



# STAR – Power and efficiency

The STAR's rotor has fixed steel pins to grant easy maintenance and significant reduction of maintenance costs.

By wide intake and delivery chambers the STAR pump provides the highest vacuum efficiency. STAR's design features and performances make this pump ideal for more demanding agricultural applications and for septic emptying by medium size tanks.

## STANDARD FEATURES

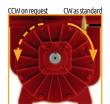
- Double lubrication points, 4-ways valve, check valve, Side outlets with one revolving elbow, Vacuum relief valve
- Thread for Overpressure valve: G 2"
- Available hoses connections: Ø 76 mm (3") / Ø 80 mm / Ø 100 mm (4")



#### **VERSIONS**



**Version M - MA**Splined shaft
1"3/8-Z6 ISO 500



**Version P** Smooth Cylindrical shaft, Ø 40, lenght 90 mm Parallel key UNI 6604



**Version D**Splined shaft
1"3/8-Z6 ISO 500



**Version H**Group 4 86.56 cc/revPmax 280 bar
In G 1"1/4- Out G 1" 1/2



Version K-KA Splined shaft 1"3/8-Z6 ISO 500 Support Gr. 2 or Gr. 3 Hydraulic pump on request

## **TECHNICAL DATA**

	Geometrical capacity			Max rpm			Max abs	Max	Max continuous	Power	Weight kg			
	m³/h	<b>l/min</b>	cfm	M/K	MA/KA	P/D/H	pressure Bar/PSI	vacuum % (inHg)	vacuum % (inHg)	at max vacuum kW (HP)	M/ MA	Р	D	н
STAR 60	640,8	10680	377,1	600	1000	1200	2,5 (36)	95% (28,5")	60% (18")	19 (25,5)	209	200	200	204
STAR 72	712,2	11870	419,2	600	1000	1200	2,5 (36)	95% (28,5")	60% (18")	21 (28,2)	225	216	216	220
STAR 84	865,2	14420	509,2	600	1000	1200	2,5 (36)	95% (28,5")	60% (18")	25 (33,5)	250	241	241	245

# **OPTIONALS**



Long Life Blades



Automatic Lubrication Double lubrication points



Kit Aluminum Final Air Filter 1300 Code 6080200290



Side Outlet With Two Revolving Elbows



**Extra Side Tank**Code 6080200308 (LA)
Code 6080200311 (LF)



**EN 707 Lever** Code 6080200163



Hydraulic Revolving Changeover Code 5090000010



Pneumatic Revolving Changeover Code 6080200116



Pneumatic Revolving Changeover
- 3 Positions
Code 6080200294



Battioni Vacuum Pump Oil Code 5070200100



Customized Painting