



## Open Wedge Socket Tailgrip OWS-TG with Bolt and Nut

### Product information

Tailgrip open wedge socket with bolt and nut.

It is suitable for usage in a sub-zero temperature environment

Basket and wedge in quenched and tempered cast steel. Wedge and basket are designed for easy installation and optimal wire rope efficiency and with the added benefit to terminate the tail to the wedge itself.

**Marking:** According to standard, CE-marked

**Standard:** EN 10204

Part code	Rope Ø range mm	MBL tonnes	Finish	A mm	B mm	C mm	E mm	øP mm	T mm	TH mm	TL mm	TB mm	W mm	WH mm	WB mm	WD mm	Weight kg
121501000235	9-10	12	Painted	145	23	46	40	21	11	76	168	75	21	130	36	12	1.9
121501000232	9-10	12	Galvanized	145	23	46	40	21	11	76	168	75	21	130	36	12	1.9
121501300235	11-13	20	Painted	157	29	57	55	25	12	100	185	80	25	170	48	14	2.4
121501300232	11-13	20	Galvanized	157	29	57	55	25	12	100	185	80	25	170	48	14	2.4
121501600235	14-16	25	Painted	190	35	70	64	30	15	125	225	96	31	195	57	18	5
121501600232	14-16	25	Galvanized	190	35	70	64	30	15	125	225	96	31	195	57	18	5
121501900235	18-19	40	Painted	210	40	80	68	35	16	142	250	107	38	222	70	21	8
121501900232	18-19	40	Galvanized	210	40	80	68	35	16	142	250	107	38	222	70	21	8
121502200235	20-22	55	Painted	252	48	95	74	41	18	164	300	123	44	251	77	24	11
121502200232	20-22	55	Galvanized	252	48	95	74	41	18	164	300	123	44	251	77	24	11
121502600235	23-26	75	Painted	298	55	110	84	51	22	198	353	141	51	274	83	28	16
121502600232	23-26	75	Galvanized	298	55	110	84	51	22	198	353	141	51	274	83	28	16
121502900235	27-29	90	Painted	322	65	130	95	57	25	217	387	160	57	292	91	30	23
121502900232	27-29	90	Galvanized	322	65	130	95	57	25	217	387	160	57	292	91	30	23
121503200235	30-32	100	Painted	350	73	146	105	63	28	238	423	165	63	349	108	33	34
121503200232	30-32	100	Galvanized	350	73	146	105	63	28	238	423	165	63	349	108	33	34
121503600232	34-36	125	Galvanized	400	74	148	117	64	28	263	474	185	70	394	116	35	39
121503600235	34-36	125	Painted	400	74	148	117	64	28	263	474	185	70	394	116	35	39

# Blueprint

