

Cuts & Bends-It Does Both

A World's 1st" Cordless - Freedom to Work Anywhere



Cutting

One or More at Once

φ10mm: 2 Rebars φ13mm:1Rebar

φ16mm:1 Rebar



Bending

One or **More at Once**

φ10mm: 3 Rebars φ13mm: 2 Rebars φ16mm:1 Rebar

Runtime per Charge (Using the BSL 36A18 battery)

Cutting	Ф10mm SD295*2	Ф13mm SD295*2	Ф16mm SD345*2
	Approx. 350 cuts (2 Rebars at a time)	Approx. 170 Cuts	Approx. 130 Cuts
Bending 90*	Ф10mm SD295*2	Ф13mm SD295* ²	Φ16mm SD345*2
	Approx. 630 Bends (3 Rebars at a time)	Approx. 310 Bends (2 Rebars at a time)	Approx. 140 Bends

- *1 The world's first cordless rebar cutter/bender, as of October 2019. (Survey by Koki Holdings)
- *2 "SD345" and "SD295" are material designations of JIS (Japanese Industrial Standards). The figures are for reference only because applicable rebar standard is different depending on the area.

SD345: yield strength between 345N/mm2 and 440N/mm2 SD295A: over 295N/mm2 yield strength, 440 to 600N/mm2 tensile strength SD295B: 295 to 390N/mm2 yield strength, over 440N/mm2 tensile strength



Dial Setting of the **Bending Angle**

With the turn of a pre-set dial, bends can be made in variety of angles.



Fine Adjustment of the **Bending Angle**

Variable Speed Switch Trigger

The switch trigger allows manual adjustment of the rebar angle based on your visual estimation.

Reverse Rotation Mode

You can also reverse the bending roller by pulling the trigger, which makes it easy to remove bent rebars or check bending angles.

Cordless Portable Rebar Cutter/Bender **VB 3616DA**





Specifications				
Model	VB 3616DA			
Battery Voltage*3	36V			
Capacity: Bar Dia.	Material: Rebar			
Capacity, Bar Dia.	φ8~16mm			
Size (Length x Width x Height)	510×230×241mm			
Weight*4	18.6kg(BSL 36A18)	19.2kg(BSL 36B18)		
Standard Accessories	2 Batteries(BSL36A18), Charger(UC18YSL3), Cutter Set, Wrench, Battery Covers, Carrying Case			

^{*3.} Existing batteries (BSL3660/3620/3626, BSL18xx series, etc.) cannot be used with this tool.

*4. According to EPTA-Procedure 01/2014.