

Application

A round in-grade intended for the illumination of walls, flag poles, landscape, and architectural features. Designed to bear pressure loads up to 11,000 lbs. from vehicles with pneumatic tires. The luminaire must not be used for traffic lanes where it is subject to horizontal pressure from vehicles braking, accelerating, or changing direction.

Materials

- Clear safety glass
- Marine grade, copper free (≤0.3% copper content) A360.0 aluminum alloy
- BEGA Tricoat ®, a 3-layer finishing technology for increased corrosion protection
- Corrosion-resistant 304 grade stainless steel
- High temperature silicone gasket
- Fully potted waterstopper cable
- Mechanically captive stainless steel fasteners
- Pure anodized aluminum reflector surface
- BEGA Hybrid Optics®
- Silicone optic with excellent high temperature and UV stability

NRTL listed to North American Standards, suitable for wet locations
Protection class IP 68

Weight: 11.7 lbs.

Electrical

- | | |
|---------------------------|--------------------------------|
| Operating voltage | 120-277VAC |
| Minimum start temperature | -30° C |
| LED module wattage | 16.0W |
| System wattage | 19.0W |
| Controllability | 0-10V, TRIAC, and ELV dimmable |
| Color rendering index | Ra > 80 |
| Luminaire lumens | 1691 lm |
| LED service life (L70) | 60000 hrs |

LED color temperature

- 4000K (K4)
- 3500K (K35)
- 3000K (K3)
- 2700K (K27)

BEGA can supply you with suitable LED replacement modules for up to 20 years after the purchase of LED luminaires - see website for details

Finish

#4 brushed stainless steel. Custom colors are not available.

Type:

BEGA Product:

Project:

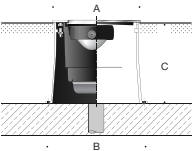
Modified:

Available options

- | | |
|-----|---------------|
| FSC | Fusing |
| NSL | Non-skid lens |

Included (available for pre-shipment)

- | | |
|---------|----------------------|
| BB84289 | Installation housing |
|---------|----------------------|



In-grade luminaire · Symmetric · Very wide beam					
	LED	β	A	B	C
B84294	16.0W	49°	8 ¹ / ₈	9 ⁷ / ₈	8 ³ / ₄

