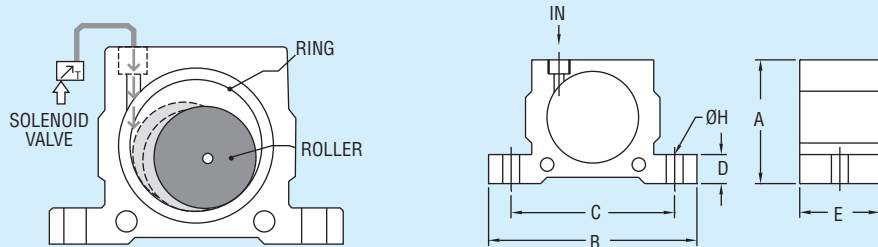


Pneumatic Roller Vibrator

Prevent Material Jams



Model	A	B	C	D	E	H	IN
PRV-1	2-1/32 [51.59]	3-27/64 [86.92]	2-11/16 [68.26]	31/64 [12.30]	1-5/32 [29.37]	9/32 [7.14]	1/8 BSPT
PRV-2	2-41/64 [67.07]	4-29/64 [113.11]	3-35/64 [90.09]	41/64 [16.27]	1-15/32 [37.31]	23/64 [9.13]	1/4 BSPT
PRV-3	3-9/32 [83.34]	5-3/64 [128.19]	4-7/64 [104.38]	41/64 [16.27]	1-11/16 [42.86]	23/64 [9.13]	1/4 BSPT
PRV-4	4-1/16 [103.19]	6-5/16 [160.34]	5-1/8 [130.18]	51/64 [20.24]	2-1/16 [52.39]	7/16 [11.11]	3/8 BSPT

Series PRV Pneumatic Roller Vibrators have a high vibration frequency feature that can prevent material jams in pipe delivery. It can also be applied for bridge-break or concrete injection operation conditions. The special aluminum body is equipped with a roller and ring with multi-nozzles. It is tightly closed by plastic side covers. Vibration is caused when the roller pushed by compressed air runs in a rotary motion to produce centrifugal force.

SPECIFICATIONS

Temperature Limit: 212°F (100°C).

Noise Level Range: 75-100 dBA.

Supply Pressure: 29 to 87 psi (2 to 6 bar).

Air Consumption: See model chart.

Air Connection: 1/8" BSPT female with 1/4" OD push to connect adapter on PRV-1; 1/4" BSPT female with 1/4" OD push to connect adapter on PRV-2 and PRV-3; 3/8" BSPT female with 3/8" OD push to connect adapter on PRV-4.

Model	Frequency (V.P.M.)			Force lbf (N)			Air Consumption cfm (l/min)			Weight
	Pressure Input			Pressure Input			Pressure Input			
	29 psi (2 bar)	58 psi (4 bar)	87 psi (6 bar)	29 psi (2 bar)	58 psi (4 bar)	87 psi (6 bar)	29 psi (2 bar)	58 psi (4 bar)	87 psi (6 bar)	lb (kg)
PRV-1	25000	35000	36000	241 (1070)	656 (2920)	948 (4200)	3.53 (100)	5.12 (145)	6.89 (195)	.53 (0.24)
PRV-2	19000	21000	26000	614 (2730)	1086 (4830)	1376 (6120)	7.06 (200)	10.59 (300)	14.13 (400)	1.19 (0.54)
PRV-3	15500	18500	19000	674 (3000)	1369 (6090)	1675 (7450)	0.24 (290)	15.19 (430)	20.13 (570)	2.1 (0.95)
PRV-4	11000	14000	16000	843 (3750)	1517 (6750)	2001 (8900)	13.07 (370)	19.42 (550)	25.78 (730)	3.97 (1.8)

V.P.M. = vibrations per minute