Chip crusher



>> Functional principle

The woolly and long chips with coolant content, which have to be crushed are fed with a conveyor or chip cart dumper into the infeed hopper of the chip crusher.

A rotating knife head with hardened crushing tools moves the complete chip ball against the hardened tearing blocks fixed on the crushing hopper. The precrushed chips fall downwards into the crushing mill, where they are crushed to a minimum size. Mistakenly initated tramp metals such as bar ends and tools can be ejected.

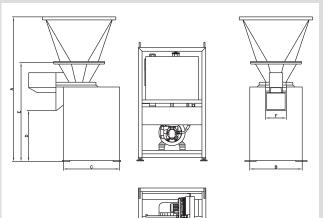
Even tough chips can be crushed with this chip crusher. The chip crusher can be extended e.g. with an automatic diverter chute, with special material for life extension or with an electro-magnetic locked inspection cover on the infeed hopper.

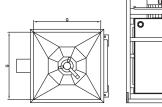
Chip crusher S30GF - S85GH

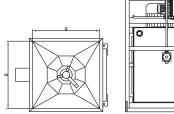


>> Advantages

- vertical chip crusher
- highly wear-resistant execution
- high-quality, hardened crushing tools
- different grinding mills for various material
- using in case of tough steel types possible
- tramp metal ejector for mistakenly initiated tramp metals
- compact and robust design
- volume reduction of the chips up to 80%
- smooth and fully automatic operation
- easy to maintain due to quickly interchangeable wear parts
- low energy requirement







Туре	Throughput* [kg/h]				Dimensions [mm]							Capacity	Weight
	Steel	Stainless steel	Aluminium	Brass	Α	В	С	D	Е	F	G	[kW]	[kg]
S30GF	300	150	100	450	1.090	620	270	150	590	200	500	3,0	300
S50GF	1.000	500	300	1.500	1.450	790	400	200	840	280	900	5,5	750
S50GH	1.000	500	300	1.500	1.930	700	750	680	1.320	280	900	15,0	1.500
S65G/GH	2.000	1.000	600	3.000	2.440	850	850	870	1.650	390	1.200	11,0/30,0	1.500/2.500
S66G	2.000	1.000	-	-	2.440	850	850	870	1.650	390	1.200	15,0	1.700
S75GH	5.000	2.500	1.500	-	3.010	1.100	1.100	900	2.040	520	1.400	55,0	4.100
S85GH	10.000	5.000	3.000		3.500	1.300	1.300	920	2.350	630	1.600	75,0	7.000

* Throughput with standard crushing mill, depending on kind and characteristics of the chips

