



Worm Gear Hand Winch WW250-1500 Painted

Product information

This hand winch is very safe due to the natural braking effect of the worm gear transmission in combination with the load pressure brake. In addition, the winch is easy to use, can be mounted in various ways and has a cable storage up to 120 meters.

- winch suitable for lifting and pulling
- load pressure brake with double ratchet system for safe stable hold of the load in any position
- cable outlet upwards, downwards or at rear
- adjustable crank
- suitable for wall and (optional) floor mounting
- 1 layer of paint

Options:

- zinc-plated finish 6 - 8 micron (EV)
- 2 layers of paint (2L)
- grooved drum (GD)
- 2 drum compartment (2D) or multiple up to 8 (XD)
- suitable for Dyneema rope (DY)
- pressure roller (PR)
- suitable to use with webbing belt W:50 mm D:2 mm (WB)
belt storage WW250: 10 m
belt storage WW500 - WW1000: 14 m
- suitable for floor mounting (FM)
- ATEX certified zone 2 and 22 (EX)
CE II 3G Ex IIC T4 Gc, -20°C<T amb <+70°C
CE II 3D Ex IIIC T135°C Dc, -20°C<T amb <+70°C

Material: Steel

Marking: According to standard, CE-marked

Finish: Standard paint finish (thickness is 60-80 micron in 1 layer) in grey (RAL 7035) and black (RAL 9005) according to DIN 12944, C1M

Standard: EN 13157

Note: Steel, stainless steel, fibre rope (Dyneema) or webbing belt must be ordered separately

Safety factor: 4:1

Part code	Code	WLL ton	Rope Ø mm	Rope capacity m	Capacity 1st layer kg	Lifting speed m/min.	Hand force max. kg	WLL Lifting layer (kg)	outer A mm	B mm	C mm	D, mm	G, mm	H, mm	J mm	K mm	L mm	Mmm mm	Nmm mm	Omm mm	Pmm mm	Rmm mm	S mm	Weight kg
16.27WW250	WW250	0.25	4	104	250	1	5	92	238	145	100	192	107	105	48	14	160	191	15	365	280	171	132	10
16.27WW500	WW500	0.5	6	78.2	500	1.2	10	224	269	160	115	223	108	135	70	14	190	221	15	393	325	193	132	13
16.27WW1000	WW1000	1	8	72.5	1,000	0.8	13	527	302	195	141	254	109	162	102	17	240	266	15	440	350	263	132	22
16.27WW1500	WW1500	1.5	10	41	1,500	0.5	14	846	302	250	178	254	109	162	102	17	240	278	15	451	350	306	132	24

Blueprint

