

MS21044N06 - Lock Nut

## Description

# **MS21044N06 - LOCK NUT**

**Condition:** New Surplus **Unit of Sale:** Sold Per Each

## PART NUMBER INFORMATION

Unpunctuated: MS21044N06

#### **MS STANDARD**

**MS STANDARD (Military Standard)** components are engineered to meet the rigorous requirements of military and aerospace applications, ensuring exceptional **reliability** and **performance** under demanding conditions. Crafted from high-quality materials like **corrosion-resistant steel** and **anodized aluminum alloys**, MS components are designed to withstand extreme environments such as high temperatures and corrosive conditions. Each MS part guarantees compliance with strict standards and is identified by its specific part number. Refer to **specification sheets** for details.

## HISTORY

**MS STANDARDS** were developed in the mid-20th century by the U.S. Department of Defense to streamline parts procurement for military systems. By creating these standards, the military ensured that parts could be reliably interchanged across various platforms, improving supply chain efficiency and reducing maintenance complexity.

#### **Condition and Unit of Sale**

**NEW SURPLUS:** These parts are classified as new and unused, meaning they have not been installed or placed into service. However, they come without traceability or original manufacturer certifications, which might be required for certain high-level regulatory uses. Our company provides its own Certificate of Conformance (CoC) as a statement of assurance that the parts are in good working condition and have been sourced from reliable channels. These are ideal when the focus is on cost-effectiveness without compromising on quality.

**SOLD PER EACH:** This item is sold individually, with the price listed for a single unit. Perfect for purchasing the exact quantity needed without the requirement to buy in bulk. For larger quantities, consider reviewing any available bulk pricing options.

Date 2025/04/21 Meta Fields Regular Price : 0.84 Stock : 262