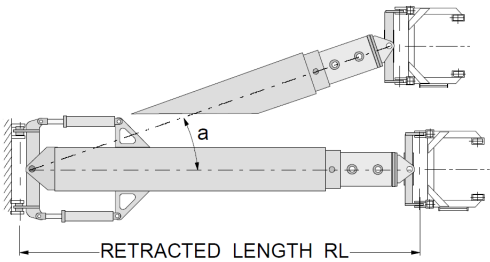


**Pileco custom built units:**

Dwg #	RL	stroke	a	weight
pencil dwg	17' 6"	20 x 1'	30°	1,500 lbs.
<b>10136</b>	10'	1 x 6' 8" 5 x 1' 0"	25°	3,800 lbs.

**Parallelgram type** with following options:

- only single stage extension hydraulic, second stage pinned every 12"

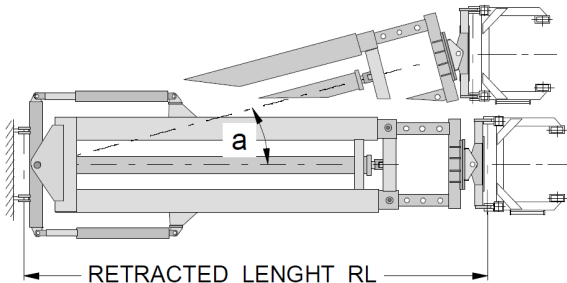


**Pileco custom built units:**

Dwg #	RL	stroke	a	weight
<b>10015</b>	14' 0"	1 x 6' 8" 6 x 1' 0"	19°	4,500 lbs.
pencil dwg 1) 2)	17' 0"	1 x 20' (cable spotter)	30°	10,000 lbs.
<b>10016</b>	21' 7"	2 x 12'	30°	14,000 lbs.

**Single leg (box) spotter** with following options:

- 2 stage extension full hydraulic (2 ext. cylinders) or second stage pinned every 12"
- spotter hydraulic side swing to max. 30° each side
- lead connection sled for vertical lead travel
- hydraulic controlled lead connection (head swivel)<sup>1)</sup>
- walkway - telescopic handrails <sup>2)</sup>



**Pileco custom built units:**

Dwg #	RL	stroke	a	weight
10012	16' 0"	2 x 10'	15°	7,000 lbs.
10080	19' 6"	1 x 10' 10 x 1'	15°	5,500 lbs.
10121 1) 2)	19' 6"	1 x 10' 10 x 1'	15°	5,500 lbs.
10094 <sup>2)</sup>	19' 6"	2 x 10'	15°	5,500 lbs.

**Double leg (frame) spotter** with following options:

- 2 stage extension full hydraulic (2 ext. cylinders) or second stage pinned every 12"
- spotter hydraulic side swing to max. 30° each side
- lead connection sled for vertical lead travel
- hydraulic controlled lead connection (head swivel)<sup>1)</sup>
- walkway - telescopic handrails <sup>2)</sup>

All spotters include weld-on pad eyes and pins for the lead and crane connection. Hydraulic spotters also include a spool hydraulic valve and the necessary hoses for connection. The hydraulic requirements are in a range between 10-20 gpm. @ a max. hydraulic pressure of 2800 psi (see Pileco Hydraulic power pack 55 HP)

**Note:** BAUER-Pileco Inc. claims no expertise in crane boom design. The suitability of any crane boom to handle the imposed side and/or torsion loads resulting from batter piling operation, should be verified by the crane manufacturer.