



PORTABLE  
VIDEO  
SYSTEMS

# SYSTEM / KIT CASES

**Zistos System Cases are rugged, lightweight, optimized for portability and storage to organize, protect and transport their valuable contents.**

**System Case Features:**

- Rugged construction to withstand the rigors of commercial use
- Waterproof and oil resistant (except soft cases - B, S6, S9 and S20)
- Lightweight and easily transportable (larger cases have wheels)
- Stores, organizes, protects and transports valuable contents
- Designed to house application-specific systems and kits
- Each case contains custom cut, protective foam
- Extra space allotted for future kit expansion

MODEL NO.	CASE DESCRIPTION	APPLICATION SYSTEM / KITS HOUSED	DIMENSIONS WHEN CLOSED
W-CASE	WalkAbout™ Hard Plastic System Case (with foam)	WalkAbout™ Baton Systems	21" x 16" x 8"
F-CASE	Hard Plastic Case (with foam)	Fiberscope Kit or Videoscope Kit	
U-CASE	Hard Plastic Case (with foam)	UVIT Trolley (Base only)	
B-CASE-BLK	Soft nylon system case designed to wear as backpack	Any system with AP-T6 or T-FNS-7 pole	32" x 14" x 6"
N-CASE	Hard plastic WalkAbout™ system case designed to fit in car trunk (with foam and wheels)	Any system with AP-T6 or T-FNS-9 pole	38" x 17" x 6"
VS-CASE		Videoscope System	
S6-CASE	Soft, nylon pole case	Any pole 3 ft when collapsed AP-T6, AP-F3, RW-8	36" x 8" x 2"
S9-CASE	Soft, nylon pole case	Any pole 4 ft when collapsed AP-T9, AP-t14, T-FNS-14, RW	54" x 8" x 2"
S20-CASE	Soft, nylon pole case	Any pole 6 ft when collapsed AP-T20, T-FNS-20	84" x 8" x 2"
A-CASE	Hard Plastic System Case (with foam and wheels) Accommodates systems with AP-T9 Articulating Pole	Building Search Systems Tactical Surveillance Systems Rescue Systems	53" x 17" x 6"
V-CASE	Hard Plastic System Case (with foam and wheels)	Vehicle Search Systems	
T-CASE	Hard Plastic System Case (with foam and wheels) Accommodates systems with AP-T14 Articulating Pole or T-FNS-14 Telescoping Pole	Building Search Systems Tactical Surveillance Systems	



**SYSTEM and KIT CASES**



**POLE CASES**