

AB SERIES ANGLE BROOMS

Available for: SSV65 | SSV75 | SVL65 | SVL75 | SVL97

MATERIAL HANDLING



KEY FEATURES

- 32" Brush diameter
- Replaceable hex drive system
- Poly, wire, or combination bristles
- Optional dust suppression system with 25 gallon tank

Angle Brooms are ideal for construction site cleanup, road maintenance, light snow removal on paved surfaces, and cart path maintenance.

Optional rubber dust deflector flap helps keep dust levels under control and out of the operator's field of vision. Optional marker indicators aid operator in knowing exact position of extreme left and right edges of the unit for safer and unencumbered operation.



Choice of hydraulic or manual angling; high or standard flow hydraulic options are offered to ensure that cylinder travel response is safe and appropriately matched to output flow of the tractor.

	AB72	AB84
Weight (kg) w/High Flow Set-up, Hydraulic Angling Jack & Combination Broom	854 lbs (387)	930 lbs (422)
Overall Width (m)	81-1/2" (2.07)	93-1/2" (2.37)
Overall Height (cm)	33" (83.8)	33" (83.8)
Wafers	2 Straight Poly Wafers 34 Convulated Wafers	2 Straight Poly Wafers 40 Convulated Wafer
Sweeping Width (m)	72" (1.83)	84" (2.13)
Sweeping Width @ 30° Max. Angle (m)	65" (1.65)	76" (1.93)
Max. Angle	Manual angling: 30° left or right Optional Hydraulic Angling: 30° left or right	
Brush Diameter (m)	32" (81.3)	
Brush Rotor Shaft	Quick change broom core with no hydraulic breakage in changeover	
Brush Bristle Type	100% Poly or 100% Metallic or 50% Poly and 50% Metallic	
Float Control	Spring loaded with adjustable down pressure & stops	
Hydraulic gpm Range (lpm)	12-30 gpm (45.4-113.6)	
Motor Rated Hydraulic Flow	18 gpm & Below (lpm)	18 gpm (68.1) @ 220 rpm brush speed "High Flow" option not available
	24 gpm & Above (lpm)	25 gpm (94.6) @ 230 rpm brush speed "High Flow" option available for units capable of producing flows above 25 gpm (94.6 lpm). This option protects the hydraulic motor by diverting excess flow back to the tank.
Brush Speed Range	100-230 rpm	