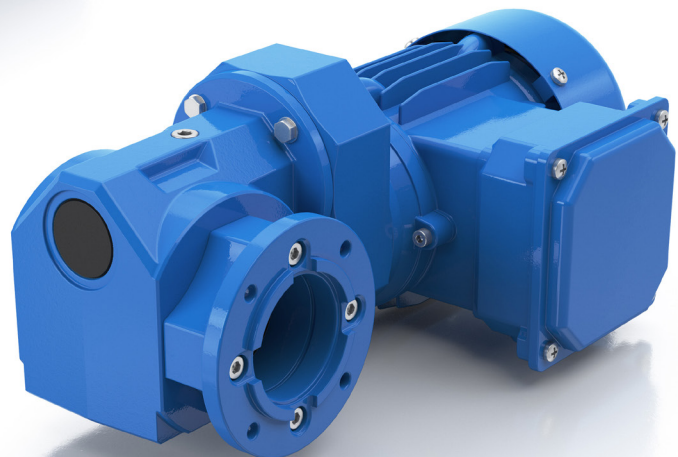
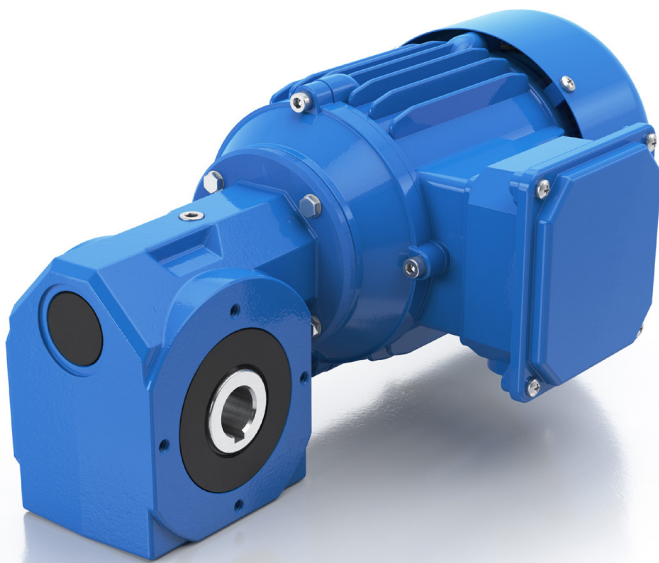




WORM GEARBOXES AND HELICAL WORM GEARBOXES / GEARED MOTORS (SM AND SSM)



**success based on
quality and reliability**

rehfuss.com

HIGH-PERFORMANCE GEARBOX

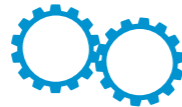
Our worm gears and helical worm gears / motors are high-performance gears with a very high degree of efficiency. All worm shafts are made from case hardened alloy steel and the flanks are precision ground. The worm wheels are made from special centrifugally cast bronze. In helical worm gearboxes, a helical gear stage is mounted upstream of the worm gearbox.

Worm gearboxes and helical worm gearboxes type SM and SSM are high-performance gearboxes in universal design. Their housing parts are made of cast aluminum, which results in enormous weight advantages. Nevertheless they are very robust designed. Further type provides lifetime lubrication.



MODULAR SYSTEM

HIGH EFFICIENCY



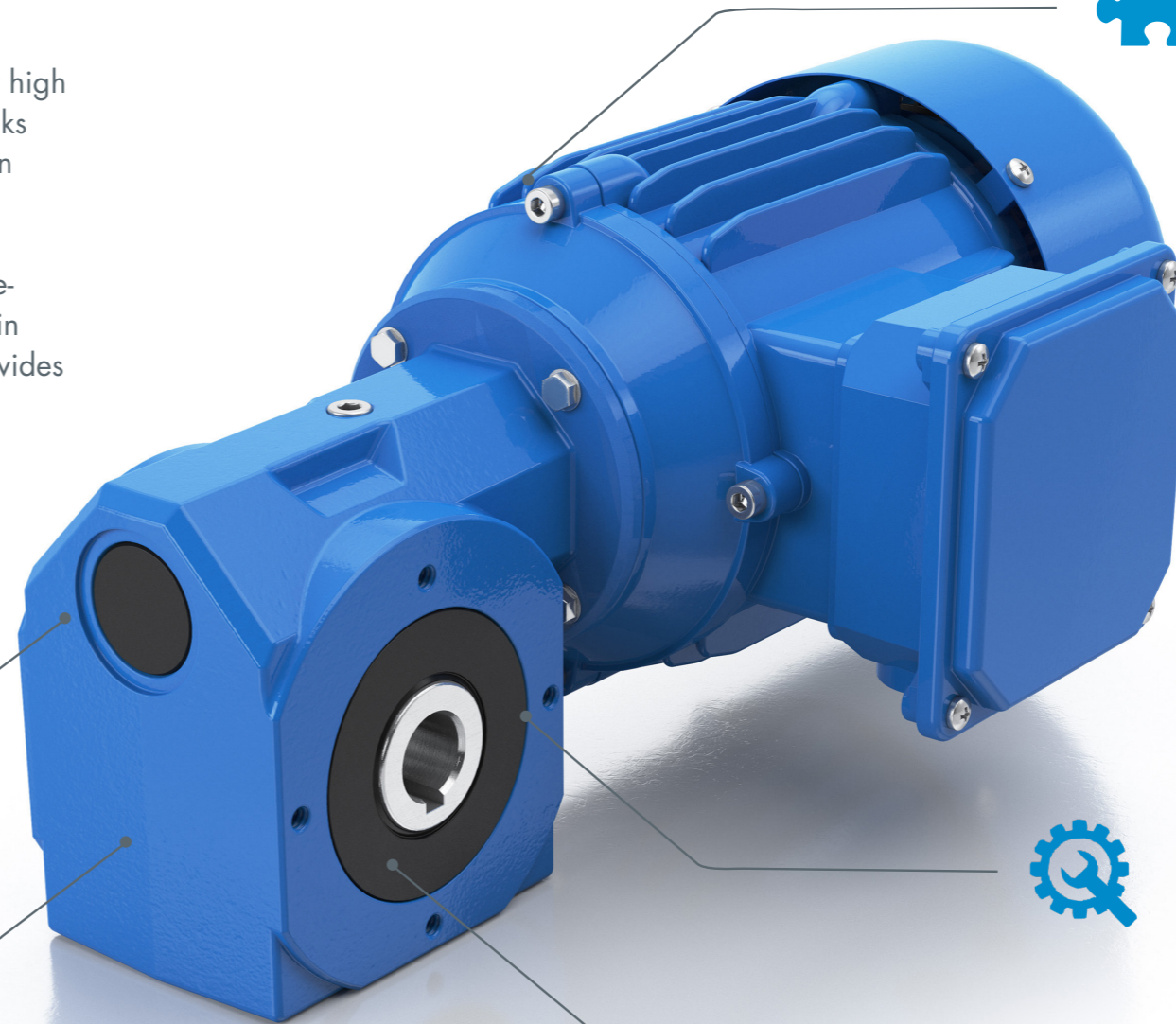
EXCEPTIONALLY LONG SERVICE LIFE



MAINTENANCE-FREE AND LUBRICATED FOR LIFE

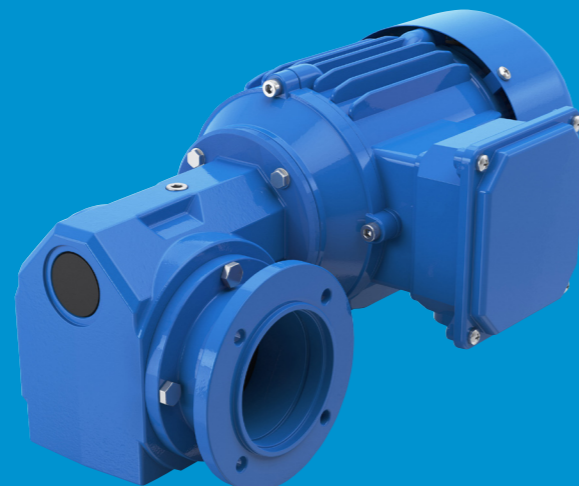


PROTECTION CLASS UP TO IP68



EXECUTION:

- Basic, flanged or universal design
- Output shaft as solid or hollow shaft
- Torque support
- IEC attachment
- ATEX version
- Shrink disk for hollow shaft



CHARACTERISTICS:

- Optimised size/performance ratio
- Designed for permanent operation under rough conditions
- Extreme torsional resistance and low noise
- Case hardened worm shafts and worms with precision ground flank
- Helical worm gearboxes equipped with helical gear wheel
- Worm wheels made from wear-resistant special bronze
- High efficiency through the use of synthetic oil (lifetime lubrication)
- Space saving angular drive
- Independent installation positions

PERFORMANCE DATA:

| Character | Value | Unit |
|--------------|---------------|------|
| Power range | up to 4,7 | kW |
| Torque range | up to 440 | Nm |
| Ration range | 3.5 - 734,560 | i |

AREAS OF APPLICATION:

- Packaging machines
- Conveyor technology
- Agitators
- Storage technology
- Pharmaceutical technology
- Systems for the automotive industry

