

FL500 Floodlight

A unique zero light pollution floodlight with an internally angled flat glass, and a main beam at 65 degrees, so no external light control is required. This enables it to light a larger area than equivalent low light-pollution floodlights, without unsightly cowls. It is suitable for areas where a high degree of light control is required, such as airport aprons.

FEATURES

- Recyclable die-cast aluminium body.
- Highly efficient reflector design with 65 degree main beam, which enables greater spacings to be used.
- High-temperature-resistant toughened glass window.
- Stirrup fixing.
- IP65 sealed lamp and gear compartment, with an activated charcoal filter.
- Integral gear up to 600w, and up to 1000w MHNLA with remote control gear

OPTIONS AND EXTRAS

- NEMA socket/photocell or Miniature photocell options.
- Choice of RAL colours at extra cost – see inside back cover for details.

Recommended Applications: High masts, ports, airports, car parks, sports facilities, architecture, railways.

Suggested Column: 8-30m, for fixing on a floodlight bracket.

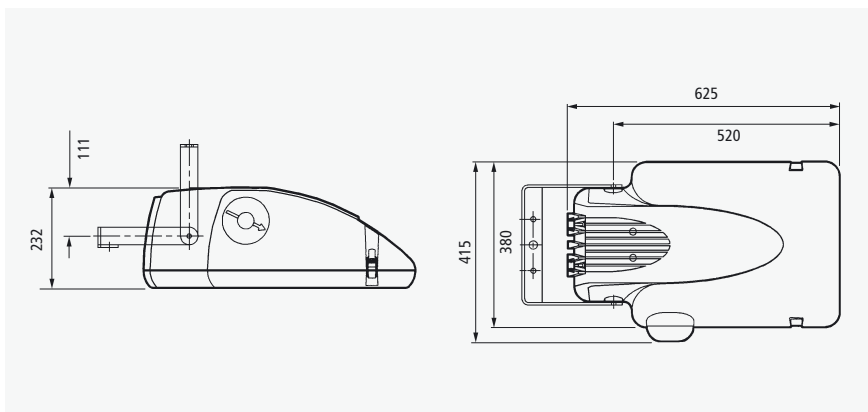
Wind area: 0.12m²

Stirrup fixing

IP65



FL500



FL500



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Description	Product Number	Weight
Luminaire Reference	FL500	13.8 kg
100w SON/T control gear	100SONT	2.1 kg
150w SON/T control gear	150SONT	2.8 kg
250w SON/T control gear	250SONT	3.9 kg
400w SON/T control gear	400SONT	5.3 kg
600w SON/T control gear	600SONT	7.3 kg
100w CDM control gear	100CDMTT	2.1 kg
150w CDM control gear	150CDMTT	2.8 kg
250w MBI control gear	250MBIT	3.9 kg
400w MBI control gear	400MBIT	5.3 kg
1000w MHN no control gear	1000MHNLA	0.2 kg
Options		
NEMA photocell socket	NEMA	-
Instant restrike system (250/400w only)	IR	-
Special colour RAL number	RAL	-

TWIN TENNIS COURT - RECREATION LEVEL

4 no. 8 metre columns each with 3 x FL500

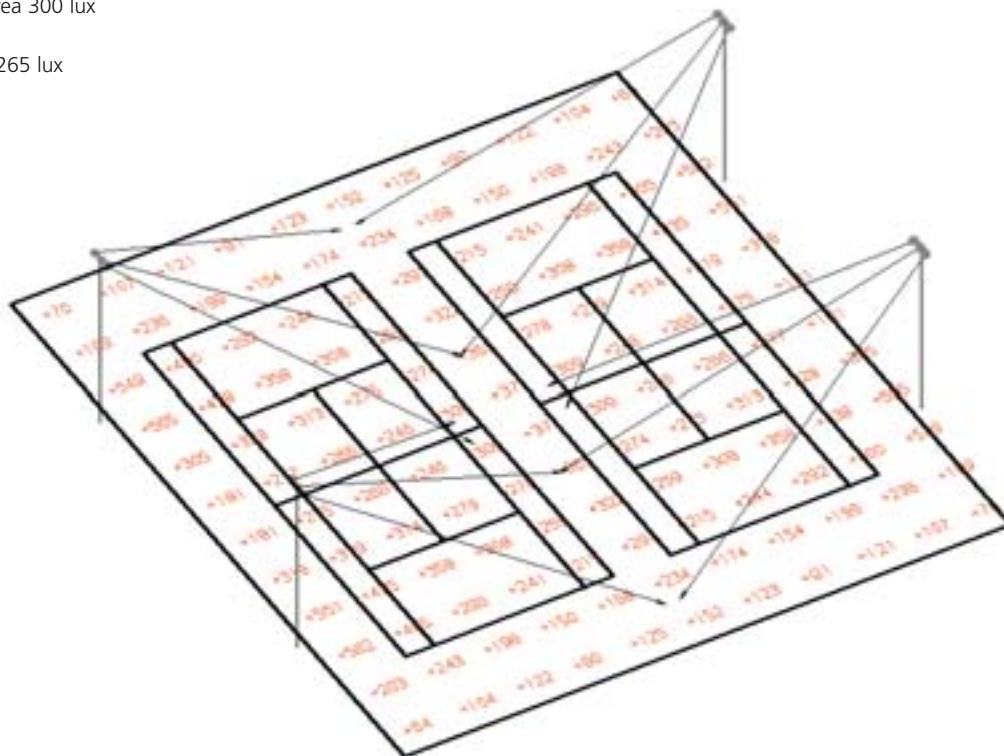
400W SONP-T.

Average Maintained Illuminance:

Principal playing area 300 lux

(min / ave = 0.72)

Total playing area 265 lux



MULTI-USE GAMES AREA

4 no. 8 metre columns each with 2 x FL500

1kW MHN-LA.

Average Maintained Illuminance:

Principal playing area 242 lux

(min / ave = 0.70)

Total playing area 267 lux

