





RECOMMENDED GAP WIDTH

PCB + 7.62 mm (.300 in)

RECOMMENDED TORQUE

68 N-cm (6 in-lbs) With "L" option 90 N-cm (8 in-lbs)

WEIGHT

.95 g/cm (.085 oz/in)

MATERIALS AND FINISH

BODIES AND WEDGES

Material: Aluminum Alloy 6061-T6 per ASTM-B221 or AMS-QQ-A-200/8 Finish: See finish table on opposite page

SHAFT

Material: Aluminum Alloy 6061-T6 per ASTM-B221 or AMS-QQ-A-200/8 Finish: See finish table on opposite page

opposite page

SCREW, LOCK AND FLAT WASHER

.09-in. or 2.5-mm hex. socket head cap screw, depending on mounting configuration

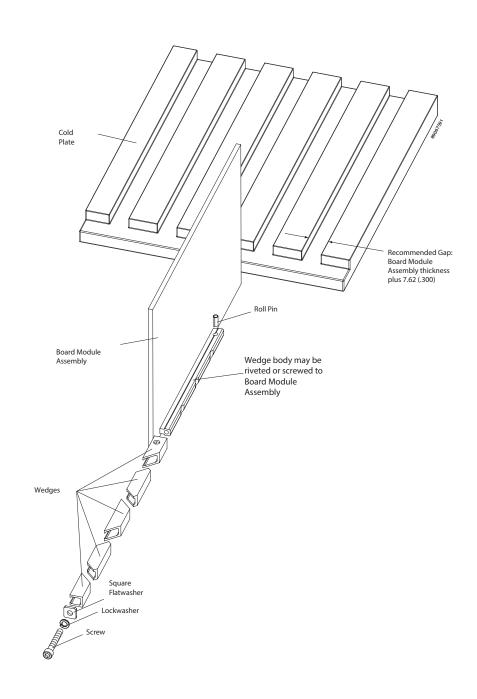
Material: Stainless steel per ASTM A-582

or NAS1352C

Finish: Passivated per AMS2700

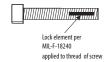
ROLL PIN

Material: 400 series stainless steel **Finish:** Passivated per AMS2700



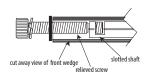


Detail "V"Provides visual lock indication

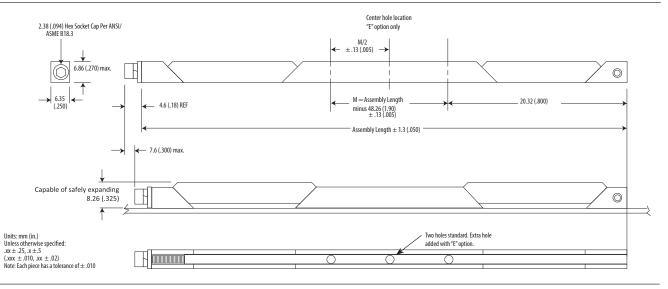


Detail"L"

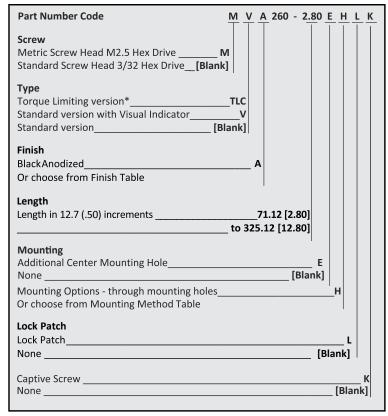
Provides prevailing torque for resistance to loosening from shock and vibration. Adds 22 N-cm (2 in-lbs) torque to assembly.



Detail "K" Prevents the unintentional disassembly of screw from shaft.



CODE



Part Number Code Example: MVA260-4.80H Series 260 Card-Lok with M2.5 hex drive and visual indicator, black anodized finish, 121.9 (4.80) long, and standard rivet hole mounting

FINISH TABLE

LETTER	SURFACE FINISH
[blank] R A HA EN	CHEM FILM PER MIL-DTL-5541 CLASS 3, GOLD CHEM FILM PER MIL-DTL-5541 CLASS 3, TYPE II, CLEAR BLACK ANODIZE PER MIL-A-8625 TYPE II, CLASS 2 HARD BLACK ANODIZE PER MIL-A-8625 TYPE III, CLASS 2 ELECTROLESS NICKEL PER MIL-C-26074 CLASS 4, GRADE B, BRIGHT

MOUNTING METHOD TABLE

CODE LETTER	METHOD
H T0 T2 TM2 TM2.5	Ø1.73/1.85 (.068/.073) DIA. THROUGH HOLES COUNTERSINK 100° x 1.52 (.060) DEEP 0-80 TAPPED HOLE 2-56 TAPPED HOLE M2 x 0.40 TAPPED HOLE M2.5 x 0.45 TAPPED HOLE
*NOTE:	FOR THE TORQUE LIMITING "TLC" VERSION: THE MINIMUM LENGTH IS 96.52 (3.80) THE FRONT MOUNTING HOLE, NEAREST TO THE SCREW, WILL BE REPLACED WITH AN INDEXING PIN. VISUAL INDICATOR, LOCK PATCH OPTIONS NOT AVAILABLE. MUST CLICK 3+ TIMES FOR PROPER INSTALLATION

