



Lifting Eye Bolt 803

Product information

Lifting eye bolt to be screwed by hand.

Material: Alloy steel 8.8.

Marking: CE-marked, Marked with WLL, sizes, steel quality, producename, tracability.

Finish: Red painted.

Note: Approved for lifting.

Warning: The lifting eye bolts shall be screwed tight against the surface. When two lifting eyes are used their mutual position shall result in the two eyes at the same level. Larger angle between the slings than 90° are not tolerated. Lifting eye bolts can not be assembled against a surface that differs essentially from a surface perpendicular to the direction of the lift

Safety factor: 4:1

Grade: 8

Part Code	WLL ton	Thread mm	A mm	B mm	C mm	E mm	F mm	H mm	L mm	Weight kg	Delivery time
421100040100	0.4	M6	25	45	25	10	10	45	13	0.09	30
421100080100	0.8	M8	25	45	25	10	10	45	13	0.09	30
421100100100	1	M10	25	45	25	10	10	45	17	0.11	30
421100160100	1.6	M12	35	63	35	14	14	62	21	0.27	30
421100300100	3	M14	35	63	35	14	14	62	21	0.29	30
421100400100	4	M16	35	63	35	14	14	62	27	0.31	30
421100500100	5	M18	50	90	50	20	20	90	27	0.84	30
421100600100	6	M20	50	90	50	20	20	90	30	0.86	30
421100700100	7	M22	50	90	50	20	20	90	36	0.9	30
421100800100	8	M24	50	90	50	20	20	90	36	0.9	30
421101000100	10	M27	60	108	65	24	24	109	45	1.66	30
421101200100	12	M30	60	108	65	24	24	109	45	1.7	30
421101600100	16	M36	70	126	75	26	28	128	54	2.15	30

Technical data

	0°	0°	0°-45°	45°-60°	0°-45°	45°-60°
	WLL tons					
Size	Single leg	2 legs	2 legs		3 or 4 legs	
M6X13	0,4	0,8	0,14	0,1	0,2	0,14
M8X13	0,8	1,6	0,28	0,2	0,4	0,28
M10X17	1,0	2,0	0,35	0,25	0,5	0,35
M12X21	1,6	3,2	0,56	0,4	0,8	0,56
M14X21	3,0	6,0	1,0	0,75	1,5	1,0
M16X27	4,0	8,0	1,4	1,0	2,0	1,4
M18X27	5,0	10	1,8	1,25	2,5	1,8
M20X30	6,0	12	2,1	1,5	3,0	2,1
M22X36	7,0	14	2,4	1,75	3,5	2,4
M24X36	8,0	16	2,8	2,0	4,0	2,8
M27X45	10	20	3,5	2,5	5,0	3,5
M30X45	12	24	4,2	3,0	6,0	4,2
M33X54	14	28	4,8	3,4	6,8	4,8
M36X54	16	32	5,6	3,9	7,8	5,4
M42X63	24	48	8,4	5,9	11,8	8,2
M48X68	32	64	11,2	7,8	15,6	10,9
M56X78	36	72	12,6	8,8	17,6	12,3
M64X90	45	90	15,7	11	22	15,4

Blueprint

