



## Worm Gear Hand Winch WW250-1500

### 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 or stainless steel wire ropes must be ordered separately

**Safety factor:** 4:1

Part Code	Code	WLL ton	Rope Ø mm	Crank force N	Rope capacity m	Lifting speed m/min.	WLL Lifting outer layer (kg)	A mm	B mm	C mm	D mm	G mm	H mm	J mm	K mm	L mm	M mm	N mm	O mm	P mm	R mm	S mm	Weight kg	Delivery time
501300250000370	WW250	0.25	4	5	104	1	92	238	145	100	192	107	105	48	14	160	191	15	365	280	171	132	10	20
501300050000370	WW500	0.5	6	10	78.2	1.2	224	269	160	115	223	108	135	70	14	190	221	15	393	325	193	132	13	20
501300100000370	WW1000	1	8	13	72.5	0.8	527	302	195	141	254	109	162	102	17	240	266	15	440	350	263	132	22	20
501300150000370	WW1000	1.5	10	14	41	0.5	846	302	250	178	254	109	162	102	17	240	278	15	451	350	306	132	24	20

## Blueprint

