BeCoat[®] ADVANTAGES

- > Wear protection for nearly all product geometries
- Cost reduction due to less downtime
- > Optimised material properties
- Evenly distributed fused tungsten carbide (FTC) and low dilution

INDUSTRIES

- Mining
- Agriculture and Forestry
- Material transport and crushing
- Recycling
- Industrial applications
- > Many more

PRODUCT EXAMPLES







SURFACE

TECHNOLOGIES

FOUNDATION DRILLING
MINING
TRENCHLESS
TRENCHING
TUNGSTUDS

DRUM CUTTERS

ROAD MILLING SURFACE MINING STABILISING

UNDERGROUND TECHNOLOGIES



AGRICULTURE
GRADER TOOLS
FORESTRY & RECYCLING

ENVIRONMENTAL TECHNOLOGIES



CRUSHING & MIXING TUNGSTEN CARBIDE RAIL TRACK CONSTRUCTION INDUSTRIAL SOLUTIONS

INDUSTRIAL TECHNOLOGIES

> Contact: +49(0)7422/565-0 becoat@betek.de www.betek.de

\rightarrow **BETEK**



BeCoat[®] HARDFACING

BETEK

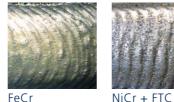
For decades, BETEK has been your reliable partner for tungsten carbide solutions. In response to increased demands from our customers for high-quality hardfacing, we have developed our BeCoat® series. Special focus was placed on fused tungsten carbide (FTC) alloys that are proven to withstand even the harshest environments: BeCoat® 10063 and BeCoat® 10035 (additional types are currently undergoing field tests). BeCoat® hardfacing ensures optimal wear protection for every component. Contact us today.

OUR PORTFOLIO

. Buffer layers

- . Coating thicknesses ≤ 6mm
- . Flexibility provided by handheld and automated hardfacing machines
- . Hardfacing and tungsten carbide combinations
- . Repair services
- . Engineering and consulting

HARDFACING TYPES

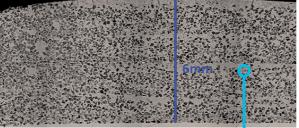


hardfacing









hardfacing

BeCoat® 10063 6mm hardfacing layer with evenly distributed FTC

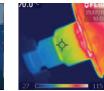


FTC particles

ENGINEERING

- . Material engineers & application experts to solve any wear issues
- . The highest degree of flexibility for high-volume production and customised prototypes
- . In-house laboratory to ensure quality control during all processes





Engineering

Process control

Hardfacing

