

Recessed 8" Series, Cover Assembly, Gray Powder Coat Finish

By Hubbell Premise Wiring Catalog # S1R8CVRGRY

Fire Rated Poke Throughs, Recessed 8" Series, Cover Assembly, Gray Powder Coat Finish

Features

- 180 Degree Cover Opening to Lay Flat and Reduce Tripping Hazards
- Two Large Cable Egress Doors
- Die Cast Aluminum Cover Construction for Enhanced
 Durability
- ADA Compliant

Application

8" Fire-Rated Poke-Through Series

General

Accessory Type	8" Round Recessed Cover
Application - For Use On	Concrete
Color	Gray
Construction	Fabricated
Construction Material - Main	8 Meunt
EU RoHS Indicator	Contact Manufacturer
Finish Type	Gray Powder Coat Cover
Item Type	8" Recessed Fire-Rated Poke- Through Components
Material	Aluminum
Material - Mounting Hardware	Mounting Hardware Included
Mounting Type	Screw Mount
Size	Standard Sized Product
Style	Covers
Sub Brand	SystemOne Recessed
Туре	8″ Recessed Fire Rated Poke Through Covers
UPC	783585445540

Conductor Related

Cable Entry

Through Cover



Certifications and Compliance

Industry Standard(s)

- cULus Listed
- Meets ADA Standards
- UL 514A Listed

Logistics

Carton Quantity

10

Product Assets

Catalog Page - PREM R36 Catalog Page Catalogs - HPW CATALOG_2023_FULL Literature - Hubbell SystemOne Recessed Fire-Rated Poke-Throughs: 4, 6, 8 and 10 inch Literature - Hubbell SystemOne Recessed Fire-Rated Poke-Throughs

Related Products

S1R8PTFIT3 - Recessed 8" Series, Through Floor Fitting Only, (1) S1R8JNC3 fitting box and (1) S1FRPT Hubbell Junction Box, No Sub Plates

S1R8PTFIT - Recessed 8" Series, Through Floor Fitting Only, No S1R8JNCxx Series Fitting Box, No Sub Plates

S1R8PTFIT2 - Recessed 8" Series, Through Floor Fitting Only, (1) S1R8JNC2 fitting box, No Sub Plates

S1R8PTFIT3CHI - Recessed 8" Series, Through Floor Fitting Only, (1) S1R8JNC3 fitting box, No S1FRPTJB, No Flexible Metal Conduit, No Sub Plates

S1R8PTFIT1CHI - Recessed 8" Series, Through Floor Fitting Only, (1) S1R8JNC1 fitting box, No S1FRPTJB, No Flexible Metal Conduit, No Sub Plates

