




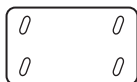


The following information is to assist you in the selection of the appropriate caster for your specific application. Remember, the selection of the proper caster is determined by the load requirements, the operating environment, and other special conditions.

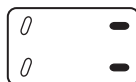
Caster Series	Wheel Material	Load Rating per Caster	Resistance to Oil & Grease	Rollability	Floor Protection	Noise
<b>5M</b> 	Resilient Rubber	200 lbs. (91kg)	Low	Fair	Good	Low
<b>B5DN</b> 	Neoprene	225 lbs. (102kg)	High	Good	Good	Low
<b>5MP</b> 	Polyurethane	300 lbs. (137kg)	High	Good	Good	Moderate
<b>5MDA</b> 	High Modulus Rubber	250 lbs. (114kg)	High	Good	Good	Low
<b>Q5MBESD</b> 	Conductive	200 lbs. (91kg)	Low	Fair	Good	Low

**Caster Tips:**

- The total weight of the equipment and its load should not exceed three times the load rating per caster.
- Given the same wheel material, the larger the wheel diameter, the greater the load capacity and the better the rollability.
- Caster mounting patterns affect maneuverability and steering of the equipment.
- Plate casters generally have wheels of larger diameter and can usually carry more weight and take more abuse than stem casters.
- Ball bearings and roller bearings in the wheel generally perform better and carry more weight than engineered plastic bearings or sintered metal bearings. Metro stem casters in the 5MP and the 5MDA series have ball bearings in the swivel and the wheel. Most plate casters have ball bearings in the swivel and ball or roller bearings in the wheel.



For maneuverability, use 4 swivel casters.



For steering control use 2 swivel and 2 rigid casters.

- Wheel tread shapes are generally flat, rounded or tapered. Tapered wheels, like donut-shaped wheels, tend to roll more easily. High-modulus donut wheels offer resiliency and mobility, reduce noise, and absorb shock on uneven or rough floors.

Additional stem and plate casters, in various sizes, are available.