40 engine oil manufactured from high quality castor vegetable oil, synthetic ester, anti-corrosion additives and an advanced anti-oxidant.

APPLICATIONS

Designed for use in ultra high speed two stroke engines such as International Class Go Karts (Ratio 16:1) and other high performance engines.

Also recommended for classic four and two stroke engines where the owner wishes to use a Castor based oil rather than mineral oil.

Two stroke engine premixes where methanol is the fuel.

Model aircraft engines.

May be used with unleaded and leaded petrol, but due to a limited storage life, product should be mixed just prior to use. Please establish compatibility and stability before attempting to use in engine.

Do not mix SIN Race Castor with mineral oils.

CUSTOMER BENEFITS

- Soluble in methanol and petrol
- Longer engine life by combining the antiseize protection of castor plus the extra film strength from the synthetic esters.
- Dramatically reduced sticky deposits compared to full castor blends
- Contains an ashless anti wear additive to protect engine parts.
- Reduced formation of lacquers on engine components
- Helps prevent corrosion brought about by excess moisture when running on methanol.
- Reduced power losses due to friction

Typical Properties Density at 15°C, kg/L 0.955 Flash Point, °C 240 Viscosity, Kinematic, cSt 160 at 40°C 14.9 Sulphated Ash, mass % nil SAE Grade 20W-40

Penrite Oil Company Pty Ltd ABN 25 005 001 525 Ph: 1300 PENRITE (1300 736 748) Int: 61 3 980 1 0877 Email: penrite@penriteoil.com www.penriteoil.com.au **Environment, Health and Safety**

Information is available by request on this product in the Penrite Material Safety Data Sheet. Information in this sheet is based on the most current information available. Minor variations to typical properties not affecting the performance of the product are to be expected in normal manufacture.

Issued June 2005