

## AGMA Technical Committees Staying Busy




Here's a snapshot of what's going on in some of our Technical Committees.

The Metallurgy and Materials Committee has just about completed development of the next version of AGMA 2004. Entitled Gear Materials, Heat Treatment, and Processing Manual, the new standard reflects the latest practices in the materials and heat treat field as they relate to gear design and manufacture. This standard is widely referenced in other AGMA documents, and is an excellent resource on material selection and processing for the non-metallurgist. They will address comments received during the General Ballot of the standard at their meeting in April. □

The Powder Metallurgy Gearing Committee has two projects under way. AGMA 936-AXX, Calculated Bending Load Capacity of Powder Metallurgy (PM) External Helical Gears, takes a look at PM gear rating with annex material discussing helical gear geometry as it applies to PM applications. AGMA 942-AXX, Metallurgical Specifications for Powder Metallurgy Gears, will provide detail specifications for the material to be used in PM gears. □

And finally, the Epicyclic Enclosed Drive Committee is getting off the ground with their work on AGMA 940-AXX, Double Helical Epicyclic Gear Units, which will address the design, manufacturing and assembly considerations which require special attention with this type of drive. □

The Gear Accuracy Committee, now that they have completed the series of new tolerance and measurement documents which replace AGMA 2000-A88, have turned their attention to revising ANSI/AGMA 2002-B88, Tooth Thickness Specification and Measurement. In addition, they continue to effectively work as the Technical Advisory Group (TAG) to ISO TC 60 Working Group 2 to determine the US position on the development of international standards related to gear accuracy. □

 If you would like to become involved with these, or any of the other AGMA Technical Committees, contact AGMA Headquarters at [tech@agma.org](mailto:tech@agma.org). It's a rewarding experience! □