



6AT THREE HOUR FIRE RATED EVOLUTION™ RECESSED POKE-THRU SURFACE STYLE COVER, BRUSHED ALUMINUM

6CTC2AA3H | [Wiremold](#)

FEATURES & BENEFITS

The Industry's first 3 hour fire rated recessed Poke Thru is here. These surface style covers in conjunction with and Evolution Three hour Fire Rated stem, maintain the fire rating of a floor up to 3 hours. These Surface style die-cast aluminum cover assemblies are available in brushed aluminum, satin brass, satin nickel, and multiple powder coated finishes. **NOTE: 6CTC23H Series cover assemblies designed for use with 6STC3H, 6STCP3H AND 6STCPAV3H Poke-Thru Stem Assemblies. Using the 6CTC23H Series cover assemblies on a standard Evolution stem will NOT make a Three hour rated assembly.**



- **Die-cast Aluminum Cover Assemblies:** The new Evolution Series poke-thru design includes all metal die-cast aluminum cover assemblies, with two unique spring-loaded slide egress doors. No clumsy flip lids to get broken or cause an added trip hazard.
- **Unique Cover Design:** The cover opens a full 180 degrees with two unique spring-loaded slide egress doors to keep wires, connections and people safe.
- **Surface Style Cover Assemblies:** A surface style cover is for mounting on top of the finished floor surface. The surface cover is designed to be used for carpet, tile, wood, polished concrete, or terrazzo.
- **Multiple Finishes:** Evolution Series Poke-Thru Devices are available in multiple finishes, (BK) black, (GY) gray, (NK) nickel, (BS) brass, (BZ) bronze, (AA) brushed aluminum, (SB) satin brass, and (SN) satin nickel to seamlessly match your environment.
- **Ideal for High Foot Traffic Environments:** Satin brass, satin nickel and brushed aluminum finishes offer a more durable, high-end look with a tougher clear powder coat.

SPECIFICATIONS

GENERAL INFO

Color: Brushed Aluminum

DIMENSIONS

Diameter (US): 7-1/4 in

Height (US): 2-5/32 in

TECHNICAL INFORMATION

Material: Aluminum

BUY AMERICAN ACT COMPLIANCE

Country Of Origin: INDIA

Buy American Act Status: No