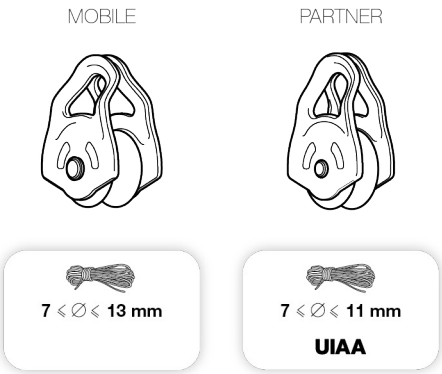


# MOBILE

# PARTNER

**CE** 0082 EN 12278: 2007 individually tested

**Pulley**  
Poulie



### 1. Field of application (text part) Champ d'application (partie texte)

### 2. Nomenclature

Nomenclature

**MOBILE**

1  
2  
3

Patented

4 bis

---

**PARTNER**

1  
2  
3

Patented

4

Patented

Patented

### 3. Inspection, points to verify

Contrôle, points à vérifier

**PPE checking**  
Vérification EPI

[PETZL.COM](http://PETZL.COM)

### Traceability and markings

Traçabilité et marquage

**MOBILE**

**PARTNER**

**CE** 0082

**a.** Body controlling the manufacture of this PPE

**b.** Notified body that carried out the EU type inspection

**APAVE SUDEUROPE SAS**  
8 rue Jean-Jacques Vermezza  
Z.A.C. Saumaty-Séon - CS 60193  
13322 Marseille CEDEX 16  
N°0082

**c.** Traceability: **datamatrix**

**d.** Diameter

**e.** Individual number  
YY M 0000000 000

**f.** Year of manufacture

**g.** Month of manufacture

**h.** Batch number

**i.** Individual identifier

**j.** Standards

**k.** Carefully read the instructions for use

**l.** Manufacturer address

### 4. Compatibility (text part) Compatibilité (partie texte)

### 5. Strength

Résistance

**5A. Working load limit /**  
Valeur d'utilisation maxi

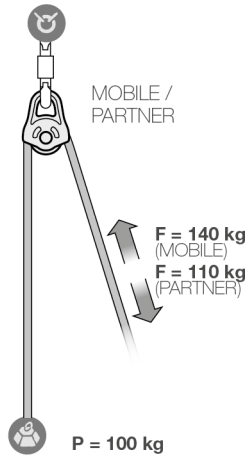
5 kN

2,5 kN    2,5 kN

**5B. Breaking load /**  
Charge de rupture

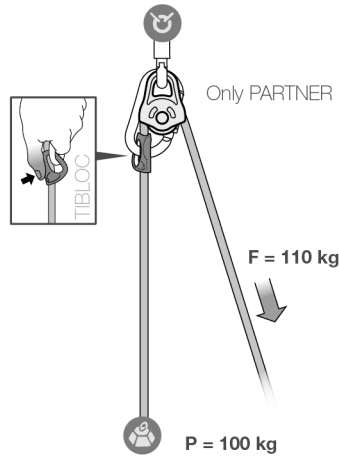
15 kN

6A. Simple pulley system



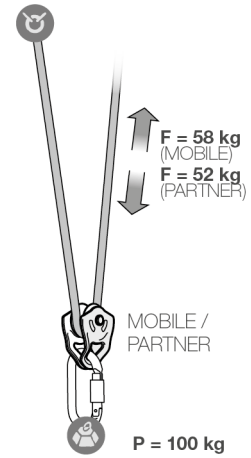
	MOBILE	PARTNER
Theoretical force	$F = P$	$F = P$
	$F = 1,4 P$	$F = 1,1 P$
	$F = 2 P$	$F = 2 P$

with progress capture



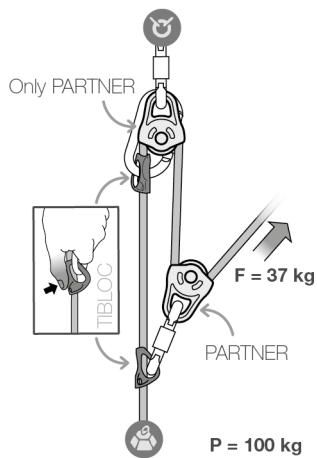
Theoretical force	$F = P$
	$F = 1,1 P$
	$F = 2 P$

6B. 2:1 hauling system




	MOBILE	PARTNER
Theoretical force	$F = 0,5 P$	$F = 0,5 P$
	$F = 0,58 P$	$F = 0,52 P$
	$F = 0,66 P$	$F = 0,66 P$

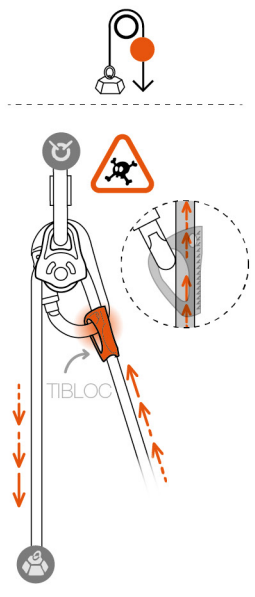
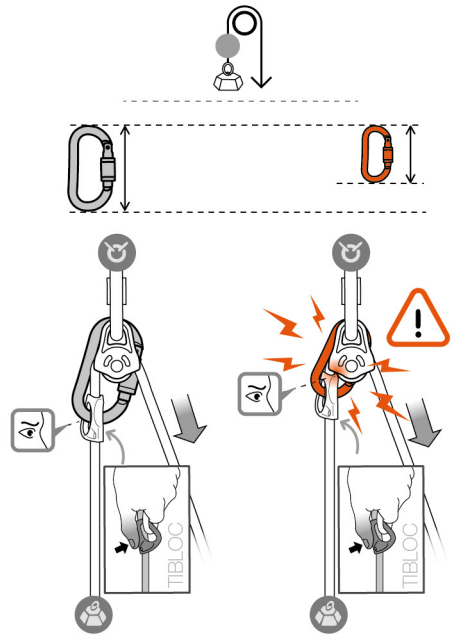
6C. 3:1 hauling system with progress capture



Theoretical force	$F = 0,33 P$
	$F = 0,37 P$
	$F = 0,57 P$

**7. Progress capture systems**  
Systèmes anti-retour

 **Occasional use**  
Utilisation occasionnelle  
TIBLOC PARTNER



**8. Positioning and redirection**  
Positionnement et renvoi

