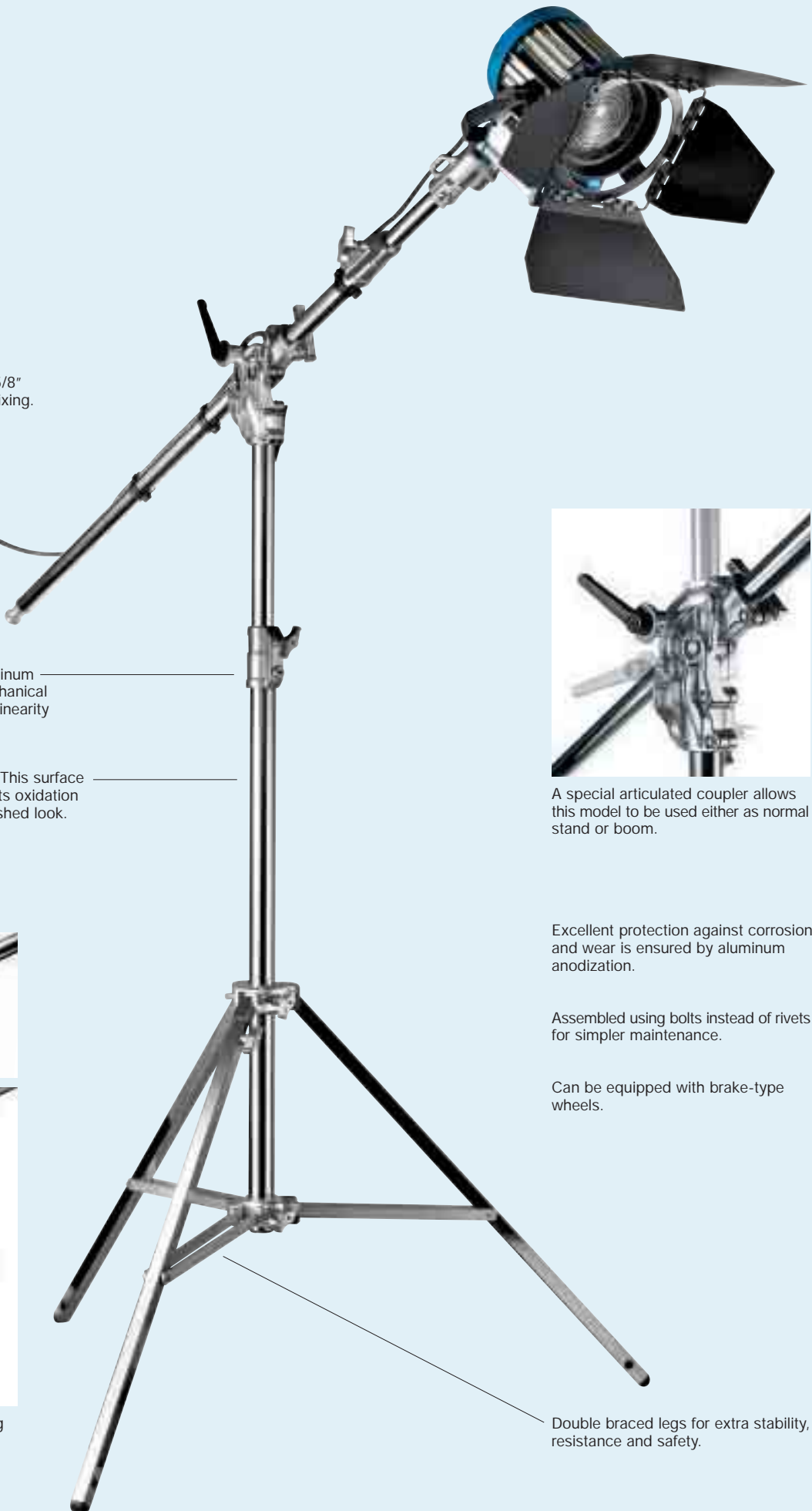




Top spigot is available with 5/8" male or 1" and 1/8" female fixing.



Parts made by die cast aluminum to ensure longer lasting mechanical performance and extension linearity of column.

Chrome-plated steel tubing. This surface finishing lasts longer, prevents oxidation and gives the product a polished look.



A special articulated coupler allows this model to be used either as normal stand or boom.



Excellent protection against corrosion and wear is ensured by aluminum anodization.

Assembled using bolts instead of rivets for simpler maintenance.



Balancing weight or sandbag counterweight available.

Can be equipped with brake-type wheels.

Double braced legs for extra stability, resistance and safety.

BABY STEEL COMBI-BOOM STAND A470



131cm 392cm 113cm 109cm 8,4kg



12kg 3kg@392cm Type 33 A9000

Chrome steel stand.

4 sections, 3 risers. Ø: 35, 30, 25, 20mm.

Leg: 20 x 20mm. 1 levelling leg.

AVENGER



BABY COMBI-BOOM STAND A475B



139cm 413cm 124cm 129cm 4,6kg



10kg 2,5kg@413cm Type 33

Supplied with sandbag counterweight (empty) for maximum stability and smoothness. Black aluminium stand.

4 sections, 3 risers. Ø: 35, 30, 25, 20mm.

Leg: 20 x 20mm. 1 levelling leg.

Min extension boom 113cm. Max load 15kg.

Max extension boom 213cm. Max load 5kg.

AVENGER



COMBO BOOM STAND A700



188cm 500cm 165cm 135cm 15kg



30kg 4kg@500cm Type 34 A9000

Chrome steel stand. 4 sections, 3 risers.

Ø: 45, 40, 35, 30mm. Leg: 25 x 25mm. 1 levelling leg.

Min extension boom 155cm. Max load 30kg.

Max extension boom 266cm. Max load 8kg.

AVENGER

BABY DROP DOWN PIN E700



0,62kg 16mm 16mm



For a more accurate light positioning: it helps keeping the light in horizontal position independently on the angle of the boom. Specifically designed to be used on boom arm with light attachment with 16 mm pin (e.g., D600).

AVENGER

JUNIOR DROP DOWN PIN E710



1,32kg Type 35 Type 34



Same as E700, designed to be used on boom arm with light attachment with 28 mm bushing (e.g., D650 or A700).

AVENGER