

Application

A round in-grade intended for the illumination of walls, foliage, and architectural features. Designed to bear pressure loads up to 11,000 lbs. from vehicles with pneumatic tires. The luminaire must not be used for traffic lanes where it is subject to horizontal pressure from vehicles braking, accelerating, or changing direction. The inclination angle is adjustable from 0-25°, and the optical assembly can be rotated 360° around the vertical axis.

Materials

- Clear safety glass
- BEGA Tricoat ®, a 3-layer finishing technology for increased corrosion protection
- Corrosion-resistant 304 grade stainless steel
- Marine grade, copper free (≤0.3% copper content) A360.0 aluminum alloy
- Fully potted waterstopper cable
- High temperature silicone gasket
- Stainless steel screw clamps
- Mechanically captive stainless steel fasteners
- Aluminum installation housing
- BEGA Hybrid Optics®
- Silicone optic with excellent high temperature and UV stability
- Pure anodized aluminum reflector surface

NRTL listed to North American Standards, suitable for wet locations
Protection class IP 68

Weight: 31.3lbs.

Electrical

- Operating voltage120-277V AC
- Minimum start temperature-40° C
- Maximum ambient temperature50° C
- LED module wattage46.7 W
- System wattage54.0W
- Controllability0-10V dimmable
- Color rendering indexRa > 80
- Luminaire lumens4627 lm
- LED service life (L70)60000hrs

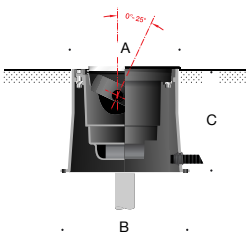
LED color temperature

- 4000K (K4)
- 3500K (K35)
- 3000K (K3)
- 2700K (K27)

BEGA can supply you with suitable LED replacement modules for up to 20 years after the purchase of LED luminaires - see website for details

Finish

#4 brushed stainless steel. Custom colors are not available.



In-grade luminaire · Adjustable · Wide beam					
	LED	β	A	B	C
B84902	46.7 W	24°	13	14	9 ³ / ₄

Type:

BEGA Product:

Project:

Modified:

Available options

- B10019Elliptical spread lens
- B71112Concentric ring louver
- FSCFusing
- NSLNon-skid lens

Included (available for pre-shipment)

- BB84290Installation housing

