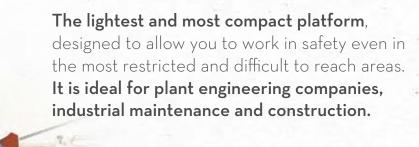
ELEVAH 50 MOVE







SOME ACCESSORIES AND CUSTOMISATION



ZA: ballast for slippery floors (100 kg)

CA: Portable control with 150cm cable.

102 cm

OTHER ACCESSORIES AND CUSTOMISATION ON P. 46

EASY TO CARRY

Thanks to its low weight and its size, Elevah 50 Move can be easily transported by any means, even by lift!





TECHNICAL DATA

| Max. working height | | 5,10 m | | | |
|-------------------------------------|-------------------------|-------------------------|---|-------------------------|---------|
| Max capacity Number of people Use | | 200 kg 1 internal | | | |
| | | | A | Closed machine height | 1690 mm |
| | | | В | Minimum platform height | 430 mm |
| C | Maximum platform height | 3100 mm | | | |
| D/E | Base overall dimensions | 1020 x 760 mm | | | |
| F/G | Cage dimensions | 700 x 760 mm | | | |
| H/I | Storage tray dimensions | 230 x 620 mm | | | |
| Capacity of storage tray | | 20 kg | | | |
| Machine weight | | 387 kg | | | |
| Drive wheels dimension | | Ø 220 x 65 | | | |
| Swivel wheels dimensions | | Ø 200 x 45 | | | |



| Power supply Batteries Battery charger Climbing ability at height | | electrical 2 Lead-Acid Batteries 12V 105 Ah 110V - 220V 2,5% | | | |
|--|--|---|-------------------------|--------------------------|---------|
| | | | J | Maximum climbing ability | 13% |
| | | | Internal turning radius | | 0 |
| | | | External turning radius | | 1130 mm |
| Max. speed (rising – descending) | | 0,12 - 0,15 m/s | | | |
| Maximum shifting speed (on the ground - at height) | | 0,93 - 0,22 m/s | | | |
| K | Maximum pressure for wheel at full load* | 2,07 kN* | | | |
| Work cycles ** (with fresh batteries) | | Ca. 140 | | | |

- * Maximum pressure whereas the weight of the platform plus the maximum load on the basket are completely distributed on one side of the platform (totally asymmetric load).
- ** By work cycle we mean a self-propelled movement of 20 m with a full ascent to and descent from the maximum height and with adjustment of the loading platform.







