



Challenges with Manganese

- As cast hardness only 240 HB
- Difficult to weld
- Toxic fumes when cutting
- Non-magnetic





Manganese: Manufacturing Process





Why Are Crusher Liners Manganese?

Still the only metal that work hardens



Manganese: Chemistry

Paschal Associates

Grade	С	Mn	Si	Р	Cr	S
14%	1.11	13.56	0.344	0.0358	1.66	0.0054
18%	1.22	18.36	0.432	0.04	1.7	0.0056
21%	1.26	21.46	0.36	0.04	1.15	0.004
24%	1.3	23.6	0.557	0.0326	1.09	0.0038

- •Manganese Impact resistant
- •Carbon Wear resistant
- •14% vs 18% vs 21% vs 24%

































Manganese: Melting to Ladle



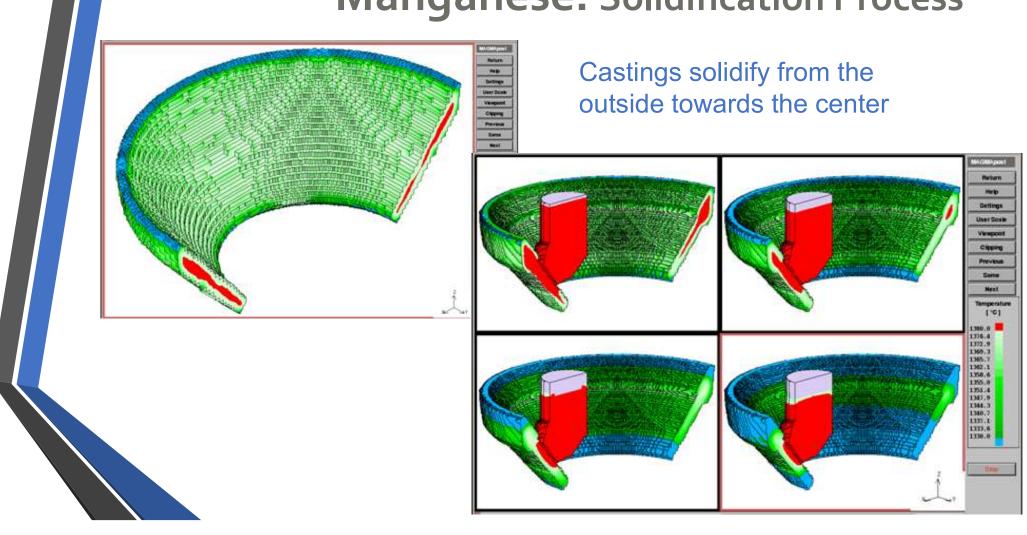


Manganese: Pouring into flasks





Manganese: Solidification Process



Manganese: Risers and their function





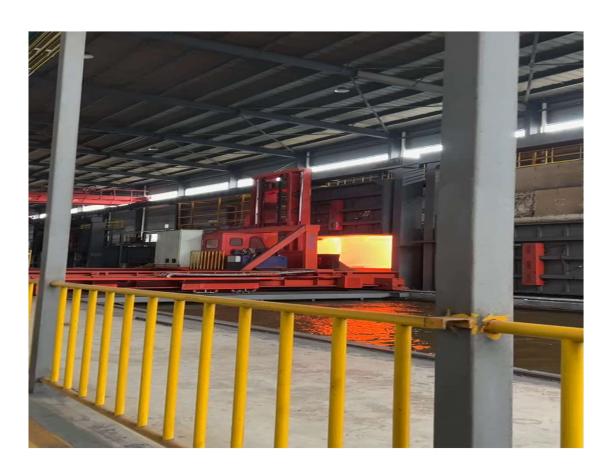


Manganese: Riser removal





Manganese: Transition - Heat Treatment to Quench





Manganese: Machining













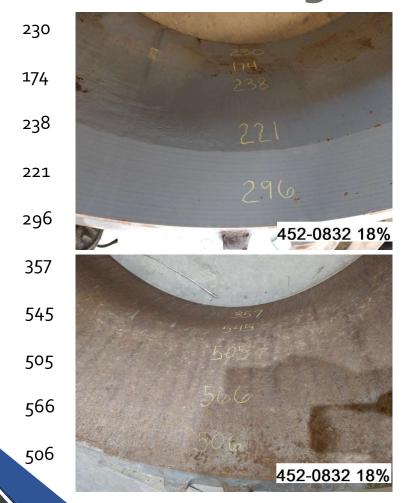
Manganese: Work Hardness

\$33 8850 H 442-8820 14%





Manganese: Work Hardness









Manganese: Work Hardness





How Can We Reduce Risk In Crusher Related Maintenance Activities?









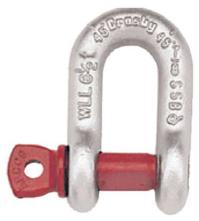
Can we reduce or eliminate HAZARDS associated with hot work?





Jaw Die Design





G-210/S-210

G-210 Screw pin anchor shackles meet the performance requirements of Federal Specification RR-C-271F Type IVB, Grade A, Class 2, except for those provisions required of the contractor. For additional information, see page 452.



Jaw Die Design

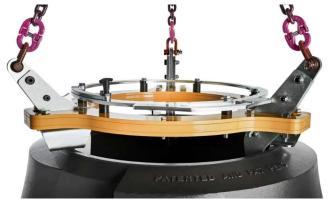




Specialized Tool Design











Specialized Tool Design







Can we reduce or eliminate HAZARDS associated with sledgehammers?





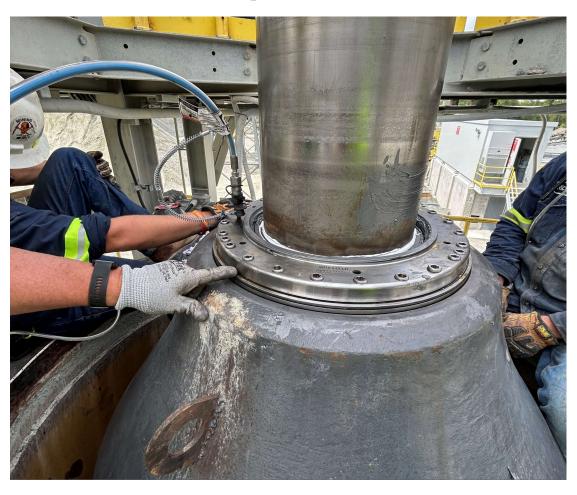


Different Approaches



























Ez Nut: Mechanical Mantle Clamps





Ez Nut: Mechanical Mantle Clamps









Ez Nut: Mechanical Mantle Clamps





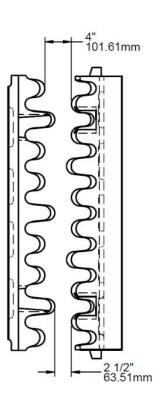
Casting Design



Documented Sets:

Standard Dies – 563 Hours

Slab Breaker – 807 Hours – still in service







764 hours - 531,000 tons - 695 TPH

728 hours - 543,000 tons - 745 TPH

1377 hours -1,102,909 tons – 800 TPH







ThankYou

