



WIRELINE WINCHES

Rhino winches are predominately built with radial piston motors, multiple discbrakes and planetary gear boxes. This combination ensures greater efficiency for pulling or lifting tasks and has faster line speeds than any other type of motor or gear trains.

This translates into extra performance and greater productivity for you.

Rhino can build Winches to your specifications from 250 Kg to 20 Ton.

WIRELINER WINCHES SPECIFICATIONS

3 – 5 Ton Wireline Winches

Features:

- Compact and rigid construction
- Planetary gear train and radial piston motor for higher efficiency
- Functional design is easily maintained
- Greater product performance and winch longevity

When you purchase a Rhino winch, we are sure that you will be overwhelmingly satisfied with the performance, minimal downtime and ease of maintenance.

Below are details of our range and specifications:

Range	Std Winches	HRC winches	Custom built/special winches	
			Single speed	Dual speed
Min-Max line pull (First layer)	0.5 Ton to 3.5 Ton	2 Ton to 7 Ton	Up to 10 Ton	Up to 5 Ton
Max line speed (First layer)	50 mtrs/min	45 mtrs/min	Up to 100 mtrs/min	100/200 mtrs/min
Rope length on drum	50 mtrs	100 mtrs	Up to 3000 mtrs	Up to 1500 mtrs
Rope dia	10 mm - 13 mm	13 mm - 22 mm	13 mm - 26 mm	13 mm - 26 mm
Max power	50 KW	70 KW	70 KW	70 KW
Max continuous pressure	180 bars	200 bars	230 bars	200 bars
Max flow	60 lpm to 120 lpm	90 lpm to 240 lpm	Up to 300 lpm	Up to 200 lpm
Max continuous torque	60 kg mtr to 500 kg mtr	350 kg mtr to 1000 kg mtr	350 kg mtr to 1000 kg mtr	350 kg mtr to 1000 kg mtr
Min brake release pressure	33 - 40 bars	30 - 40 bars	30 - 40 bars	30 - 40 bars
Gear box	Single stage planetary	Single stage planetary	Single stage planetary	Single stage planetary
Brake	Hydraulic release wet disc brake	Hydraulic release wet disc brake	Hydraulic release wet disc brake	Hydraulic release wet disc brake
Over Center valve	Single Cartridge	Single Cartridge	Single/Double Cartridge in manifold block	Single/Double Cartridge in manifold block