

SAV 434.81

PRECISION CYLINDRICAL GRINDING UNIT

With sine adjustment



APPLICATION

The cylindrical grinding unit was developed specially for use in toolmaking, die making and mould making. Due to its convenient size, the device can be used any time without setup work. Its universal suitability makes it possible to machine parts which cannot be manufactured on cylindrical grinding machines or only with great effort.

DESIGN

The base plate, the workholding bracket and all wear parts are hardened. Protection rating of bearing and motor: IP 54.

With spindle versions:

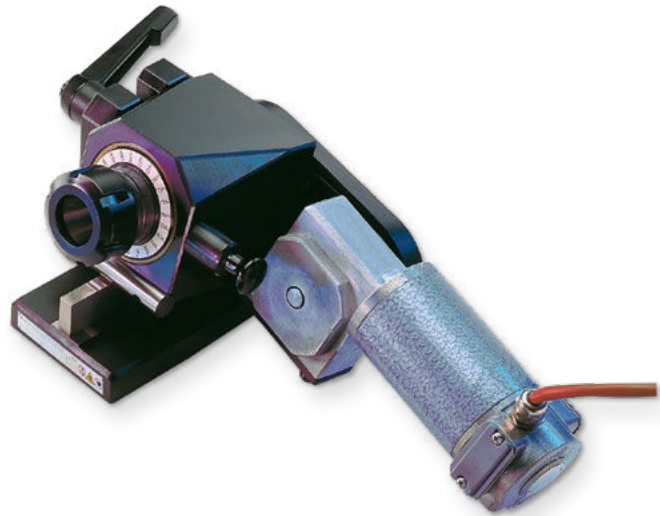
- Schaublin 470 E (Sch)
- SK 30 (SK 30)
- Deckel 355 E (D)

Control unit SAV 875.40 included in the delivery. 24 V electric motor, continuously adjustable from 0 – 333 rpm. Clockwise/anti-clockwise rotation.

With dividing unit 12 x 30° using indexing bolt, other divisions on request. Max. 24 x 15° possible. Sine swivel range from 0 – 35°.

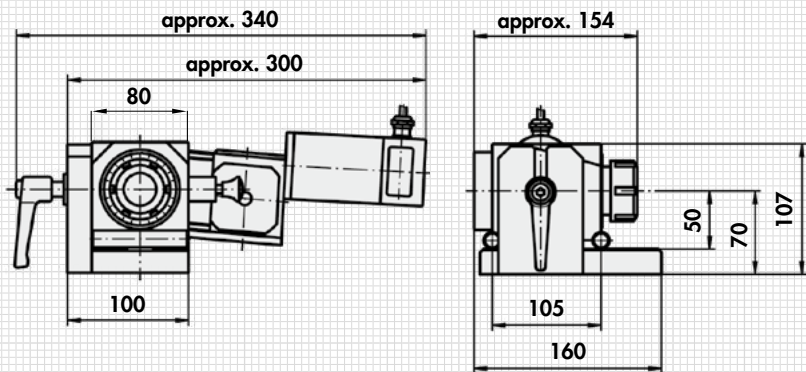
ACCESSORIES

- Permanent magnetic circular chuck:
 - D = 100 mm, with flange. SAV 244.03 - 100 - taper
- Three-jaw chuck, adjustable:
 - D = 80 mm, with flange. SAV 439.62 - 80 - taper
- Four-jaw chuck:
 - D = 80 mm, with flange. SAV 439.63 - 80 - taper
- Flat disc:
 - D = 90 mm, with threads M8. SAV 439.64 - 90 - taper
- Collet chuck Schaublin no. 470 E:
 - D = 2.0 to 3.0 mm, 0.5 mm step
 - D = 4.0 to 20.0 mm, 1.0 mm step
 - or complete set from 3.0 to 18.0 mm (set)
 - SAV 439.67 - 470 E - set
- Collet chuck type ER:
 - SAV 439.65 - ER 32 - SK 30
- Collet chuck Deckel 355 E:
 - D = 0.5 to 18.0 mm or complete set from 3.0 to 18.0 mm (set)
 - SAV 439.66 - 355 E - set



Control unit SAV 875.40
W x H x L = 170 x 140 x 230

Contact surface	in mm	160x80
Height, horizontal	in mm	107
Total length	in mm	160
Spindle height	in mm	50
Speed	rpm	0 - 333
Spindle concentricity	in mm	0.003
Weight of cylindrical grinding unit	in kg	approx. 9.0
Weight of control	in kg	4.8



ORDERING EXAMPLE

Designation	SAV no. - taper
Precision cylindrical grinding unit	SAV 434.81 - SK 30

1.3

1.4

2.1

2.2

3.1

3.2

4.1