

# Zip Clip Looped Cable, 4.8mm x 10m

PART No: RLC4.8-10X

## FEATURES

Zip Clip Looped Cable, 4.8mm x 10m Drop

### Faster

Zip-Clip Cable Locks and Galvanised Looped Cable are the fast & versatile way to suspend insulated panels. Studies have shown installation time can be reduced up to 6 times compared to traditional chain and other cable systems.

### Industry Tested and Approved

Our complete system from cable, Zip-Clip to CRH Suspension Components have been thoroughly tested in NATA Accredited laboratories in Melbourne. Approved by all major panel manufacturers, our solution is fully compliant with the Insulated Panel Council of Australasia (IPCA) code of Practice

### Engineered Solutions

Zip-Clip locking devices are manufactured from a Zamak 5 zinc alloy main body with an internal stainless-steel spring and sintered steel locking wedges. They offer a 300 kg SWL. Zip-Clip Galvanised Loop Cables with factory swagged loop termination are manufactured under strict quality-controlled conditions. They are specifically designed to be used in conjunction with the KL200 Locking device. This standard system utilises premium grade galvanised mild steel electro-galvanised wire rope manufactured to BS EN 12385

### CRH Suspension Components

With options of M10 or M12 kits to suit panel and wall thickness of 75mm, 100mm, 150mm, 200mm and 250mm panel. Kits are supplied in HDG and include M10 or M12 threaded rod, nuts, L-shaped A70 Bracket and M10 or M12 Mushroom Cap.

**Material:** Galvanised Steel

## ADDITIONAL INFORMATION

Looped cable enhances the Zip-Clip suspension system by the addition of a pre-looped end. Once the cable is pulled around the anchor point and through the looped end it is already secured at one end, saving time at the job site.

- Strong- Independently tested to 5 times their allowable working load
- Faster- Installs in seconds with no tool required
- Industry Approved- Zip-Clip has been and continues to be installed in leading projects across Australia
- Project Pricing- Available



