

RAILWAY TRANSPORTATION SYSTEMS

AŽD ELECTROMOTIVE POINT MACHINE WITH THE BALL SCREW EPK 600 TYPE

- Easy installation
- Universal use
- **Easy substitution for other point machines**
- Long lifetime
- Minimum maintenance requirements
- High resistance to railway environment
- Lower weight
- Increased el. strength
- High effectiveness

General Description

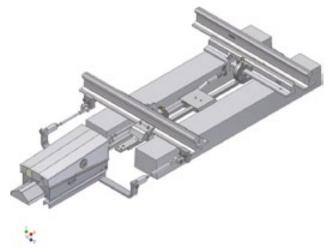
The electromotive point machine is used for control and safeguarding of points, frogs with movable tips and derailers.

The point machine is manufactured in the trailable or non-trailable variant, it is right or left and is designed for installation with toggle or fixed mounting set, for installation into hollow sleeper or flange sleeper.

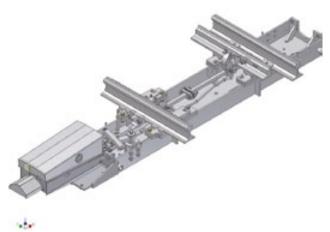
Basic Technical Description

It concerns the point machine without the internal lock. The point machine is made-up of housing with a lockable cover. The housing includes movable, throwing, retaining, switching and checking mechanism.

The point machine is designed for points with external locks throwing resistance of which does not exceed 4,5 kN. In the case of multiple lock single points with a greater throwing resistance it is possible to use multiple point machine control.



Flange mounting of the point machine to the hollow sleeper



Mounting of the point machine by the toggle mouting set





Basic Technical Parameters

Weight	approx. 150 kg
Electric strength	4 kV
High resistance to ambient air temperature	−40 to +70 °C
Point machine power output (AC $3 \times 400 \text{ V}$)	500 W
Mean time between failures with load up to 3,5 kN	min. 3 × 10⁵ throwing
Mean technical life	min. 2×10^6 throwing (25 years)
Throwing path (stroke)	235 mm
Throwing force controllable by clutch in the range	3 to 6 kN \pm 10%
Retaining force (trailable point machine)	7 kN ± 15 %
Retaining force (non-trailable point machine)	min. 75 kN (hollow sleeper variant)
	min. 20 kN (with toggle mounting. set)
Length of throwing time	< 3 sec.
Cover rating	IP 65
Internal wiring	according to customer requirement
Position check	by checking mechanism

