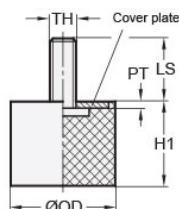




VMS125-75-M16-40-Z

Ruland VMS125-75-M16-40-Z, Rubber Bumper, 125mm OD, M16 Threaded Stud, 41mm Stud Length, 75mm Height, 40 Shore A Natural Rubber Jacket, Steel



Description

Ruland VMS125-75-M16-40-Z is a rubber bumper with a threaded stud. It has a 125mm outside diameter, M16 threaded stud, 41mm stud length, and 75mm height. This rubber bumper is used to dampen shock loads and reduce noise and wear on industrial equipment, machine doors, and floors or other surfaces which allows for a safer and more pleasant working environment. It is often referred to as a sandwich mount or rubber buffer because it functions as shock or vibration isolator sandwiched between two machine components or surfaces. VMS125-75-M16-40-Z has a cylindrical shape allowing for even distribution of shock loads. It can be mounted to the system by passing it through an unthreaded hole and securing with a nut or threading it directly into tapped holes on the component it will be mounted to. The rubber jacket is made from natural rubber which has good elasticity and is well suited for most industrial equipment. VMS125-75-M16-40-Z has 40 Shore A hardness for high dampening and shock absorption. The zinc plated steel body allows for high strength and is suitable for most industrial applications. It is manufactured by Otto Ganter, inventoried by Ruland, and RoHS3 compliant.

Product Specifications

Outer Diameter (OD)	4.92 in (125 mm)	Height (H1)	2.95 in (75 mm)
Thread (TH)	M16 x 2.0	Plate Thickness (PT)	0.12 in (3 mm)
Stud Length (LS)	1.61 in (41 mm)	Spring Rate	5367.54 lb/in (940 N/mm)
Shore Hardness	40A (+/- 5)	Max Deflection	0.74 in (18.8 mm)
Max Axial Load	3956.64 lb (17600 N)	Geometry	Cylindrical
Rubber Material	Natural Rubber	Metal Material	Zinc Plated Steel
Metallic Body Finish	Zinc-Plated	Country of Origin	Hungary
Weight (lbs)	2.795500	UPC	634529358153
Tariff Code	4016.99.6000	UNSPC	31162804
Note 1	Performance ratings are for guidance only. The user must determine suitability for a particular application.		