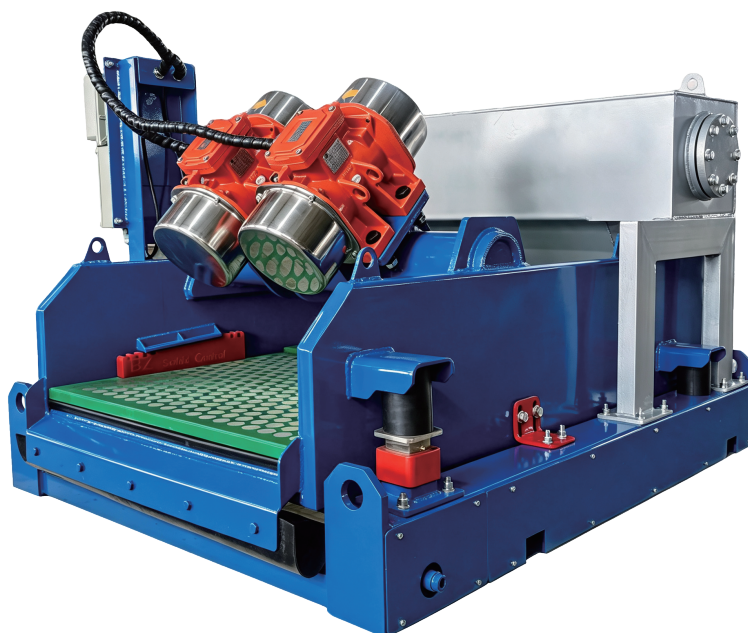


SHALE SHAKER

Advanced Solids Control for Modern Drilling Operations

REVOLUTIONIZE YOUR DRILLING EFFICIENCY

In today's demanding drilling environments, effective solids control is critical to maintaining drilling fluid quality, maximizing ROP (rate of penetration), protecting downstream equipment, and reducing non-productive time (NPT). The Intelligent Shale Shaker delivers next-generation performance with intelligent automation, high G-force capabilities, and superior separation efficiency.



KEY FEATURES & TECHNOLOGIES

Intelligent Control System

Automated vibration adjustment and real-time monitoring optimize performance across varying drilling conditions.

Compact & Robust Design

Space-efficient skid-mounted configurations (single, double, or triple shakers) with durable construction for land and offshore rigs.

Adjustable Deck Angle

Quick, on-the-fly adjustments to handle different mud properties and solids loads.

Large Screen Area

Maximizes processing capacity for high-flow rates.

High & Adjustable G-Force

Delivers powerful, tunable vibration for superior cuttings conveyance and fluid recovery.

High Processing Capacity

Excellent performance on a wide range of materials—from top-hole sections to deep, high-pressure wells.

INTELLIGENT SHALE SHAKER TECHNICAL SPECIFICATIONS

Model	HYBZS752	HYBZS583	HYBZS584	HYBZS585/HYBZS585S	HYBZS586D
Vibration mode	Linear Motion / Double Track				
Capacity	60m³/h	120m³/h	140m³/h	165m³/h	140m³/h
Motor	2×0.8kW	2×2.2kW	2×2.2kW	2×2.2+1×1.3kW	2×2.2kW
Screen Qty(pcs)	2	3	4	5	6
Screen Size	750×900mm	585×1165mm	585×1165mm	585×1165mm	Up: 750×900mm Down: 585×1165mm
Adjustable G Force	≥7.5G(Adjustable)				
Vibration Amplitude	4.5～6.0mm	4.5～6.0mm	4.5～6.0mm	4.5-6.3mm	4.5-6.3mm
Deck Angle	0～+2°	-1°～+5°			
Noise	<85db				
EX Standard	ExdII Bt4/IECEX/A-TEX				
Weight	900kg	1380kg	1530kg	1950kg	1630kg
Overall Dimensions	1659×1321×1040mm	2415×1978×1415mm	3004×1978×1415mm	3597×1978×1415mm	3004×1978×1415mm
Remark	Above capacity amount is just for reference, will be different depending on mesh number and mud conditions.				