

# SCRAP SHEARS



HYD. ROTATION



SPEED VALVE



HARDOX WEAR PLATE

## WIDE JAW OPENING AND MAXIMUM CUTTING FORCE

-provides cutting efficiency and higher productivity.

## BLADE GAP ADJUSTMENT

-unique cutting blade gap adjustment system by shimming allows the smallest blade gap and it will cut thin steel plates.

## SPEED VALVE

-improves cycle time by up to 30% compared to standard hydraulic system.

## HIGH QUALITY MATERIAL

-built with high quality steel for maximum strength and abrasion resistance.

## 360° HYDRAULIC ROTATION

-provides fast and precise positioning of the jaws.

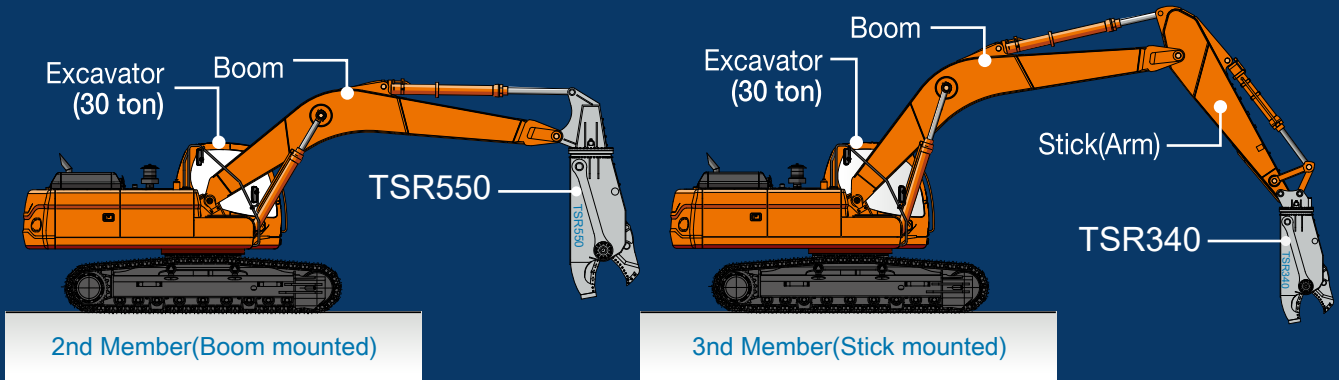
## MULTI-SPLIT BLADES

- maximize cutting forces and productivity. Multi-split blades are in a line for higher shearing performance.



# SCRAP SHEARS

Scrap Shears are the perfect tools for scrap recycling and demolition. The scrap shears with increased cutting force and cutting capacity create more profits in the field of scarp metal processing such as I-beams, H-beams, pipes, steel plates, ship demolition, etc.



## SPECIFICATIONS

Model		Unit	TSR70	TSR160	TSR230	TSR340	TSR550	TSR750
Carrier Weight	2nd member	ton	-	-	12 - 18	19 - 26	27 - 50	36 - 60
Carrier Weight	3rd member	ton	5 - 10	12 - 18	19 - 26	27 - 40	50 - 70	65 - 100
Operating Weight		kg	540	1400	2100	3400	5000	7500
Jaw Opening		mm	285	420	520	610	720	820
Jaw Depth		mm	310	425	545	670	705	815
Oil Pressure		bar	280	350	350	350	350	350
Oil Flow		lpm	90	150	200	250	380	450
Hyd. Rotation	Oil Pressure	bar	130	150	150	150	150	150
	Oil Flow	lpm	15	30	40	40	55	55
Cutting Force	at Tip	ton	33	67	80	140	175	267
	at Throat	ton	107	271	308	640	666	1205

Specifications are subject to change without notice

Shear Jaw Appetite Guide	Unit	TSR70	TSR160	TSR230	TSR340	TSR550	TSR750
I-Beam (H x W)	mm	125 x 75	250 x 150	300 x 150	450 x 150	600 x 200	600 x 300
H-Beam (H x W)	mm	100 x 100	200 x 150	200 x 200	300 x 300	400 x 400	400 x 408
Pipe (Φ x T)	mm	150 x 4	280 x 6	350 x 6	450 x 8	560 x 10	600 x 14
Round Bar (Φ)	mm	40	55	70	85	110	120
Plate(T)	mm	9	14	19	23	30	40