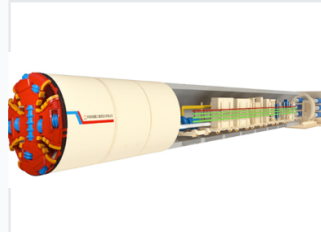
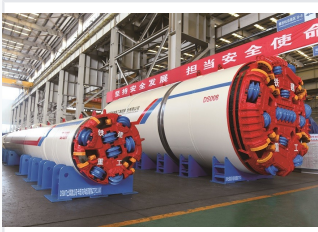


# Slurry Balance Microtunneling Machine

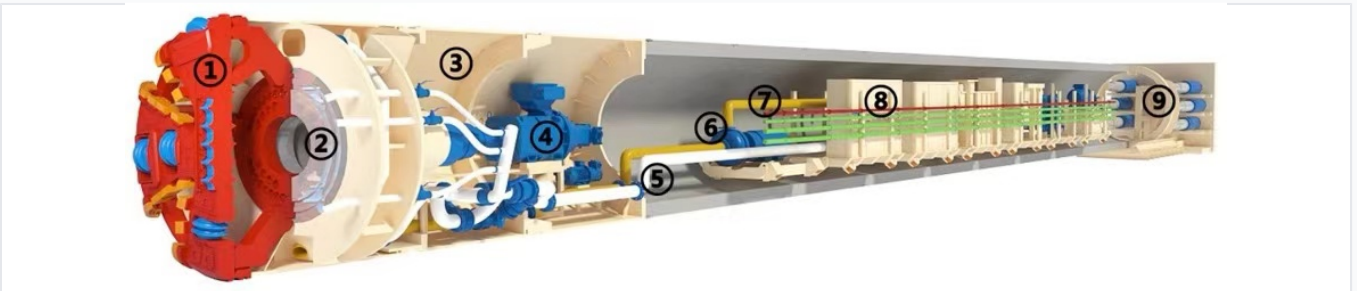
Slurry balance pipe jacking machines are designed for microtunneling in various ground conditions, including silt, sand, and rock. They are used for constructing urban cable tunnels, water supply and drainage tunnels, and gas pipelines.



## ADDITIONAL IMAGES



## Product Overview



A detailed overview of the excavation chamber and slurry circuit system.

### High-Efficiency Slurry Balance Pipe Jacking

This versatile microtunneling machine is engineered to operate effectively across diverse geological conditions, ranging from soft silt and sand to challenging rock formations. Utilizing an advanced slurry circuit system, it ensures efficient material excavation and superior face stability, making it ideal for urban infrastructure projects like utility tunnels and gas pipelines. The integration of high-precision guidance and real-time PLC monitoring provides contractors with reliable, safe, and productive tunneling performance.

## Key Features

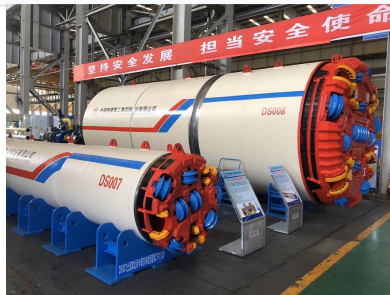


A heavy-duty machine prepared for trenchless underground construction.

### Operational Advantages

Real-time PLC Monitoring, High-Torque Drive, Adjustable Cutterheads, Long-Distance Capability, Pressure-Controlled Man Lock

## Technical Components



Professional-grade tunneling machinery featuring robust cutterheads and slurry management systems.

### Machine Assemblies

- Rotating Cutterhead
- Main Drive & Reduction Box
- Shield & Articulation Joints
- Slurry Feeding & Discharge Pipelines
- Thrust/Jacking Device
- Back-up System

## Project References

### Recent Project Data

Project Type	Diameter (mm)	Machine Type
Pipe-roofing tunnel	740	Pipe roof jacking
East China oil pipeline	1330	Direct pipe laying
East China oil pipeline	1535	Direct pipe laying
Qatar Water diversion	1130	Standard pipe jacking
Qatar Water diversion	3060	Standard pipe jacking

## Applications

### Typical Applications

Urban Cable Tunnels • Water Supply • Drainage Systems • Gas Pipelines • Underground Passages