



Series 802 AquaMouse™ Submersible Receptacle

802-010 and 802-011 Ordering Information



Jam Nut, Rear Mount



Square Flange

Three Shell Mounting Options: Jam nut with o-ring for rear panel mounting, square flange for front panel mounting, or in-line receptacles for free-hanging cables.

Two Shell Styles: Choose the integral band platform for direct attachment of a cable shield. Install a boot, or overmold a boot over the band platform. An accessory thread is available for attaching strain reliefs and backshells.

E

How To Order						
Sample Part Number	802-011	-02	Z1	10-26	P	B
Series (See Table I)	802-010 = Receptacle with Banding Platform 802-011 = Receptacle with Accessory Thread					
Shell Style (See Table II)	-01 = In-Line -02 = Square Flange for Front Panel Mounting -07 = Jam Nut for Rear Panel Mounting					
Shell Material and Finish	Z1 = Stainless Steel/Passivated RoHS Compliant ZM = Stainless Steel/Electroless Nickel Plated AB = Marine Bronze/Unplated					
Shell Size - Insert Arrangement	See Contact Arrangements Page E-2					
Contact Type	<div> Connector supplied with contacts P = Pin S = Socket Connectors with contacts are supplied with signal and/or power crimp contacts. These contacts are not installed. Coaxial contacts and non-standard signal contacts are ordered separately. </div> <div> Connector supplied without contacts A = Pin Connector, less contacts B = Socket Connector, less contacts </div>					
Shell Key Positions (See Table III)	A = Normal B = Pos. B C = Pos. C D = Pos. D E = Pos. E F = Pos. F See Keyway Positions Page E3					

Table I: Series	
802-010 Receptacle with Banding Platform	802-011 Receptacle with Accessory Thread

Table II: Shell Style		
-01 In-Line	-02 Square Flange	-07 Jam Nut for Rear Panel Mounting

Dimensions in Inches (millimeters) are subject to change without notice.

Mouser Electronics

Authorized Distributor

Click to View Pricing, Inventory, Delivery & Lifecycle Information:

Glenair:

[802-010-07Z16-4PA](#) [802-011-02Z19-19PA](#) [802-01007Z18-13PA](#)