



Bullet design. Durable one piece die cast with rugged mounting arm, weatherproof gasket and drain holes. Accepts 150 Watt PAR 38 max. Lamp not supplied.

Color: Verde green

Weight: 1.5 lbs

Project:

Type:

Prepared By:

Date:

Lamp Info

Type	PAR38
Watts	150W
Shape/Size	N/A
Base	N/A
ANSI	N/A
Hours	N/A
Lamp Lumens	N/A
Efficacy	N/A

Ballast Info

Type	N/A
120V	N/A
208V	N/A
240V	N/A
277V	N/A
Input Watts	N/A

Technical Specifications

Compliance

UL Listed:

Suitable for wet locations. Suitable for mounting within 1.2m (4ft) of the ground. When using as an uplight in outdoor applications, a Hood or a Visor must be used.

Electrical

Sockets:

Porcelain with all copper current carrying components

Construction

Swivels:

Fully adjustable with sure-grip locks. 1/2" NPS threaded arm with serrated locking swivel fits all standard mounting covers. Color matched EZ Grip lock nuts.

Housings:

Die-cast aluminum with powder coat finish

Gaskets:

High-temperature silicone rubber extends around both socket and lamp

Optical

Lamps:

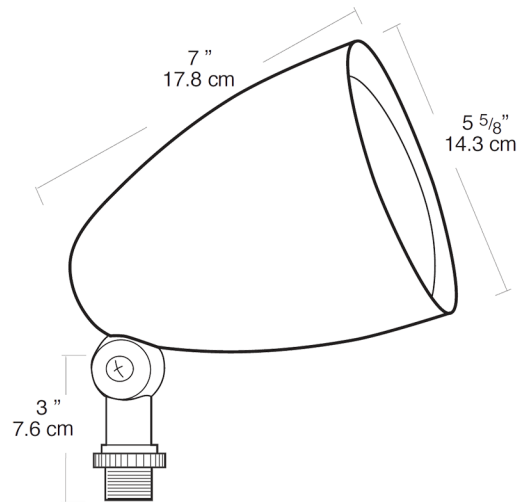
Medium base Par-38 lamps up to 150 watts. Halogen lamps give brighter light and choice of beam spreads.

Other

Buy American Act Compliance:

RAB values USA manufacturing! Upon request, RAB may be able to manufacture this product to be compliant with the Buy American Act (BAA). Please contact customer service to request a quote for the product to be made BAA compliant.

Dimensions



Features

Lamp recessed 1" from lip for side glare reduction

Set screw for hood, grill or visor attachment

Heavy duty mounting arm with internal O-ring, locking teeth, and stainless steel screw

Large Silicone rubber gasket provides weatherproof protection around the lamp and socket

Caution: When using as an uplight in outdoor applications a Hood or a Visor must be used

HV1 Visor with integral guard and glass lens for maximum glare reduction and lamp protection

HG1 Guard: Protects lamp from damage and vandalism

HH1 Hood with glass lens reduces glare and protects lamp from water and impact damage