



## **TECHNICAL DESCRIPTION**

Overall height: 806 mm
Overall width: 1100 mm
Overall depth: 560 mm
Leg profile: 165 x 60 mm

Top shelf: 960 x 560 x 30 + 30 mm

Center and bottom shelves: 960 x 490 x 30

+ 30 mm

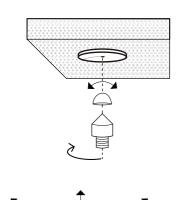
 Usable distance between the shelves (moving upwards): 307, 207 mm

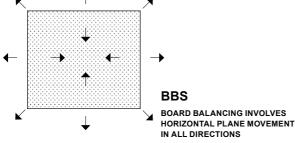
Maximum load for each shelf: up to 100 kg

(total: 300 kg)

## A COMPLETE SET INCLUDES

- 1 stand
- 4 height-adjustable spikes
- BBS between shelves
- 4 massive anti-scratch disks protecting the floor





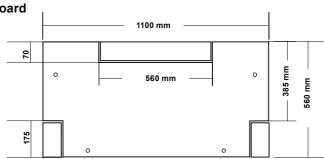
## ROGOZ AUDIO ANTI-VIBRATION AUDIO STAND

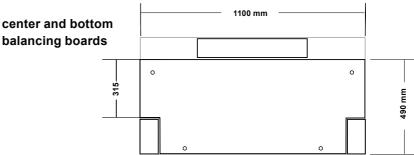
3-level, four-legged stand with glossy piano finish. Double shelves 2 x 30 mm thick are separated by BBS. BBS has kinematic and dynamic qualities which enable isolated masses to "float" to the sides relative to the system axis, maintaining point support at the same time. BBS also makes it possible to level the stand shelves. Anti-vibration stands are designed for high end audio components.

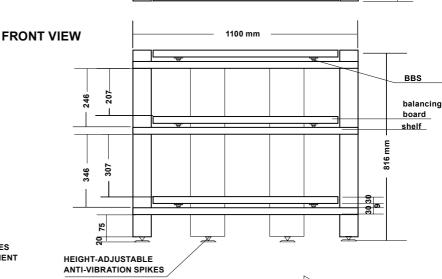
The audio stand structure incorporates a new proprietary Rogoz Audio antivibration system, BBS (Balancing Board System, Patent P.404137 Pending). The system consists of a threaded, height-adjustable spike made of high-fiber-content steel alloy, on top of which two elements are placed, each with an inner bearing. An intermediary (middle) element is made of carbon fiber and supports another element, a steel bearing inserted into the shelf. Point contact between the steel spike and the carbon intermediary element prevents movement of either element relative to its axis, but it allows pendular motion. Meanwhile, the contact between the intermediary element and the bearing inserted into the shelf allows restricted rolling motion and sliding motion. Consequently, the advantages of spike point support (contact area has been minimized and kinetic energy turns into heat) have been combined with the effects of deadening vibrations owing to to sliding friction and rolling resistance.

## VIEW FROM ABOVE

top balancing board







Rogoz Audio