

Parts for Rough Terrain Forklifts

Rough Terrain Forklift Parts - There are in fact two distinctive categories of lift trucks within the materials handling market, the industrial model and the rough terrain model. Rough terrain lift trucks first arrived on the market in the 1940's and had been predominantly used on irregular surfaces, best for areas where no covered surfaces were available, like building sites and lumberyards.

Usually, nearly all rough terrain forklifts are run on a propane, diesel or gas driven internal combustion engines with a battery used for power. A number of makers are playing with rough terrain forklifts that consume vegetable matter and run from ethanol. Huge pneumatic tires with deep treads typify these lift trucks to permit them to clutch onto the roughest soil type devoid of any slippage or sliding.

The most basic designs of rough terrain forklifts were able to carry weights of up to 1000 lbs, via blades that could run underneath the item, lift it a little bit and then transfer it to another location. After some time on the market, all terrain lift trucks were given additional carrying strength to about 2000 lbs capacity. In the 1960's telescoping booms were added, permitting them to stack supplies a good deal higher than in previous years. The telescoping design characteristic is a staple of most all terrain lift trucks these days. Present models are capable of handling well over 4000 lbs thanks to the continual improvements through the years. Telescoping capability has additionally improved with some designs achieving a height of 35 feet. Operator safety has also become a focus with many rough terrain forklifts now developed are equipped with an enclosed cab for the operator, versus the older open air seating capacity.

The all terrain lift trucks offered today work equally as well on covered floors as on unpaved roads. These all terrain forklifts are being marketed for their versatility allowing companies to move parts from outside the plant to the inside or vice versa.