

## Ball-Ended Thrust Screws • headless, flat-faced ball and hexalobular socket

22720.1552



### Product Description

Ball-ended thrust screws can also be used for clamping, tightening or supporting of non-parallel surfaces.

The hexalobular drive enables an optimal load transmission. The driving forces are not transmitted by edges (e.g. with the internal hexagon) but by surfaces. Due to the optimal load transmission, the tool wear is reduced and, as a result of this, the tool life is increased.

### Material

#### Ball

- Ball-bearing steel, hardened

#### Screw

- Heat-treated steel, 1200 ±100 N/mm<sup>2</sup>

### More information

#### Notes

Ball not secured against rotating.  
Customized design on request.

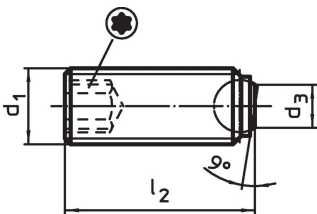
#### References

Thread lock on request, please refer to appendix - Technical Data -

#### Further products

- Ball-Ended Thrust Screws, headless, ball protected against rotating
- Ball-Ended Thrust Screws, headless, flat-faced ball
- Ball-Ended Thrust Screws, headless, round ball and hexalobular socket

### Drawing



### Order information

Dimensions			Ball diameter		Load capacity for static load <sup>1)</sup> max. [kN]	max. [°C]	 [g]	Art. No.
d <sub>1</sub>	l <sub>2</sub>	d <sub>3</sub> [mm]						
flat-faced ball, bearing surface plain, Heat-treated steel								
M5	7.5	2.2	3	10	4.5	250	0.7	22720.1552

<sup>1)</sup> Statements on load capacity are not valid for the stainless steel type (except the type fitted with thermoplastic balls).

### Compliance

#### RoHS compliant

Contains lead - compliant according to exceptions 6a / 6b / 6c.

#### Contains SVHC substances >0,1% w/w

Contains lead - SVHC list [REACH] as of 27.06.2024.

#### Contains Proposition 65 substances



Lead can cause cancer and reproductive harm from exposure  
<https://www.P65Warnings.ca.gov/>

#### Free from Conflict Minerals

This product does not contain any substances designated as "conflict minerals" such as tantalum, tin, gold or tungsten from the Democratic Republic of Congo or adjacent countries.