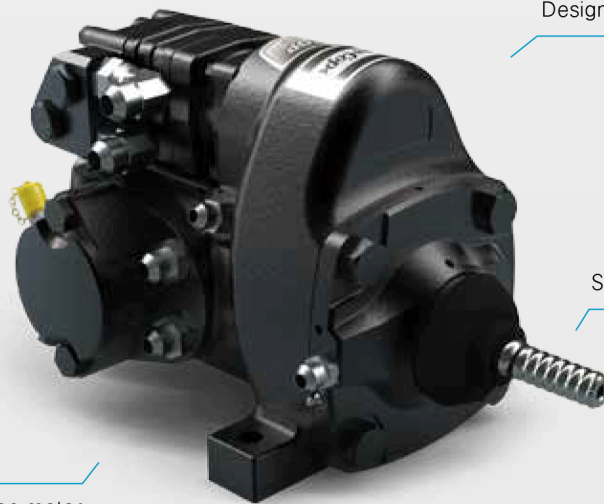


# SHORT IN LENGTH AND HIGH IN SPEED

OPTIMIZED UTILIZATION OF FEED LENGTH AND FEWER ROD  
CHANGES/CONNECTIONS.



Designed for safe and reliable operation

## DRIFTER COP628

Short in length

Powerful rotation motor

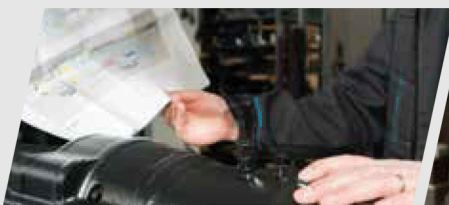
High frequency impact

### + MAIN BENEFITS

Allows for fewer rod changes or connections providing faster operations.

Provides high torque for efficient drilling and minimizes risk for jamming.

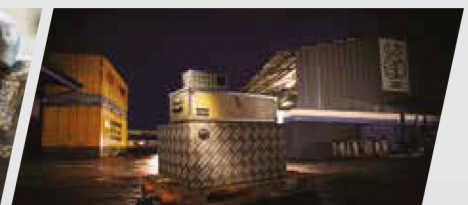
Increased penetration rate without increasing stresses on the drill steel.



Designed with pressurized and lubricated mating surfaces and side bolts, to ensure optimized protection against both wear and corrosion.



Service tools are available to facilitate precise and correct machine maintenance ensuring equipment safety and performance.



Overhaul kits are available for maintenance ease, and to ensure optimized rock drill service life.

**DIMENSIONS AND WEIGHT**

Weight	98 kg (216 lb)
Length without shank adapter	380 mm (1 ft 3 inch)
Width including connectors	296 mm (11.65 inch)
Height	285 mm (11.2 inch)
Height over drill center	185 mm (7.3 inch)

**IMPACT RATINGS**

Impact power, max	6 kW (8 hp)
Input power to rock drill, max	15 kW (20 hp)
Hydraulic pressure, max	220 bar (3,190 psi)
Flow rate	45 l/min (1.6 cfm)
Impact frequency	100 Hz

**SERVICE KITS**

seal kit	3115 5408 90
Overhaul kit	3115 5539 90

**FLUSHING FLOW AND PRESSURE**

	05 (100 cc)
Rotation range	0 - 750 rpm
Torque (maximum)	305 Nm (224 lbf-ft)
Working pressure(maximum)	210 bar (3,046 psi)
Oil consumption	75 l/min (2.6 cfm)

**FLUSHING FLOW AND PRESSURE**

Flushing water pressure (maximum)	25 bar
Lubricating air consumption a 2 bar (29 psi)	3 - 4 bar (6 - 85 cfm)
Flushing water consumption*	10 - 50 l/min (0.35 - 1.8 cfm)

\* Flushing water consumption depends strongly on hole diameter, bit type, drill rod size and rock hardness. The figures above are typical values for spherical button bits in granite, 200 MPa (36,250 psi).

**SHANK ADAPTER**

SR22	7490 0036 76
SR28	7490 0036 77