

FREEDOM 950

Benefits...

- No Machine Room Design (For Overhead Mounted Machine)
- Winding Drum Machine can be mounted at top of rails, avoiding the machine room (need location for control panel)
- Winding Drum Machine mounted at lower level takes up little space – shallow closet is necessary
- Most economical of traditional elevator models when travel exceeds 384” (4-6 levels)
- Smooth operation similar to hydraulic elevators

The right situation...

- When there is no location to place a machine room
- Applications with 4 stops or more (cable driven elevator more economical than hydraulic)
- When a custom cab size is required – still very economical with custom cab sizes
- When a raised hardwood cab is requested – highest quality - very reasonable upgrade costs

Watch out for...

- Machine below – lower machine room must be adjacent to the rail wall
- Machine above – need small access door to machine
- Machine above – make sure there is enough overhead space

Additional Information...

- The installation takes approximately 3-4 days
- The customer must have site prepared with permanent power to a fuseable disconnect box
- Should have a functional telephone jack near disconnect
- Hoistway must be built to follow specs with special attention to reinforced rail wall
- The dimensions in the drawings are FINISHED dimensions, after sheetrock is installed
- The hoistway, must be sheetrocked, and doors must be hung prior to start of installation
- The hoistway should have a service light and power outlet
- Pit must be at least 8” in depth, and pit walls must be flush with hoistway walls (no lip)

Information to capture...

- Capture floor to floor measurements – must be within 1/4”
- Capture overhead distance on upper floor – must be at least 108” for 6’8” cab (overhead machine)
- Capture finished hoistway dimensions – make sure you figure in sheetrock thickness
- Capture pit depth
- Note door locations and door swings
- Note location of rail wall and machine room
- Capture customer’s preferences regarding wall finishes, controller finish, and call stations