

FORESTRY MULCHERS

UML/LOW

Fixed-tooth mulcher for low profile tractors.

Its compact size and design features make the UML/LOW forestry mulcher perfect for tracked or wheeled tractors, even in orchards or vineyards. It works with 60-110 hp tractors and shreds bushes, branches and trees up to 8 in in diameter.

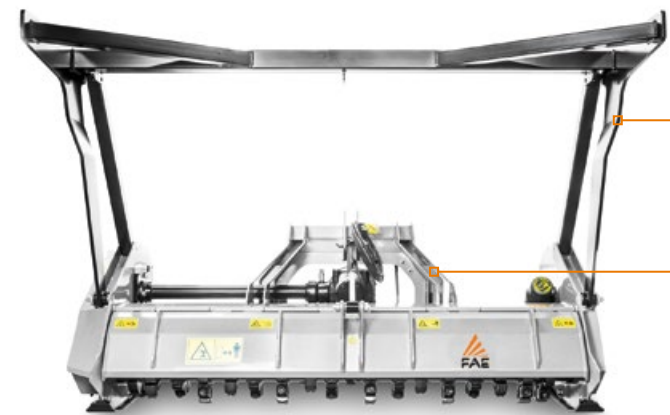
The low PTO helps the main universal joint work at the best angle, and its frame has been reinforced to withstand the axial loads caused when steering the carrier. Choose between blades or durable teeth suitable for rocky soil.



60-110 hp



Ø 8 in max



Mechanical push frame
(optional)

Heavy duty reinforced frame



Adjustable skids

MAIN OPTIONS



Mechanical push frame
guides and pushes material
away from carrier



Special skids to go
underground



Mulcher designed for tractors with a low profile PTO

STANDARD EQUIPMENT

Hydraulic rear hood	PTO shaft with cam clutch
Dual row protection chains	Bolted-on rotor shafts (in forged steel)
Transmission with belts	Welded steel counter-blades
Gearbox with freewheel	Adjustable skids
Possibility to choose Transmission 540 / 1000 rpm	

OPTIONS

Multiple tooth options	Special skids to go underground
Hydraulic top link	Mechanical guard frame
IVT - CVT or creeper transmission strongly recommended	Forestry tires and carrier belly pan strongly recommended

MODEL	UML/LOW 150	UML/LOW 175	UML/LOW 200
Engine (hp)	60-100	70-110	80-110
PTO (rpm)	540-1000	540-1000	540-1000
Working width (in)	62	72	81
Total width (in)	74	83	93
Weight (lbs)	2050	2337	2624
Rotor diameter (in)	16.7	16.7	16.7
Max shredding diameter (in)	8	8	8
No. teeth type C/3+C/3/SS	32+2	36+2	42+2
type I+C/3/SS	42+2	50+2	58+2

Data refers to machine as standard set-up. Options may have reflects on weights and dimensions.
The technical data in this catalogue may be altered without prior notice.

ROTOR TYPE C



TOOTH C/3
(standard)



TOOTH C/3/HD
(option)



BLADE BL
(option - requires
adaptor)



TOOTH K/3
(option)

ROTOR TYPE I



TOOTH I
(option)



TOOTH C/3/SS
(side scraper)