## PRATT MISCELLANEOUS DANGEROUS GOODS STORAGE CABINET: 30L - 1 DOOR - 1 SHELF

PRATT INDOOR MISCELLANEOUS DANGEROUS GOODS STORAGE CABINETS COMPLY WITH THE AUSTRALIAN STANDARD AS 4681:2000 "THE STORAGE & HANDLING OF CLASS 9 (MISCELLANEOUS) DANGEROUS GOODS AND ARTICLES".

This cabinet is suitable for the storage of Class 9 Dangerous Goods such as storage of Lithium-Ion Batteries (uncharged), but also includes the storage of battery-powered equipment, airbag inflators, chemical or first aid kits, solid carbon dioxide, dry ice, ammonium nitrate fertiliser, polymeric beads, and plastic molding compounds.

## **FEATURES & BENEFITS:**

- Low profile under bench design.
- Constructed of double walled 1.2mm thick galvanised steel.
- Self closing door with speed adjustable hydraulic closure.
- 1 x 1.6mm thick, perforated, galvanised steel shelf.
- Continual stainless steel piano type door hinge.
- Overlapping door edging to prevent ingress of heat.
- Adjustable shelf heights at 45mm increments.
- 2 x 50mm vent bungs with steel caps.
- Each vent incorporates steel flash arrester.
- 3 point self latching door mechanism.
- Recessed handle with keyed alike lock with 2 keys.
- External static earth connection and 1 x earthing wire.
- Solvent resistant yellow baked powder coated finish.
- 150mm deep liquid tight sump.
- Palletised and packaged with strong cardboard for protection during transportation and storage.
- Class 9 Diamond and other decals applied.
- Optional additional shelves available.
- Includes set of 4 rubber feet.

- WEIGHT: 53kg - CAPACITY: 30L - DOORS:

- SHELVES: 1 (Inc. Base Level)

- EXTRA SHELF: 5517-29S

EXTERNAL (MM)			INTERNAL (MM)		
HEIGHT	WIDTH	DEPTH	HEIGHT	WIDTH	DEPTH
770	515	465	525	420	370

NOTE:

1. INTERNAL HEIGHT IS TAKEN FROM THE TOP OF THE SUMP SILL/BOTTOM SHELF TO THE CEILING.

2. FOR TOTAL EXTERNAL WIDTH MEASUREMENT, ADD 6MM PER VENT BUNG FOR TIGHT CLEARANCE LOCATIONS.





VOLUME CAPACITY	PER SHELF	TOTAL	
2L Winchester	6	6	
4L Winchester	4	4	
4L Paint Can	4	4	
20L Round Can	1	1	



