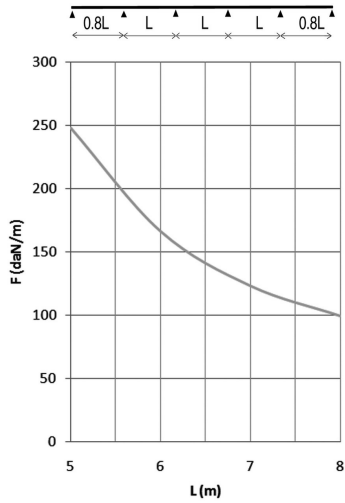


KLZ

Cable ladder height 150



Cable ladder for large support distances up to 8 metres
Perforated C datarungs 41x21

Usable inner height: 127 mm
Rung distance: 300 mm
To order: Length 3000 mm
To order: Width 700 - 1200 mm (increments of 100 mm)

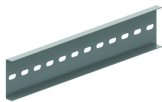
Reference	Finish	↑ mm	↔ mm	→ ← mm	↔↔ mm	kg/m	📦	Unit
KLZ200	SZ	150	218	2	6000	8,334	48	M
KLZ300	SZ	150	318	2	6000	8,590	48	M
KLZ400	SZ	150	418	2	6000	8,846	48	M
KLZ500	SZ	150	518	2	6000	9,102	48	M
KLZ600	SZ	150	618	2	6000	9,358	48	M
KLZ800	SZ	150	818	2	6000	9,870	48	M
KLZ1000	SZ	150	1018	2	6000	10,382	48	M
ZMKLZ200	DF	150	218	1,75	6000	8,334	48	M
ZMKLZ400	DF	150	418	1,75	6000	8,846	48	M
ZMKLZ300	DF	150	318	1,75	6000	8,590	48	M
ZMKLZ500	DF	150	518	1,75	6000	9,102	48	M
ZMKLZ600	DF	150	618	1,75	6000	9,358	48	M
ZMKLZ800	DF	150	818	2	6000	9,870	48	M
ZMKLZ1000	DF	150	1018	2	6000	10,382	48	M

Fix with:



Flange nut (DIN 6923)
RM

Round head square neck bolt (DIN 603)
RBK



Joiner for KLZ
KLZKPK

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/200

CHARACTERISTICS

- strong
- usable inner height 127 mm, ideal for large diameter cables
- no further coupling holes are required if the cable ladder is cut
- no joiners are required to attach accessories such as bends, tees etc.
- rungs are perforated to enable efficient attachment of cables
- partition (SLOS110) can be fixed to the cable ladder with a sliding nut (PNP06) and pan head bolt (RB6.20).

TECHNICAL INFORMATION

- Side walls are constructed from S profile with a return flange and are continuously perforated
- C-profile rungs are fixed at 300 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