

# MGE, MLE, Async motor

## End-of-Life Information

Grundfos motors (MGE and MLE excluding: MGE and MLE model H & I[1]) must be disposed according to national and local regulations. This can either be by using a normal recycling process for this kind of product or by returning the product to the manufacturer.

## Safety Risk

- Safety related to materials used  
There is no safety risk related to materials used in Grundfos MG/MMG motors. The bearings will include non-toxic grease
- Safety related to handling the product  
There is no risk to people during the disassembly process posed by the materials used in the product. Care should be taken when handling the motor due to the weight.

## Disassembly of the Product

The main materials of the components are:

- Copper
- Iron
- Aluminium
- Electronic scrap
- Composite materials

and can therefore be recycled to a large extent – depending on the national possibilities for recycling.

The motor is assembled by using screws and bolts and can be disassembled with standard tools. There are no loose parts inside the motor.

Pos. no.	Designation	Material	Special disassembly consideration
A	Flange	Aluminium or cast iron	
B	Rotor, shaft and bearings	Shaft: Steel, Rotor: Iron and Aluminium, Bearings: Steel	
C	Stator	Copper, Iron and isolation materials	
D	Motor housing	Aluminium or cast iron	The stator is shrink fitted in the motor housing
E	Fan	Composite (PC/ABS or PC/PBT or PC) or Aluminium	
F	Fan cover	Composite (PC/ABS or PC/PBT or PC) or sheet metal	

<b>G</b>	Terminal box cover	Composite or cast iron or aluminium	
<b>H</b>	Feet (if present)	Sheet metal	
<b>I</b>	Connectors, Capacitors, Etc. (Not shown on drawing)	Electronic scrap (printed circuit boards with electronic components)	
<b>J</b>	Lower cover	Aluminium	
<b>K</b>	Isolation cover	Composite (PET 30 % glass filling)	
<b>L</b>	Foil	Composite (Polyester)	
<b>Additional materials:</b>		Screws, gaskets etc.: Various materials less than 5 % of weight	

[1] Model designation can be found on motor nameplate

