

Valve Equipment Analysis

Date of Analysis: 27-Jun-2023

Total Number of Records: 7009

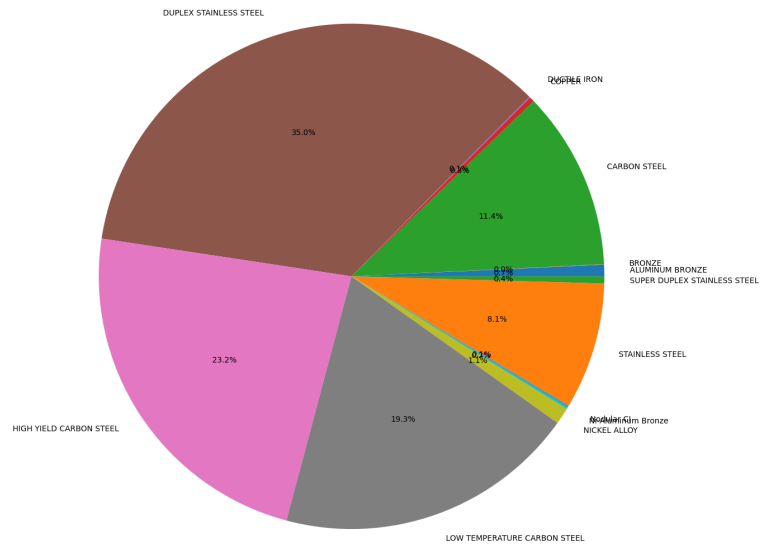
Total Quantity: 7010

Total Weight (TON): 1188.2803000000001

Material Description Breakdown:

Material Description	Total Quantity	Total Weight (TON)
ALUMINUM BRONZE	216	8.836599999999999
BRONZE	26	0.2743
CARBON STEEL	1460	135.81717
COPPER	202	3.7889999999999997
DUCTILE IRON	104	0.8179
DUPLEX STAINLESS STEEL	1438	416.19064000000003
HIGH YIELD CARBON STEEL	429	276.26
LOW TEMPERATURE CARBON STEEL	1222	229.3023
NICKEL ALLOY	14	12.620000000000001
Ni-Aluminum Bronze	51	1.9664799999999996
Nodular CI	16	0.609
STAINLESS STEEL	1740	96.46391000000001
SUPER DUPLEX STAINLESS STEEL	92	5.333

Material Description Breakdown (Pie Chart):



Material Description: ALUMINUM BRONZE

Total Quantity: 216

Total Weight (TON): 8.836599999999999

Material Description: BRONZE

Total Quantity: 26

Total Weight (TON): 0.2743

Material Description: CARBON STEEL

Total Quantity: 1460

Total Weight (TON): 135.81717

Material Description: COPPER

Total Quantity: 202

Total Weight (TON): 3.7889999999999997

Material Description: DUCTILE IRON

Total Quantity: 104

Total Weight (TON): 0.8179

Material Description: DUPLEX STAINLESS STEEL

Total Quantity: 1438

Total Weight (TON): 416.19064000000003

Material Description: HIGH YIELD CARBON STEEL

Total Quantity: 429

Total Weight (TON): 276.26

Material Description: LOW TEMPERATURE CARBON STEEL

Total Quantity: 1222

Total Weight (TON): 229.3023

Material Description: NICKEL ALLOY

Total Quantity: 14

Total Weight (TON): 12.620000000000001

Material Description: Ni-Aluminum Bronze

Total Quantity: 51

Total Weight (TON): 1.9664799999999996

Material Description: Nodular CI

Total Quantity: 16

Total Weight (TON): 0.609

Material Description: STAINLESS STEEL

Total Quantity: 1740

Total Weight (TON): 96.46391000000001

Material Description: SUPER DUPLEX STAINLESS STEEL

Total Quantity: 92

Total Weight (TON): 5.333

Data Source and Filters:

Data Source: Bulk Team MTO Data

Filters Applied:

- SBM scope = True