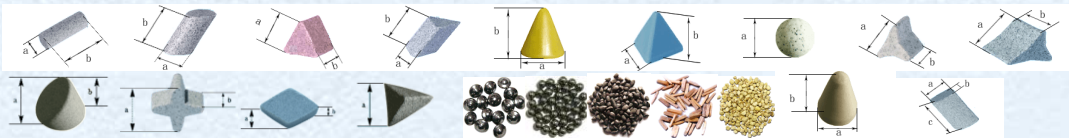
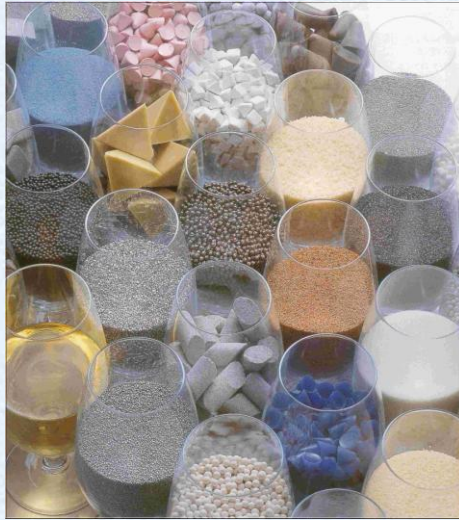


## MASS FINISHING CHIPS

Chips are selected according to:

- The objective (deburring, polishing, shelving radiusing, brightening, sand-blasted effect...) which defines the material of the chips (more or less abrasive or polishing)
- The size and morphology of parts which defines the shape and the dimensions of the chips



### Main products:

*Codification shape :*

- ACC : angle cut cylinder
- SCC : straight cut cylinder
- ACT : angle cut triangle
- SCT : straight cut triangle

*Most common material codification:*

*Ceramic :*

- NCA : highly abrasive
- MGA : abrasive
- FGA : fine

*Porcelain :*

- PW : little hard
- FPW : hard
- FPRW : very hard

*Plastic :*

- HFA : very abrasive
- GFA : abrasive médium
- LFA : abrasive light
- UF : polishing



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