Carman Adjust-A-Flow Vibratory Feeder

For Impact Loading, Wet Materials or Corrosive Atmospheres, Carman has the Feeder for the Job

- Rugged Design Operates in Adverse Conditions
- Non-Resonant Drive

- Isolation System Reduces Force Transmissions
- Variable Capacity Control
- Custom Designed to Suit Application

Carman Model BF24HD11 Adjust-A-Flow Vibratory Feeder

Trough

Flat, tubular, deep wall or special shaped troughs of mild steel or special alloy construction withstand the most severe applications. Replaceable liners, covers, screens, gates, grizzlies and other options are also available.

Variable Capacity Control

Feed rate is controlled by an AC frequency inverter. Standard control features include follower circuit and ramp stop.



Force Vector Drive

Vibratory motors or eccentric shaft assemblies can be either bottom, side or overhead mounted. Motors have double extended shafts complete with adjustable eccentric weights.



Carman Adjust-A-Flow Vibratory Feeders Are On-The-Job In Demanding Applications

Foundry Industry

- Isolation system absorbs impact of 5,000 pound scrap charge while minimizing vibration transmission to indexing car
- Heavy duty construction includes reinforced trough and sound-deadened wear liner
- Side-mounted motors reduce headroom and are easily lubricated
- Replaceable discharge with distribution channel



Bottle Glass Industry

- Water quench pool with steam evacuation hood and inclined dewatering ramp
- Long-life chrome carbide replaceable quench trough
- Corrosion-resistant rubber isolation springs
- Water-proof motors with adjustable eccentric weights



Non-Ferrous Industry

- Water cooled product contact surfaces solidify molten lead while cooling dross
- Rubber spring isolation system
- Adjustable force output vibratory motors





Chemical Industry

- Leveling cone under product inlet, strong vertical stroke and circular discharge levels and distributes product
- 316L stainless steel dust covers and trough
- Water-tight TENV motors and solid rubber isolation springs

