

**Product:** KUBIK POLE 600 0/3/0/0 LED 1,7W ODB E IP65 22 6500K

**Index:** 19.3161.0034.22



## Description

Outer luminary to be mounted on a solid surface (concrete, sett, or substructure) equipped with highly efficient energy saving LED sources of the newest generation. Luminary dedicated to illuminate pedestrians routes such as park alleys, parking site passages, property entrances. Its body made from aluminum which is coated by the facade powder used for outdoor activities. LED sources are placed in the upper part of the luminary, and hidden within the construction, invisible for a potential viewer. Optical system used in the product provides asymmetric light distribution. Luminary is hermetic (IP65) – it guarantees no dust or water penetration. It is also shockproof (IK09). Luminary available in different colors from RAL palette upon the customer's request. Luminary height: 300, 600, 900, 3000 and 4000 mm.

## Product information

Category	Outdoor luminaires
Family	KUBIK POLE LED ODB
Name	KUBIK POLE 600 0/3/0/0 LED 1,7W ODB E IP65 22 6500K
Index	19.3161.0034.22
EAN	5901867477781



## Light and electrical data

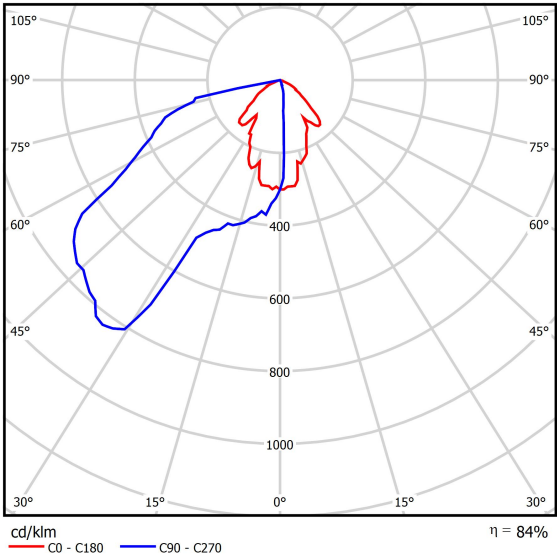
Light source	LED
Luminous flux LED [lm]	516
LED power [W]	5
Luminaire luminous flux [lm]	436
Power of luminaire [W]	7
Luminaire's light efficiency [lm/W]	62,3
Color of the light [K]	6500
CRI	>80
Beam angle [°]	asymmetric light distribution
Protection against electric shock	I
Protection degree	IP65
Voltage	220..240 V, 50..60 Hz
Lifetime of LED sources [h]	50000
Lx/By	L70/B50
Operating temperature range [°C]	-25 ÷ 30
Driver	standard on/off (E)
Power factor cos φ	>0,5
Circuit load capacity	37 (B10), 59 (B16), 61 (C10), 89 (C16)

## 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 600

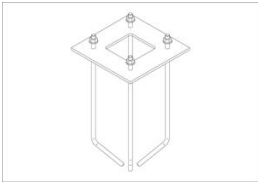
A graph of light



Accessories

Index 2TJ5782-3

Name 5782-3 Foundations RAL9007



Index 2TJ5782-4

Name 5782-4 Foundations

