

Table 1

Cable Overall dia

All dimensions shown in mm.

Part#		max.	min.
JK 1.5-10	SWA	20	8
JK 10-25	SWA	25	13
JK 25-50	SWA	30	18

Cable cut back lengths for the bedding and armour**Table 1**

L2 L3

All dimensions shown in mm

Type	max.	max.
JK 1.5-10	20	10
JK 10-25	25	15
JK 25-50	35	20

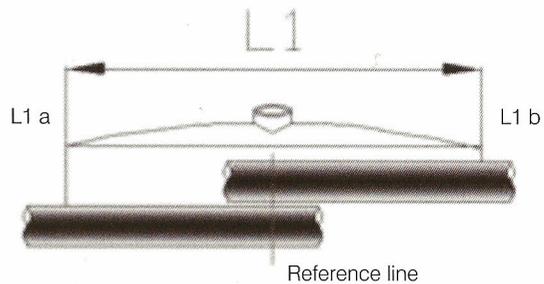
CLICK SEAL RESIN JOINTS

Steel wire armour or steel tape armour

*The illustrations show SWA cable installation

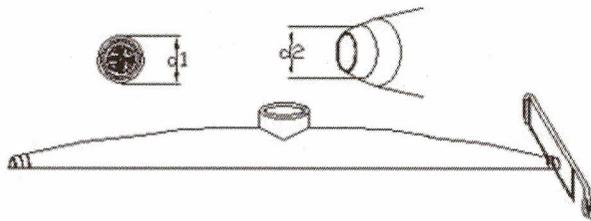
Description	Part#
1PCs – Mould including connector spacer and cap	AC-1
2PCs – Insulating PVC tape	AC-2
1PCs – PUR resin bag (2 chamber)	AC-3
1PCs – PE gloves	AC-4
1LOT – Inst.Instruction, abrasive paper Cleaning tissue	AC-5
1LOT – Earth kit Constant force springs 2pcs	AC-6
Insulated wire 1pcs	

1.



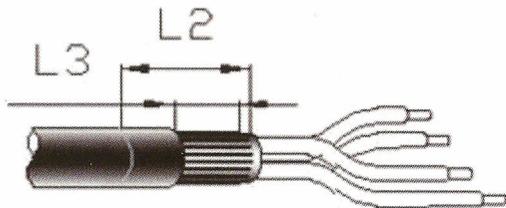
Align cables and mark the reference line.
Your reference line should be the middle of the pouring hole. Mark L1 a and L1b on the cable

2.



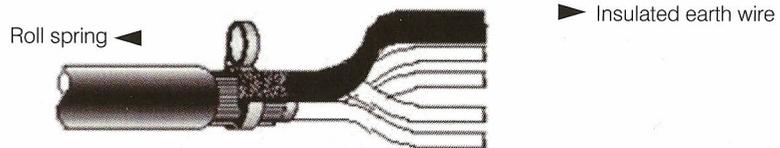
Cut moulds according to cable dimensions. So that the mouth at ref. points L1a and L1b fit with a 1mm to 2mm gap.
Make sure that D2 Mould cable entry = $d1 + 1\text{mm to } 2\text{mm}$

3.



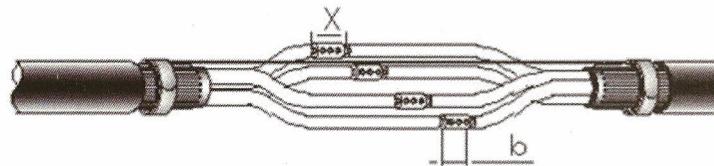
Prepare cable and armor according to dimensions shown in Table 2. Please see reverse side.

4.



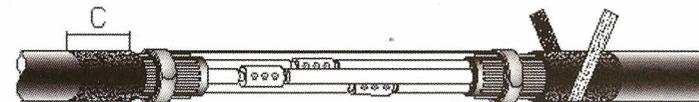
Attach insulated earth ng braid with constant force springs. Place earth braid directly onto the armor first and after 2-3 laps with the spring fold back and unroll the complete spring.

5.



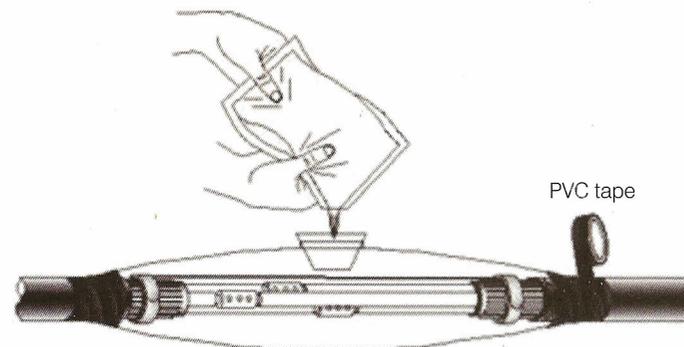
Cut core insulation. Make sure that you leave a 5mm gap between the connector and the core insulation on both sides. $b = \text{connector length}$ $X = b + 5 + 5$

6.



Braid the cable on a length according to: $C = d1 \text{ (cable diam in mm.)} \times 2$

7.



Place the moulds into position and click together.

Apply PVC tape onto the cable and mould. Apply max. 20mm onto mould and max 40mm onto cable using 50% overlap

Pour in the resin** Please refer to resin instruction manual first!

8.



Replace vent cap after all resin has been poured into mould.
Reenergize after 1 hour.