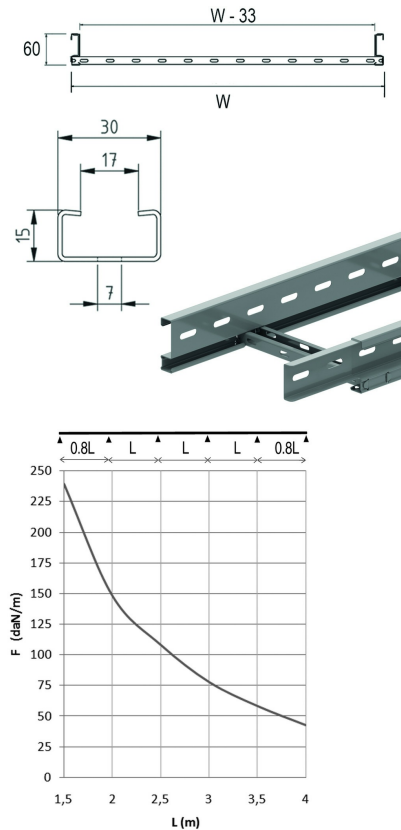


KLLI60.6

Cable ladder interlocking ends



Side walls: perforated S-profile
Perforated C rungs 15x30

Usable inner height: 44 mm
Rung distance: 250 mm

Reference	Finish	mm	mm	mm	mm	kg/m	Unit	Unit
KLLI60.150.6	SZ	60	150	1	6000	1,989	30	M
KLLI60.200.6	SZ	60	200	1	6000	2,107	30	M
KLLI60.300.6	SZ	60	300	1	6000	2,341	30	M
KLLI60.400.6	SZ	60	400	1	6000	2,575	30	M
KLLI60.500.6	SZ	60	500	1	6000	2,809	30	M
KLLI60.600.6	SZ	60	600	1	6000	3,043	30	M
KLLI60.800.6	SZ	60	800	1	6000	3,511	30	M
ZMKLLI60.150.6	DF	60	150	1	6000	1,989	30	M
ZMKLLI60.200.6	DF	60	200	1	6000	2,107	30	M
ZMKLLI60.300.6	DF	60	300	1	6000	2,341	30	M
ZMKLLI60.400.6	DF	60	400	1	6000	2,575	30	M
ZMKLLI60.500.6	DF	60	500	1	6000	2,809	30	M
ZMKLLI60.600.6	DF	60	600	1	6000	3,043	30	M
ZMKLLI60.800.6	DF	60	800	1	6000	3,511	30	M

LOAD DIAGRAM

This diagram illustrates the permissible uniformly distributed horizontal loads applied to multiple supports. They comply with IEC 61537 with connection in the centre of the span and the end span = 0,8x the span.

F = max. admissible load (daN/m)
L = support distance (m)
Max. deflection (m) = L/100

CHARACTERISTICS

- lightweight
- strong
- interlocking
- partition (SLOS35) can be fixed to the cable ladder with a sliding nut (GM6) and pan head bolt (RB6.10)
- no further coupling holes are required if the cable ladder is cut
- use joiners (KLLKP60) and bolts (VM6.10) to join the cut lengths of cable ladder
- no joiners are required to attach accessories such as bends, tees etc.
- rungs are perforated to enable efficient attachment of cables.

TECHNICAL INFORMATION

Side walls are constructed from S profile with a return flange and are continuously perforated.

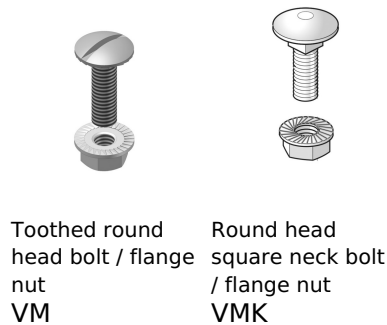
C-profile rungs are fixed at 250 mm intervals.

Rungs are mechanically attached to the side wall of the cable ladder. Rungs are alternately placed with openings upwards and downwards.

Legend finish

- SZ = Sendzimir
- DF = Defender

Fix with:



Toothed round head bolt / flange nut
VM

Round head square neck bolt / flange nut
VMK