

## Mounting Rack Rails *RSRC Series*

For use with the 1564 Series



**Note:** This product line will soon be discontinued as a stocked series. Available while quantities last. It has been replaced with **RCHR Series**. For alternative solution assistance, please **contact Hammond here** or call: USA (716) 630-7030, Canada and International (519) 822-2960.



### Features:

- Constructed in 14-gauge steel
- Sold in pairs
- EIA compliant round hole punched mounting rails.
- Bolts vertically in the rack.
- Use with or **1564 Series Consoles**.
- Mounting hardware included:
  - Strut mounting hardware (for both rails).
- Side of rail formed for rear support or accessory mounting (not compatible with all equipment slides).
- Finished in textured RAL9005 black powder paint finish.
- TAA-compliant for GSA Schedule purchases.
- RoHS and REACH compliant.
- Manufactured in North America.



| Part No.     | Mounting Dimensions |        | Replacement Options |            |                |
|--------------|---------------------|--------|---------------------|------------|----------------|
|              | Rack Units          | Height | 10-32 Threaded      | Round Hole | 10-32 Threaded |
| RSRC00017BK3 | 10U                 | 17.00  | URR10U              | RCHR1917   |                |
| RSRC00021BK3 | 12U                 | 21.00  | URR12U              |            |                |
| RSRC00024BK3 | 14U                 | 24.00  | URR14U              |            |                |
| RSRC00026BK3 | 15U                 | 26.00  |                     |            |                |
| RSRC00028BK3 | 16U                 | 28.00  | URR16U              | RCHR1928   |                |
| RSRC00035BK3 | 20U                 | 35.00  |                     |            | CCR35TZPL      |
| RSRC00042BK3 | 24U                 | 42.00  | URR24U              |            | CCR42TZPL      |
| RSRC00049BK3 | 28U                 | 49.00  |                     |            | CCR49TZPL      |

*Data subject to change without notice*

