



Repairing an Out-of-Square Cast Motor Mounting Bracket

Description of the Problem

The die cast motor support bracket is one of the few parts on a Sherline machine we don't make ourselves in-house because we don't have the specialized die casting equipment required. It has recently come to our attention that a few motor brackets were received that are out of square. This is usually a result of a part being ejected from the mold before it has properly cooled. The problem was not noticed until 6/12/06. It is usually just an aesthetic condition when the motor is not square with the machine, but in extreme cases it can result in uneven belt wear.

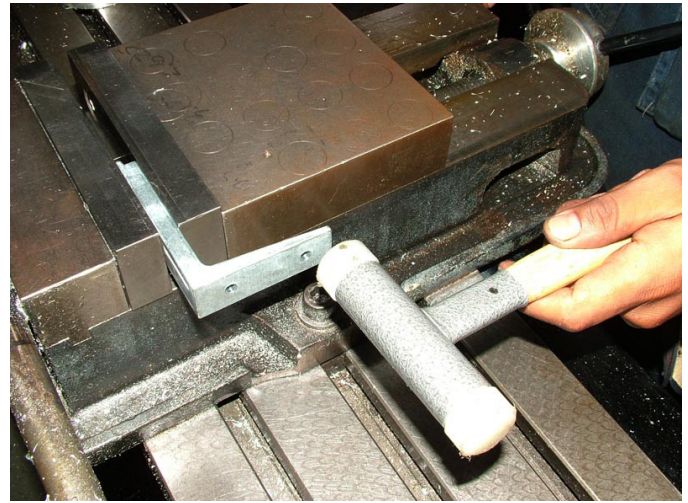
You can be assured that machines shipped after 6/19/06 will not have this defect and we apologize to any problems that may have been caused.

Your Options

If you have received a machine with a motor mounting bracket that is not square, you have two options:

1. Return the bracket to Sherline for a replacement. Call **(800) 541-0735** during business hours M-F, 8-5 for a **RMA** (Return Merchandise Authorization) number. Write that number on your package and we will ship a new bracket to you at no charge as soon as we receive yours.
2. It is very easy to straighten the bracket yourself with a vise and a mallet. (See photo below.) The photo below is pretty self-explanatory. Place the longer leg of the bracket in a vise and tap the other leg with a wooden or plastic mallet. Measure the corner angle with a square. Take a few taps and measure, approaching square slowly, as it is easier to close up the angle in this direction than it is to open it back up if you go too far. Cast material can be brittle, but the amount of bend needed here is so small that breakage should not be an issue if minimum force is used.

Thank you,
Karl Rohlin, Vice President of Manufacturing
Sherline Products Inc.



Hold the long leg of the bracket in a bench or mill vise that is fastened down while you tap with a mallet on the short leg to close it up to 90°. Measure with a square to confirm squareness.