

**DC Stinger** 

(Permissible)

Designed and built for ruggedness and permissibility, the Stinger has been the best inby personnel carrier in mining for years. The Stinger is generally used for carrying men or towing supplies to the working face of a mine, but it can be used safely in any environment with explosive gas/air mixtures. Ideal for fire boss or escorting inspectors through a mine.

With features like the Industrial Battery Pack, the Permissible Stinger Personnel is a great benefit in a variety of industries. Johnson Industries' Permissible Stinger Personnel has the durability for the job, and is or can be used around the world in salt mines, coal mines, molybdenum mines, zinc mines, potash mines, gold mines, rock mines.

Featuring a 10 HP, 72 volt DC with Speed Reducer, panic switch, and spring suspension, the Permissible Stinger Personnel Carrier from Johnson Industries is a great solution for your industry's personnel carrier needs.

MINING VEHICLES

Permissible DC Mining Vehicles





(606) 639-2029





Products Developed for: Mining, Utility, Municipality, Communication, Airport, Factory, Industrial, Construction, Medical, & Recreation Industries









## Vehicle Specifications

- MSHA permissible
- 2 man capacity
- 10 hp, 72 volt dc with speed reducer
- Industrial battery pack, charger included
- Steering shock
- Dana 44 rear axle with disc brakes or 7000 lbs planetary axle with wet disc brakes
- 3500 lb capacity front end w/ automatic hub greasers
- Panic switch
- Battery monitor
- Spring suspension



## Standard Dimensions:

• Width: 61"

• Overall Length: 161"

• Height: 24"

• Clearance: 7" - 11"

## **Available Options:**



- Fire suppression
- Air bag suspension
- Extra seating
- Heavy duty tubular front end
- Front disc brakes

- Strobe light
- Fire extinguisher
- Rescuer storage box
- 4-man seating
- Tilt steering

## Industries Used Or Can Be Used: Mining Industries



- Salt Mining
- Coal Mining
- Molybdenum Mining
- Zinc Mining
- Potash Mining
- Gold Mining
- Rock Mining