4-Gang AFB Series, Cover Assembly, Bronze Powder Paint Finish

By Hubbell Wiring Device-Kellems Catalog # 4GAFBCVRBRZ

Raised Access or Wooden Floors, Recessed, 4-Gang AFB Series, Cover Assembly, Bronze Powder Paint Finish

Features

- Surface Style without Cover Insert
- 180 Degree Cover Opening to Lay Flat and Reduce Tripping Hazards
- Two Large Cable Egress Doors
- Die Cast Aluminum Cover Construction for Enhanced
 Durability
- Meets UL 514A Scrub Water Requirements
- ADA Compliant

Application

For Use with Raised Access Floor Boxes

General

Application - For Use OnRCatalog Number4ColorEConstructionCCover ShapeREU RoHS IndicatorCMaterialCMounting MethodMMounting TypeCNumber of Gang(s)4SeriesC

Size Type

Type of Use Typical Application Raised Access; Wood 4GAFBCVRBRZ Bronze Powder Coat Cast Aluminum Rectangle Contact Manufacturer Cast Aluminum Mounts to Box (4) Screw Mount 4-Gang • Recessed Rectangular - AFB Series • Recessed - AFB Series 4-Gang Recessed Access Floor Box Cover Carpet/Surface

Carpet/Surface



UPC	783585446660
Dimensions	
Length Width	13 in 13.25 in
Conductor Related	
Cable Entry	(2) Egress Doors
Certifications And Compliance	
Industry Standard(s)	 cULus UL514
Logistics	
Carton Quantity	1
Product Assets	
Brochures - Floorbox Selection Guide Catalog Page - WDK O-49 Catalog Page Catalogs - WDK Catalog Full 2024 Engineering Drawing - 4GAFBCVRBRZ AutoCAD Drawing Installation Manuals - WIRING_PD2624_INSTALLINST Literature - SystemOne Eternal [™] Series 4-Gang Rectangula	

Installation Manuals - WIRING_PD2624_INSTALLINST Literature - SystemOne Eternal[™] Series 4-Gang Rectangular Floor Boxes Literature - Connexion 2.0 Zone Distribution System

Literature - Connexion 2.0 Zone Distribution System Literature - Hubbell SystemOne Recessed Floor Boxes Sales Drawings - WDK_4GAFBCVR_DRAWING_PDF Specifications - 4GAFBCVRBRZ Specification Sheet Specifications - Wiring 4GAFBCVRBRZ Specification Sheet Specifications - 4GAFBCVRBRZ Specification Sheet French Warranty - Industrial & Commercial Products

