



C11CSH2

by Burndy
Catalog ID: C11CSH2

Prop 65 Notice

Cast Bronze Clamp with Copper Strap, Cable to Water Pipe, 4/0 AWG (Str.), 1/2"- 1" Water Pipe, 3/4" hub.

Features: For Grounding Rigid Conduit Systems, Strap Helps Protect Conduit System From Water System Vibrations, Zinc Plated Screws, Strap ETP Copper, Dimension C: 1.5 IN, Ground Strap: Yes, Water Pipe Size: 3/8 - 1 IN, Dimension D: 6.12 IN, Armored Cable: No, Hub Size: 3/4 IN, Installation Torque: 50 IN-LB For Pipe Clamp And Wire Clamp, Length: 8.5 IN, Width: 1-1/4 IN, Height: 1.75 IN

Product Details

General

Application	For Grounding Rigid Conduit Systems
Material	Bronze Alloy
Material - Hardware	Zinc Plated Steel
Plated	N
Plating Type	Zinc
Sub Brand	CLAMP
Type	WaterPipe Gounding Connectors
UPC	781810142486
UPC 12 Digit	7818101424866

Dimensions

Dimension - D inch	6.12 in
Dimension - Height inch	1.75 in
Dimension - L Length Overall mm	216 mm
Dimension - Length Overall inch	8.50 in
Dimension - Pad Width inch	1.50 in
Dimension - Width inch	1.25 in
Dimension - Width mm	32 mm

Conductor Related

Conductor - Armored Cable Size	N
Conductor - Copper Solid Size	8 SOL - 4 SOL
Conductor - Copper Solid Size Range	8 SOL - 4 SOL
Conductor - Copper Str Size	8 STR - 4 STR
Conductor - Copper Str Size Range	8 STR - 4 STR
Conductor - Pipe EMT Size	1/2 in; 3/4 in; 1 in
Conductor - Pipe EMT Size Range	1/2 in-1 in

Certifications and Compliance

Certification - CSA Approved	No
Certification - ETL	No
Certification - UL Listed Direct Burial	No
Certification - UL Recognized	No
Certification - cULus	No
Industry Standard(s)	UL467
Standards - Industry Standards Met	UL467
Standards - RoHS Compliance Status	CM
UL Listed	Yes

Logistics

Minimum Pack Quantity	1
-----------------------	---

For further technical assistance, please contact us

BURNDY Headquarters

47 East Industrial Park Drive
Manchester, New Hampshire 03109

Customer Service Hours:

8 AM - 8 PM Eastern Monday-Friday
Emergency Service 24-hours/365 Days
Phone: 1-800-346-4175
1-603-647-5299 (International)