

# Shackle with eye bolt



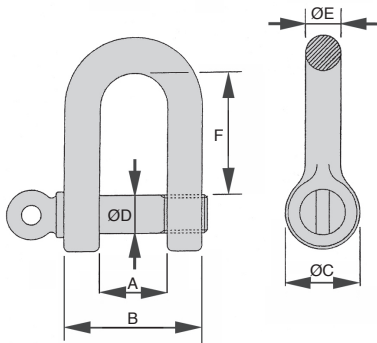
## MDR

## Pin diameters 5-20mm

- **Lifting shackle**
- Marked with pin diameter, SWL and CE mark
- Material:  
Shackle: Steel Fe430B zinc treated

### Info.

- SWL: SAFE WORKING LOAD.  
The Safe Working Load is calculated by dividing the Breaking Strength by a factor of safety of 5.
- **Not sold individually, please contact us for details.**



### DISCOUNTS

Qty	1+	5+	10+	20+	30+	50+
Disc.	List	-5%	-10%	-15%	-20%	On request

Part number	Pin ØD	A	B	ØC	ØE	F	SWL (kg)	Weight (kg)	Stock*	Price each 1 to 4
MDR1-05	5	8	18	13	6	23	100	0,020	✓	2,04 €
MDR1-06	6	12	25	14	6	29	160	0,040	✓	2,45 €
MDR1-08	8	15	32	18	8	37	250	0,070	✓	2,98 €
MDR1-10	10	18	38	22	10	41	400	0,140	✓	3,76 €
MDR1-12	12	26	50	27	12	56	630	0,260	✓	5,94 €
MDR1-14	14	27	56	29	14	57	800	0,370	✓	7,28 €
MDR1-16	16	31	64	35	17	64	1000	0,560	✓	9,76 €
MDR1-18	18	32	70	36	19	65	1300	0,710	✓	13,50 €
MDR1-20	20	38	78	40	20	69	1600	0,940	✓	17,03 €

\*Depending on availability - Dimensions in mm

**HPC**

WEB  
04/2020

www.hpceurope.com

Tél: 0 825 88 5000 Service 0,15 €/min + prix appel

## Our other products



PTA150

Articulated levelling foot, pressed base Ø150, Ø 150



CHM30

Worm and wheel gear reducer, up to 28 Nm



V3RA\_PTR

3-spoked handwheel with foldable handle, Polyamide



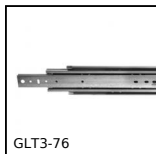
CHA1056-U4

Screwed hinge, 180°



GFX

Curved tooth coupling, economy range, Steel and polyamide



GLT3-76

Telescopic drawer,



SEH

Horizontal stirrup toggle clamp, Horizontal stirrup clamp - steel



BSM\_LOK

Long-Lok spring plunger with internal hexagonal socket, LONG-LOK - s...



BSM\_LOK

Long-Lok spring plunger with internal hexagonal socket



AFA

Locking pin, with ring



BEAS

Star shaped anti-static handle, Star,



BABA

Ball pin lifting ring, Steel

## Complementary products



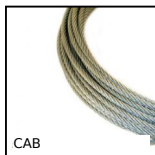
MDR\_SS

Stainless steel Dee shackle with eye bolt, Stainless steel



MLY

Bow shackle with eye bolt, Steel



CAB

Galvanised steel cable, Galvanised steel



TAC

Rigging screw (hook/eye), Steel