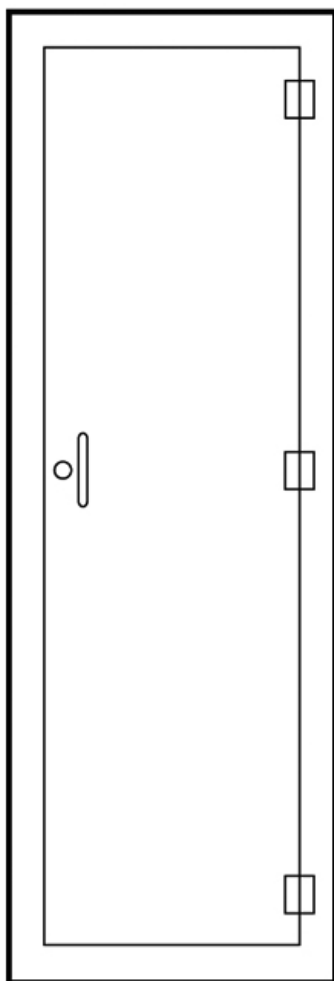
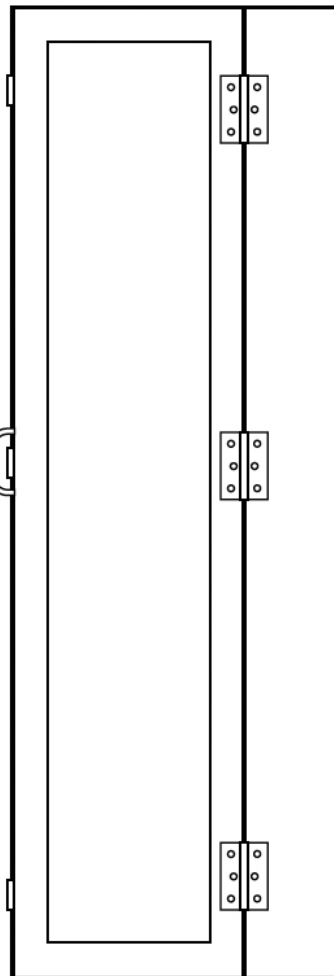
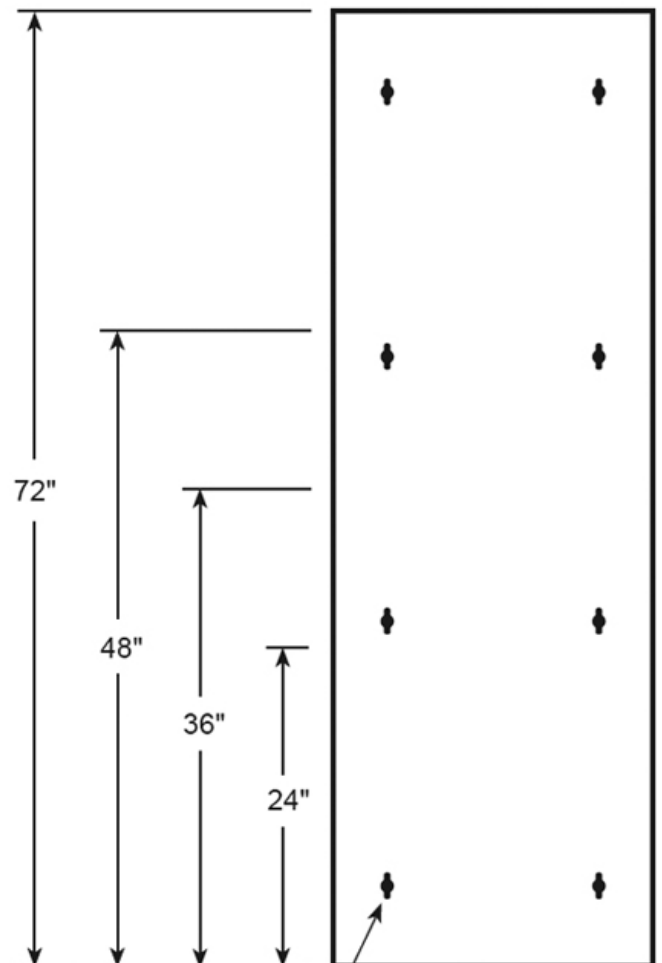
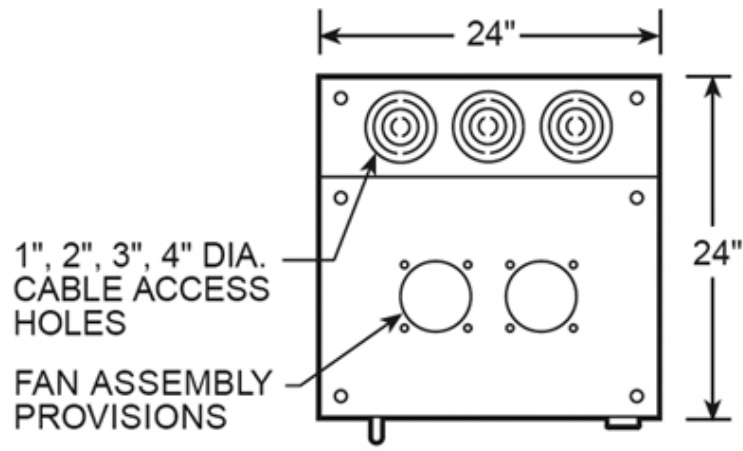


PRODUCT SPECIFICATION SHEET

Product Name: Great Lakes Wall Mount Enclosures - WS Series

- The Wall mount enclosure must be UL listed per STD 508, Type 1 and 24, 36, 48, 72 "H x 24"W x 24"D
- Unit must be 3 "piece" sectional design using HD bolt on steel hinged between wall section and middle section. Lockable front solid or plexi door. Pull latch system to open secured middle section. Wall mount to be reversible allowing for right or left hand swing. Top and bottom set up to accept fan assembly and set of 6 casters. Black powder coat finish on 14-gauge steel.
- Manufacturer must be ISO 9001:2000 registered
- **Mounting** - The base unit must have 2 pair of 19" rack mount rails that are tapped 12-24. Adjustable front to rear.
- **Cable Access** -Rear section to have 3 knockouts in center back and top/bottom for conduit sizes 1, 2 & 3".
- **Doors** -Doors to be plexi-glass or solid. Base unit must have gasketing for the doors.
- **Sides** - Sides of center section to have option for solid or vented sides
- **Cable Management**- all 19" rack mounted cable management to be installed, preferably on the rear rails.
- **Power Strips** - all 19" rack mounted power strips to be installed on the rear rails.
- **Fans** - 2 low profile 75cfm fans
- **Finish (Paint)** : Black, White and Nitro Blue available in an electrostatic powder coat finish (3 coats)

**FRONT VIEW****SIDE VIEW****MOUNTING HOLES FOR
1/4" HARDWARE, 16" CENTERS****REAR VIEW**



TOP/BOTTOM VIEW

Part #	Overall Dimensions	Rack Space	Weight Capacity	Shipping Weight	Shipping Dimensions (H x W x D)
QGL-WM-24WS	24"H x 24"W x 24"D	11 U	250 lbs *	125 lbs	27" x 24" x 20.5" **
QGL-WM-36WS	36"H x 24"W x 24"D	18 U	300 lbs *	150 lbs	27" x 24" x 26" **
QGL-WM-48WM	48"H x 24"W x 24"D	25 U	350 lbs *	200 lbs	39" x 24" x 26" **
* Maximum weight capacities at minimal deflection. Weight capacities are listed for wall mounting only. Up to 850 lbs. weight capacity is possible using a combination of wall mounting and casters.					
** Multiple units to same location will get skidded					