

Mod. RLG	**Lung. strallo RLG fino a ----- RLG stay length up to m	Sup. velica max (indicativo) ----- Max sail area (indicative) m ²	Carico di lavoro ----- Working load kg	Carico di rottura ----- Breaking load kg	codice ----- code	A	B	C	D	E	F	G	H	I	L	M	N	P1	P2	P3	P4	Peso totale ----- Total weight kg
						mm	mm	mm	mm	mm	mm	mm	mm	mm	mm	gradi	mm	kg	kg	kg/m	kg	kg
08	9,00 m	110	680	1400	106000090000	300	55	55	162	58	375	107	91	126	165	95°	6	0,57	0,60	0,40	1,14	5,91
	11,00 m				106000110000																	6,71
	13,00 m				106000130000																	7,51
	15,00 m				106000150000																	8,31
10	16,00 m	200	100	2400	106001160000	400	72	55	204	56	500	125	125	170	181	95°	8	1,05	0,80	0,6	1,87	13,32
	18,00 m				106001180000																	14,52
	20,00 m				106001200000																	15,72
20	21,00 m	350	1600	3800	106002210000	500	93	84	258	60	675	152	165	210	212	95°	10	2,28	1,05	0,80	3,40	23,53
	23,00 m				106002230000																	25,13
	25,00 m				106002250000																	26,73
	27,00 m				106002270000																	28,33
30	28,00 m	430	2300	5400	106003280000																	
	29,00 m				106003290000																	
	30,00 m				106003300000																	
	31,00 m				106003310000																	
40	32,00 m	n.d.	3800	10400	106004320000																	
	33,00 m				106004330000																	
	34,00 m				106004340000																	
	35,00 m				106004350000																	

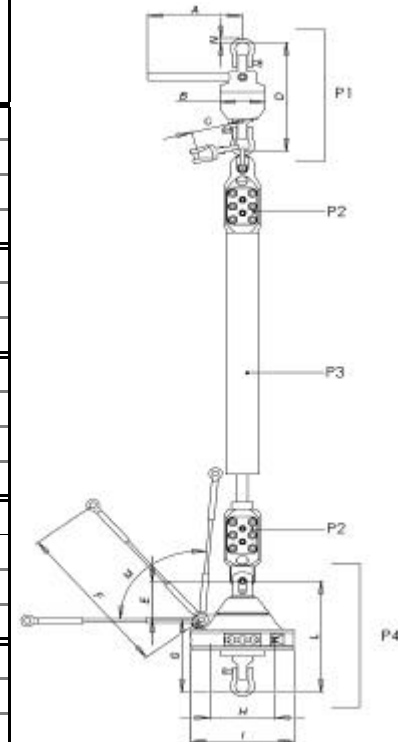
** RLG = Distanza tra uscita drizza spi e testa compresso / distance between exit of spinnaker halyard and bowsprit head

Kit cima a circuito chiuso / Endless line kit		
RLG	Codice variabile distanza da tamburo RLG a bozzello (+1 mt paranco)	codice code
08 - 10 - 20	da mt 06 a mt 18	9011209
30 - 40	da mt 08 a mt 24	9011212

P1 = peso testa girevole - halyard swivel weight
P2 = peso morsetti (coppia) - clamps (pair) weight

P3 = peso strallo - stay weight

P4 = peso tamburo - drum weight



composizione del kit: cima a circuito chiuso - bozzello a cricco - paranco tesacima
kit made up by: endless line - ratchet block - tackle



by

