

Wiremold **4AT Prewired All Power Evolution™ Poke-Thru Device-Gray**Part No. 4ATCP4RGY



Designed for retrofit and new construction, Evolution Series 4" Poke-Thru devices provide convenient access to power, communications, and audio/video services recessed below floor level - providing maximum device protection. Two gangs of capacity allow you to configure services for the needs of your space. Evolution Series 4" Poke-Thru devices are the perfect fit for kiosks, training rooms, classrooms, healthcare facilities or commercial buildings with open-space architecture.

Features & Benefits

All Evolution Series Poke-Thru Devices, like every Wiremold Poke-Thru Device, meet and exceed UL scrub water exclusion requirements for tile, carpet, and wood covered floors.

Specifications

Wiremold	UPC Number	786564090731		
United States	Construction	Assembled		
10	Application Sector	Commercial		
cULus Listed Metallic Outlet Boxes: File E2961 Guide QCIT. cULus Listed Nonmetallic Outlet Boxes and Fittings Classified for Fire Resistance: File R8209 Guide CEYY. Meets Article 300.21 300.22[C] and 314 of NEC.	Туре	Poke-Thru		
5.5 in	Product Height US	18.562 in		
24.5 cu in				
Listing Agencies / 3rd Party Agencies				
E2961	cULus Listed	Yes		
	United States 10 cULus Listed Metallic Outlet Boxes: File E2961 Guide QCIT. cULus Listed Nonmetallic Outlet Boxes and Fittings Classified for Fire Resistance: File R8209 Guide CEYY. Meets Article 300.21 300.22[C] and 314 of NEC. 5.5 in 24.5 cu in	United States Construction 10 Application Sector cULus Listed Metallic Outlet Boxes: File E2961 Guide QCIT. cULus Listed Nonmetallic Outlet Boxes and Fittings Classified for Fire Resistance: File R8209 Guide CEYY. Meets Article 300.21 300.22[C] and 314 of NEC. 5.5 in Product Height US 24.5 cu in d Party Agencies		

Buy American Act Compliance				
NAFTA	Yes			
Additional Informati	on			
RoHS Conformant	Yes	Product Environmental Profile	Yes	
Technical Information	on			
Cable Entry	3/4 in trade size conduit for power,.75 in	Number of Outlets	4	