



OEM Finland Oy | Puh: 0207 499 499 | info@oem.fi | www.oem.fi  
PL 9, 20101 TURKU

**Industrilås**  
— When access counts —

## 90° LUKKO 30, 45 TAI 56 MM LUKKOPESÄLLÄ

Lukko teollisuuteen

2112-005230-4445

90° Lukko eristettyihin oviin. 45,5mm Lukkopesä

- 30, 45 tai 56 mm lukkopesä
- Eristettyihin oviin
- IP65



### TUOTEKUVAUS

Tämä 90° lukko koostuu valitsemastasi rungosta, mutterista, sisäosasta, aluslevystä, ruuvista ja teljestä. Eristetyissä ovissa voidaan käyttää pidempää runkoa. 45,5 mm:n lukkopesä voidaan kiinnittää jousikiinnikkeellä 29, 32 tai 39 mm:n ovipaksuuksille ja 56,5 mm:n lukkopesä 40, 43 ja 50 mm:n ovelle.

Suojausluokka IP65 saadaan lisäämällä O-renkas sisäosaan ja litteä tiiviste runkoosaan.

Lukko voidaan toimittaa kokoamattomana, esikoottuna mukana toimitettavalla teljellä tai kokonaan koottuna. Jousikiinnike on lisävaruste ja voidaan tilata erikseen.

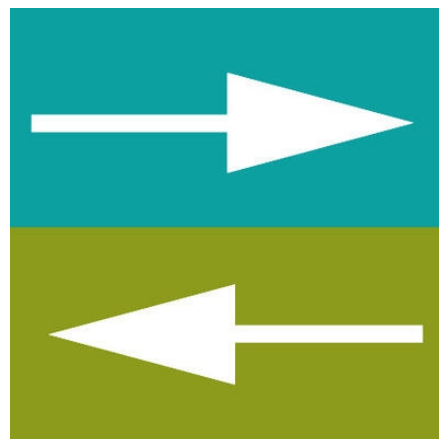
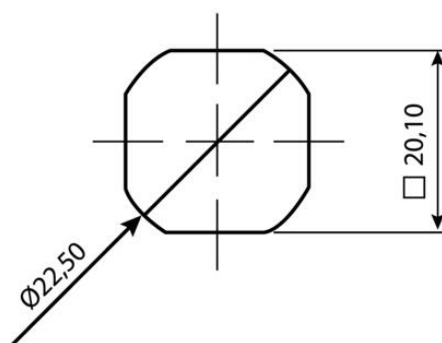
Tuote toimitetaan valitsemillasi materiaaleilla ja ominaisuuksilla. Tuotteen lopullinen tilausnumero rakentuu valitsemastasi kokoonpanosta.

Tarkemmat tiedot ja kaikki eri vaihtoehdot löydät alla olevasta pdf-tiedostosta.

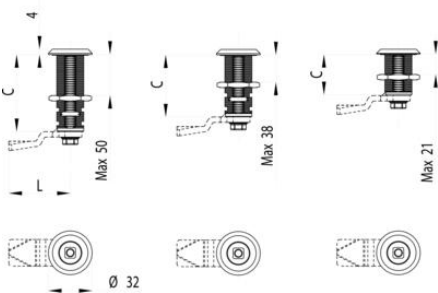
### TEKNISET TIEDOT

|                              |               |
|------------------------------|---------------|
| <b>Avauskulma</b>            | 90 °          |
| <b>Konfiguroitavissa</b>     | Kyllä         |
| <b>Lukkopesän materiaali</b> | Sinkki, kromi |
| <b>Mitta H</b>               | 44 mm         |
| <b>Mitta L</b>               | 45 mm         |
| <b>Teljen materiaali</b>     | Teräs         |

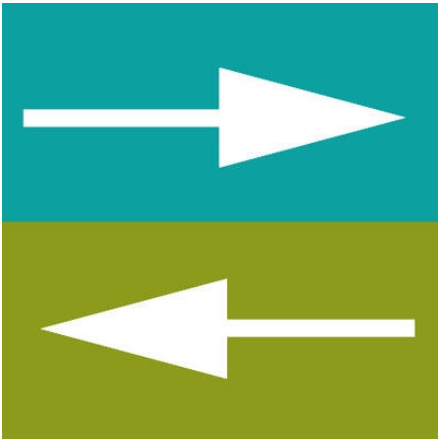
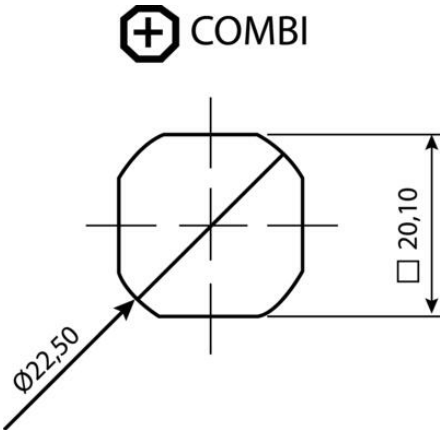
| SELEKTÖRIKODI JA KOKOAMISKÄSIKIRJA (SELEKTÖRIKODI) |                         |   |    |    |    |    |    |    |    |
|----------------------------------------------------|-------------------------|---|----|----|----|----|----|----|----|
| AAAR                                               | Liikkeen                | 0 | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| 0000                                               | Zink, Nickelmat. 0x30,5 | 0 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0001                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0002                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0003                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0004                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0005                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0006                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0007                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0008                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 0009                                               | Zink, Nickelmat. 0x30,5 | 1 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |



IP65



| SARFAA PART 2: THE COMPLETE 10-4 FOR THE DISCLOSED DONOR 2018 - 2019 |                       |            |          |        |              |         |        |       |         |
|----------------------------------------------------------------------|-----------------------|------------|----------|--------|--------------|---------|--------|-------|---------|
| [SARFAA DISCLOSURE FORM]                                             |                       |            |          |        |              |         |        |       |         |
| SARFAA                                                               | Libraries             | # Material | # Donors | # PMAs | # Monitoring | # Regal | #GROSS | # net | # total |
| 2012                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2013                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2014                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2015                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2016                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2017                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2018                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2019                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2020                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2021                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2022                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2023                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2024                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2025                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2026                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2027                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2028                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2029                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2030                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2031                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2032                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2033                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2034                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2035                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2036                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2037                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2038                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2039                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2040                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2041                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2042                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2043                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2044                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2045                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2046                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2047                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2048                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2049                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2050                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2051                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2052                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2053                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2054                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2055                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2056                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2057                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2058                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2059                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2060                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2061                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2062                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2063                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2064                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2065                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2066                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2067                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2068                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2069                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2070                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2071                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2072                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2073                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2074                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2075                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2076                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2077                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2078                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2079                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2080                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2081                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2082                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2083                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2084                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2085                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2086                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2087                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2088                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2089                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2090                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2091                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2092                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2093                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2094                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2095                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2096                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2097                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2098                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2099                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2100                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2101                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2102                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2103                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2104                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2105                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2106                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2107                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2108                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2109                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2110                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2111                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2112                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2113                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2114                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2115                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2116                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2117                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2118                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2119                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2120                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2121                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2122                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2123                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2124                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2125                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2126                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2127                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2128                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2129                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2130                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2131                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2132                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2133                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2134                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2135                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2136                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2137                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2138                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2139                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2140                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2141                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2142                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2143                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2144                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2145                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2146                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2147                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2148                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2149                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2150                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2151                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2152                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2153                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2154                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2155                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2156                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2157                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2158                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2159                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2160                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2161                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2162                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2163                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2164                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2165                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2166                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2167                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2168                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2169                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2170                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2171                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 2172                                                                 | Zink, Richard, C#10.3 | 0          | 0        | 0      | 3            | 3       | 0      | 0     | 0       |
| 21                                                                   |                       |            |          |        |              |         |        |       |         |



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