

# Unitrex XS™ 8



Unitrex XS™ 8 consists of eight (8) Unitrex ropes plied together to form an 8-strand plaited cable. Very strong, very light and very abrasion resistant, Unitrex XS™ 8 is unique.

The base cable, Unitrex, is made of parallel strands of Ultra High Molecular Weight Polyethylene (UHMWPE) fiber, bonded together with a rubberized adhesive, wound with rubber tape and over-braided with a polyester jacket, which is saturated with urethane. The subsequent oven curing fuses the tape, making a very tough cable — or, in this case, strands — to make an even larger strength member. Unitrex XS™ 8 is easily spliced with a straightforward tucking procedure.

Diameter Inches	Diameter mm	Weight Lbs/100ft	Weight Kg/100m	Average Spliced Break Strength* Lbs	Average Spliced Break Strength* Kg	Minimum Spliced Break Strength* Lbs	Minimum Spliced Break Strength* Kg	Maximum** Work Load 4:1 Lbs	Maximum** Work Load 4:1 Kg
1 1/2	38	52	77	136,000	61,740	122,400	55,566	34,000	15,435
1 3/4	44	71	106	166,000	75,360	149,400	67,824	41,500	18,840
1 7/8	48	90	134	213,000	96,700	191,700	87,030	53,250	24,175
2 1/8	54	106	158	272,000	123,485	244,800	111,137	68,000	30,871
2 1/2	64	149	222	323,000	146,640	290,700	131,976	80,750	36,660
2 7/8	73	214	319	470,000	213,380	423,000	192,042	117,500	53,345
3 1/2	89	290	432	640,000	290,560	576,000	261,504	160,000	72,640
3 3/4	95	380	566	800,000	363,200	720,000	326,880	200,000	90,800
4 1/4	108	490	730	1,010,000	458,540	909,000	412,686	252,500	114,635
4 3/4	121	600	893	1,248,000	566,590	1,123,200	509,931	312,000	141,648

\* Knots and abrupt bends significantly reduce the strength of all ropes and lower maximum working load.

\*\* Working load is based on static or moderately dynamic lifting/pulling operations. Instantaneous changes in load, up or down, in excess or 10% of the rope's related working load constitute hazardous shock load and would void the normal working-load recommendation. Consult Yale Cordage for guidelines for working loads and the safe use of rope.

Specific Gravity 1.10