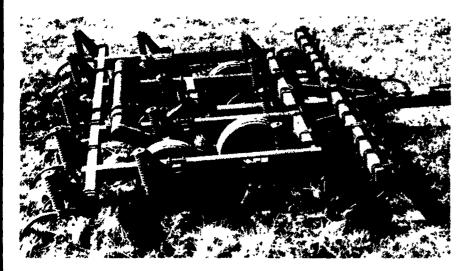


# A new twist in conservation tillage tools



The 435 Conservation Chisel Plow isn't just another disc/chisel.

## WHITE DISKS: INDUSTRY LEADERS Let us show you the difference in disks.



Its design offers a unique twist on conservation tillage. Plus flexibility that other disc/chisels don't offer.

### Concave discs up front.

The discs are big 22-inch spherical blades, mounted individually on spring cushion arms. The individual disc mounting lets each disc rise out of the ground to clear rocks, instead of the whole gang.

Depth control of the discs is simple, thanks to the hydraulically controlled tool bar.

#### A chisel shank every 12 inches.

The long, 90-inch frame of the 435 allows three ranks of chisels spaced 12 inches apart, for trash flow freely between and around the chisels. Plus our spring trip clamp assembly lets chisels clear up to an 11-inch obstruction.

#### Built strong, in the White Farm tradition.

Big  $4''x6''x''_4''$  steel box beams add working weight and strength. It's heavier than most weight-filled frames.

There's a big difference in disks. And if you've never taken the time to really study what makes one disk more productive than the next, drop into our dealership and let us point out a few facts using models from White Farm Equipment Company.

More weight means better disking. Not a revolutionary thought, but there are ways to spot built-in working weight without putting the implement on a scale. One example is massive box beams of high carbon steel used in all of our disks. More steel means more than durability and rigidity. It adds weight to keep disks in the ground.

**Models for every need.** Whatever type of disk you need, we've got a model for you. From our massive 281 Offset to the 270 series-flex-wing tandem, to the 250 series semi-flexible frame, to the 264 rigid disk. Each offers specific features and attachments to make tillage easier and faster.

Come in and let us show you the difference in disks. And the difference in White Farm Equipment.