NEW! Ream Roller

Designed for Super Quick Operation

We listened to input and experiences shared by our customers, and developed this combined tool to help you acheive a mirror-finish with this reamer and roller.

Precision ID Finish

Roller works as a guide to restrict vibration or run-out during operation.

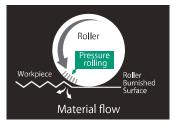
Quick, One-Pass Operation

The combination of high speed Reamer and Roller enables short operation time as well as mirror finish.



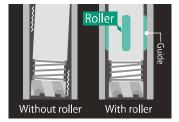
ROLLER

Roller Burnishing



Rollers compress the metal, creating a mirror finish suitable for sliding or sealing surfaces. The compressed metal surface is strong against friction and/or fatigue stress.

Roller Guide



Roller works as a guide to restrict vibration during operation, for a stable finish. The roller pass also erases retract-scratches made by the Reamer.

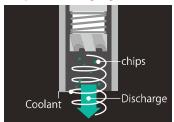
REAMER

Replaceable Reamer

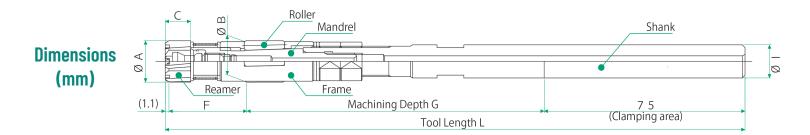


High speed cutting, with a replaceable, throw-away reamer to reduce running cost. Coolant-through specification.

Chips Discharging



Left-helix Reamer and coolantthrough flow discharges cutting chips out in a forward direction.



SUGENOLOGY

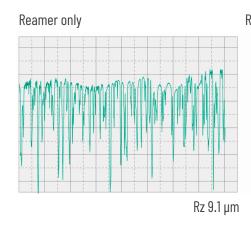
Machining Example

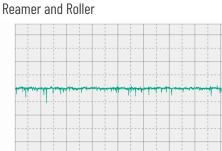
Material = C50/1050 Steel Diameter = 15mm Depth = 80mm

Ø 15.010 Ø 15.010 Variations = 20um Ø 15.020 Ø 15.020 Ø 15.030 15.03n **Reamer & Roller Reamer Only**



Roughness Comparison



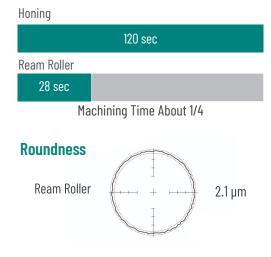


Rz 0.8 µm

Sequent Machining Results



Operation Time Comparison



Diameter	Reamer Dia. A H7	Roller Adjustable Range B	Reamer Length C	Between Reamer & Roller F	Machining Depth G	Shank Dia. I	Total Length L
Ф15	15	15.0~15.2	9.5	29.4~32.6	107~111	12	216.5
Ф16	16	16.0~16.2					
Φ17	17	17.0~17.2	10.8	34.5~37.7	117~121		231.8
Ф18	18	18.0~18.2					
Ф19	19	19.0~19.2					
Ф20	20	20.0~20.2		34.8~38.0	117~120		
Φ21	21	21.0~21.2	12.8	41.7~44.9	117~121	16	238.8
Φ22	22	22.0~22.2					
Ф23	23	23.0~23.2					
Ф24	24	24.0~24.2		42.0~45.2	117~120		



Chicago TEL +1-630-250-8585 / 888-SUGIN01 FAX +1-630-250-8665

Detroit TEL +1-248-956-8320