

Clamps & Strikes *Bassick*

Hook Clamps



The Bassick Hook Clamp is a general purpose clamp for most common applications. The simple toggle action mechanism combined with a high-tensile alloy steel spring exerts a clamping force of 50-75 lbs when actuated. The clamps operate easily, hold well and are ideal for most simple fastening operations. Several Clamp and Strike styles are available for added variety and versatility. Contact Customer Service for individual clamp and strike specifications.

Loop Clamps and Strikes



Bassick's general purpose Loop Clamps can be useful in a variety of applications. The high-tensile alloy steel spring exerts a clamping force of 50-75 lbs when actuated. Attachment is simple with several clamp and strike styles to choose from. Contact Customer Service for individual clamp and strike specifications.

Heavy Duty Clamps and Strikes



Bassick's Heavy Duty Clamps come with several mounting patterns and strike configurations for attachment and application versatility. The clamps are perfect wherever maximum clamping force is required. They are designed to apply a closing force of 275 lbs per clamp. Contact Customer Service for individual clamp and strike specifications.

Hinge Clamps and Strikes



Bassick's Hinge Clamps are designed to work as Clamp-Hinge combinations. Functioning both as a clamp and, in the closed position, a hinge, these clamps are ideal for many specialty type applications. The clamp applies a closing force of 50-75 lbs per clamp and comes in several configurations. Contact Customer Service for individual clamp and strike specifications.

Right Angle Clamps and Strikes



Bassick's 90 degree-Right Angle Clamps are intended for applications where a top mounted clamp is desirable. Ideal for use where space limitations exist. The high-tensile alloy steel spring exerts a clamping force of 50-75 pounds when actuated. Several clamp and strike configurations are available to choose from. Contact Customer Service for individual clamp and strike specifications.