



Profile of rolling bearing damage (Bearing: KB27)

Category			Unit	Specification/Value	
_		Bearing Type	=	deep groove ball bearing	
General info		Bearing designation (dimension series, bore code)	-	6203	
		Suffix	-	-	
Manufacturer specific information	Geometry	Diameter of inner raceway	mm	24.00	
		Diameter of outer raceway	mm	33.10	
		Pitch circle diameter	mm	28.55	
		Number of rolling elements	pc.	8	
		Rolling element diameter	mm	6.75	
		Length of rolling element	mm	6.75	
		Nominal pressure angle	o	0	
	Parameters	Static load rating	N	4750	
		Dynamic load rating	N	9500	
		Speed limit	min ⁻¹	12000	
		Manufacturer	-	FAG	
Application specific information	Identification	Bearing code	-	KB27	
		Sample number	-	11-01	
	Place of operatio	Installation site	-	01	
		Installation type (system type)	-	bearing damage test bench (KAt)	
		Operator	-	Chair of design and Drive Technology, Paderborn	
	Operating conditions	Number of load cycles	cycles	3683000	
		Lifetime	h:min	21:01	
		Load	N	3800	
		Dynamic equivalent load	N	-	
	atin	Rotational speed	min ⁻¹	2900	
	Oper	Load direction	0	0	
		Comment	-	n/a	





		Number of	damages	2		
Category				Damage 1	Damage 2	Damage 3
Damage	Type of Damage	Mode		plastic deformation	plastic deformation	
		Sub-mode		deformation by foreign objects	deformation by foreign objects	
		Symptom		particle-caused indentations	particle-caused indentations	
	Damage location	Component		OR	IR	
		Position of damage		raceway	raceway	
		Damage combination		М	М	
		Arrangement of the respective damages		random	random	
	Geometry	Length	mm	<1	<1	
		Extent of da	mage	1	1	
		Width	mm	<1	<1	
		Depth	mm	n/a	n/a	
		Characteris damage	tic of	distributed	distributed	
	Damage occurrence	Damage method		lifetime test	lifetime test	
		Cause of da (category)	amage	operating conditions and lubricant	operating conditions and lubricant	
		Cause of damage (detailed)		overload, wrong viscosity, contamination	overload, wrong viscosity, contamination	

Legend

OR: outer ring
IR: inner ring
S: single damage
R: repetitive damage
M: multiple damage