

Product: KUBIK POLE T 15000 STREET-M E IP65 04 757 / 3000/1700MM**Index:** 19.3164.0004.04

Description

Outdoor luminaire for assembling on a hardened surface (concrete, sett, or basement) equipped with the highly effective power saving LED sources of the newest generation. The system is designed and optimized for lighting streets, parks, gardens. Corrosion resistant extruded aluminum aesthetic housing and special pole arrangement. Easy installation, tool less, easy maintenance. Optimal performance with a glare-free, full cutoff, uniform lighting distribution. Note: Luminaires up to 6 m high can be safely used in the first and third wind zones (according to PN-EN 1991-1-4) and in the third and fourth terrain categories (according to PN-EN 40-3-1: 2004). II wind zone and other terrain categories require an individual assessment of the maximum binding height. The type and dimensions of the foundation each time depend on the foundation conditions. The final selection of the foundation, in accordance with the Building Law, is the responsibility of the designer of the object.

Product information

Category	Outdoor luminaires
Family	KUBIK POLE T LED
Name	KUBIK POLE T 15000 STREET-M E IP65 04 757 / 3000/1700MM
Index	19.3164.0004.04

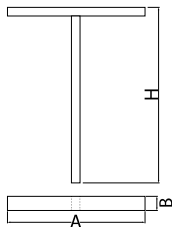


Light and electrical data

Light source	LED
Luminous flux LED [lm]	14900
LED power [W]	100
Luminaire luminous flux [lm]	14100
Power of luminaire [W]	112
Luminaire's light efficiency [lm/W]	125,9
Color of the light [K]	5700
CRI	>70
SDCM (LED sources)	5
Beam angle [°]	street light distribution
Protection against electric shock	I
Protection degree	IP65
Voltage	220..240 V, 50..60 Hz
Lifetime of LED sources [h]	50000
Lx/By	L70/B10
Operating temperature range [°C]	-25 ÷ 30
Driver	standard on/off (E)
Power factor cos φ	>0,95
Circuit load capacity	5 (B10), 8 (B16), 8 (C10), 13 (C16)

Mechanical data

Assembly	for the ground
Material	aluminum
Color	RAL 9005 (black)
Diffuser	transparent polycarbonate
Impact resistant	IK04
Weight [kg]	30
Dimensions [mm]	1700 x 260 x 3000



A graph of light

