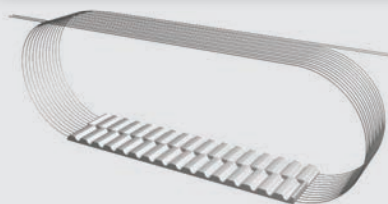


Truly Endless "BFX"

Specifications



Widths (inches) <small>In between widths available</small>	50	75	100
Lengths	See Standard Lengths Below Additional lengths available up to 22,000mm. In between lengths available starting at a minimum length of 1,100mm.		
Available Options	Nylon coating tooth side (PAZ)		
Tension Member Options	Steel standard Hi-flex steel VA301 Stainless steel		

Minimum Number of Pulley Teeth and Idler Diameter

Pitch (mm)	Min. # of Pulley Teeth (no back bending)	Min. # of Pulley Teeth (with back bending)	Min. Diameter of Flat Idler running on tooth side (mm)	Min. Diameter of Flat Idler running on belt back (mm)
SFAT10	15	25	50	120

Standard Material

TPUST1¹⁾

Product Performance

Power Transmission	Rotational Speed	Peripheral Speed	Synchronous Pulley	Applications (Example)
≤ 70 kW	ca. 10000 min ⁻¹	ca. 60 ms ⁻¹	ab z=15	Construction machines, pumps, paper-making machines, compressors, textile machines, roller-table drives

Specifications

Timing Belt	Pitch (mm)	Code	Ultimate Tensile Strength (N/10mm belt width)	Maximum Allowable Tensile Strength (N/10mm belt width)	Specific Belt Stiffness Steel Reinforced (Per unit width/length)	Specific Belt Mass (per 10mm belt width, steel reinforced)
SFAT-Series	SFAT10	BFX	6400	1600	4.00 x 10 ⁵ N	0.058 kg/m

Standard Lengths

Pitch/Length Version	Number of Teeth	Pitch/Length Version	Number of Teeth	Pitch/Length Version	Number of Teeth
SFAT10 / 1100 BFX	110	SFAT10 / 1900 BFX	190	SFAT10 / 4500 BFX	450
SFAT10 / 1200 BFX	120	SFAT10 / 2000 BFX	200	SFAT10 / 5000 BFX	500
SFAT10 / 1300 BFX	130	SFAT10 / 2240 BFX	224	SFAT10 / 5600 BFX	560
SFAT10 / 1400 BFX	140	SFAT10 / 2500 BFX	250	SFAT10 / 6000 BFX	600
SFAT10 / 1500 BFX	150	SFAT10 / 2800 BFX	280	SFAT10 / 6700 BFX	670
SFAT10 / 1600 BFX	160	SFAT10 / 3000 BFX	300	SFAT10 / 7100 BFX	710
SFAT10 / 1700 BFX	170	SFAT10 / 3550 BFX	355	SFAT10 / 7500 BFX	750
SFAT10 / 1800 BFX	180	SFAT10 / 4000 BFX	400		

Ordering Example: Polyurethane Timing Belt

[WIDTH] [PITCH] / [LENGTH] [CONSTRUCTION]

75 SFAT10 / 5000 BFX