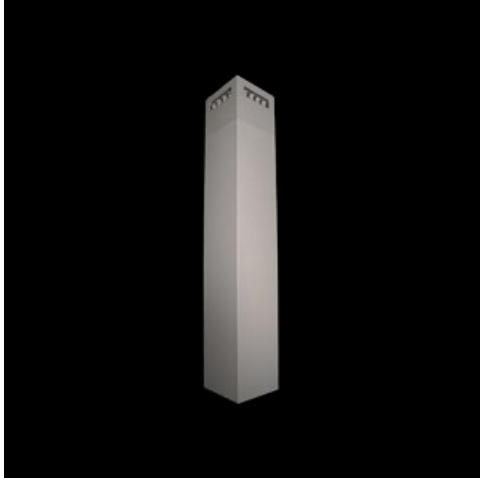


**Product:** KUBIK POLE 300 3/3/3/3 LED 1,7W E IP65 22 3000K

**Index:** 19.3160.0023.22



## 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. It is dedicated to illuminate pedestrian routes such as park alleys, parking spaces communication routes, estate entrances. Luminaire body coated with facade paint dedicated for outdoor usage, light sources placed in upper part of the luminaire with the asymmetric lens providing illumination of the area. IP65 hermetic luminaire, IK09 strike resistant. Luminaire available in variety of colors from RAL color palette upon the clients request. Luminaire height: 300, 600, 900, 3000 and 4000 mm.

## Product information

Category	<b>Outdoor luminaires</b>
Family	<b>KUBIK POLE LED</b>
Name	<b>KUBIK POLE 300 3/3/3/3 LED 1,7W E IP65 22 3000K</b>
Index	<b>19.3160.0023.22</b>
EAN	<b>5901867439406</b>



## Light and electrical data

Light source	<b>LED</b>
Luminous flux LED [lm]	<b>1488</b>
LED power [W]	<b>20</b>
Luminaire luminous flux [lm]	<b>1211</b>
Power of luminaire [W]	<b>23</b>
Luminaire's light efficiency [lm/W]	<b>52,7</b>
Color of the light [K]	<b>3000</b>
CRI	<b>&gt;80</b>
Beam angle [°]	<b>asymmetric light distribution</b>
Protection against electric shock	<b>I</b>
Protection degree	<b>IP65</b>
Voltage	<b>220..240 V, 50..60 Hz</b>
Lifetime of LED sources [h]	<b>50000</b>
Lx/By	<b>L70/B50</b>
Operating temperature range [°C]	<b>-25 ÷ 30</b>
Driver	<b>standard on/off (E)</b>
Power factor cos φ	<b>&gt;0,5</b>
Circuit load capacity	<b>20 (B10), 30 (B16), 33 (C10), 53 (C16)</b>

**Mechanical data**



Assembly	for the ground
Material	aluminum
Color	RAL 9007 (dark grey, metallic, fine structure)
Diffuser	transparent polycarbonate
Impact resistant	IK09
Dimensions [mm]	150 x 150 x 300

**A graph of light**



**Accessories**

Index 2TJ5782-3

Name 5782-3 Foundations RAL9007



Index 2TJ5782-4

Name 5782-4 Foundations

