

PILOMAT 220/PL 600SA

SEMIAUTOMATIC PILOMAT

The semiautomatic **220/PL 600SA** PILOMAT with single gas actuator is designed and built with architectural appearance similar to that of the automatic PILOMAT and therefore also allows the combined use of both versions. The current models are the result of the development of more than 15 years of experience.

GENERAL FEATURES

The Semiautomatic PILOMAT are used to define or prevent the stationing or transit of vehicles in pedestrian or private areas. Because of the procedure of parking, it is advised that the semi-automatic PILOMAT be used only if the amount of daily movements is limited (if not, the automatic PILOMAT should be used).



ACTION

- **The rising** of the semiautomatic pilomat comes using the mechanical key that unlocks the restraint, resulting in automatic bollard rise due to the gas-embedded actuator; a high bollard restraint system locks in place, preventing the possibility of lowering to the people without the key.

- **The lowering** is carried out through the release of the restraint with the use of the mechanical key and the resulting push to the ground, acting with the foot on the head of the bollard; when the bollard is completely down the restraint system automatically locked, preventing the possibility of it being raised.

- **Choice of optional configurations:**

- FE370 or AISI 304 stainless steel moving cylinders
- custom colours
- flashing lights integrated in the head
- individual mechanical keys.

MOVING CYLINDER	FE 370 STEEL (IRON) – AISI 304 / 316 STAINLESS STEEL
MOVING CYLINDER NOMINAL DIAMETER	220 mm
MOVING CYLINDER HEIGHT	600 mm
MOVING CYLINDER FE 370 STEEL THICKNESS	4 mm
MOVING CYLINDER STAINLESS STEEL THICKNESS	4 mm
MOVING CYLINDER FE 370 STEEL FINISH	POLYESTER POWDER PAINT - STANDARD GREY ANTHRACITE
MOVING CYLINDER STAINLESS STEEL FINISH	POLYESTER POWDER PAINT - STANDARD GREY ANTHRACITE OR BRUSHED
REFLECTING ADHESIVE STRIP	YES - HEIGHT 55 mm
IMPACT RESISTANCE (WITHOUT DEFORMATION)	30.000 J
BREAKOUT RESISTANCE	150.000 J