RISING TERRA UNIVERSAL BOLLARD



İİ

The HVM Rising Bollard has been successfully impact tested to the International IWA 14 specification stopping 7.2t @ 50mph (80mph). The easy glide Bollard is fully automatic and hydraulically driven. Interchangeable sleeves available to match the static HVM Terra Bollards.

- IWA 14 Terra Universal Bollard 7.2t @ 80kph
- V/7200[N2A]/80/90:6.3

Tested dimensions: lift height 1000mm, diameter 245Ø

BENEFITS & FEATURES

- Successfully impact tested to IWA14
- Easy glide, hydraulically driven
- Outstanding 360° Hostile Vehicle Mitigation protection from the threat of VBIED's (vehicle borne improvised explosive devices)
- Designed to complement our Planet range of Static Bollard heights and diameters; interchangeable sleeves are fitted to the inner bollard core, creating a versatile and stylish perimeter protection solution.
- 30% less steel than its predecessor with a visibly reduced footprint & attractive hexagonal plate
- Designed for ease of installation with a simple fabric mesh pocket.
- Designed for ease of maintenance
- Instantly reversible, 100% duty rated motor
- Control cabinet recommended to be installed within 10 metres of unit

OPERATING SPEED

- Typical speeds of 4-6 seconds *
- EFO (extra fast operation) in up to 1-2 seconds

OPTIONS

- Accumulator or manual hand pump allow a number of operations in power failure mode
- In the event of Power Failure options of Fail Secure or Fail Safe
- High Security Cabinet
- Can be interfaced to any access control systems
- 100mm LED Traffic Light System

SAFETY

Vehicle detector loops

• Safety Photocell Beams, Light Curtain, Ultra-sonic Sensors and Lasers

CIVIL REQUIREMENTS

L: $1200 \times W$: $1200 \times D$: 1515

Note: Power and control wiring ducts may be required

Control Cabinet Foundation (millimetres) L: 800 × W: 800 × D: 300

ELECTRICAL REQUIREMENTS **

- Three Phase Supply
 - * Depending on configuration
 - ** This is subject to a risk assessment to ensure the
 - automatic equipment complies to BS EN 12453

