

Reverse Tilt Bollard

Illuminated Aluminum Bollard

FIXTURE TYPE: _____

PROJECT NAME: _____



Shown with Reverse Tilt pole.

Tilted aluminum bollard with linear LED lighting matching the base details of the Reverse Tilt pole.

FEATURES:

- Smooth, dot free lumination
- Integral power supply
- Multiple static color options and color changing RGB available

SPECIFICATIONS:

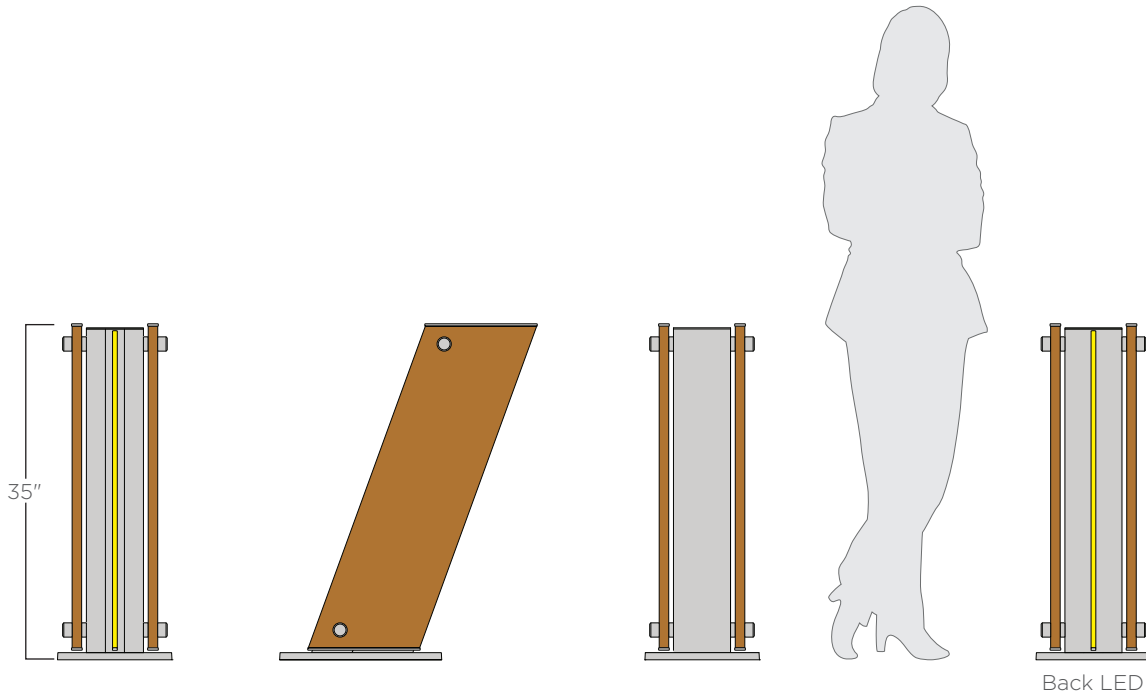
CONSTRUCTION: Rectangular extruded 6061-T6 aluminum alloy tubes fastened to square 6061-T6 base support welded to 319SR aluminum alloy baseplate.

FINISHES AND MATERIALS: Metal pole shafts and base casting are polyester powder coat painted.

ELECTRICAL: A 5/16" - 18 grounding point is provided on the aluminum ple base. Wireway access is provided through a NEC compliant handhole with a flush mounted, gasketed cover plate.

HARDWARE: All hand hole fasteners and luminaire bracket arm hardware are stainless steel. Anchor bolt kits are ASTM F1554 grade 55 steel with galvanized steel hex nuts and washers.





ORDERING GUIDE: EXAMPLE: REV TBL-35-C4-L30MO-UO-P1/54-120-STD

	35									
1	2	3	4	5	6	7	8	9	10	11

1	Series	5	Light Source⁽²⁾	9	Voltage
REV TBL	Revese Tilt Bollard	SO	Standard Output (315lm)	120	120V
2	Overall Height	MO	Mid Output (577lm)	277	277V
35	35"	HO	High Output (857lm)	10	Options
3	Metal Finish	6	Back LED	GFCI	GFCI Box ⁽⁴⁾
C*	See color options on finishes technical sheet	UO	No LED	11	Special
CSM	Custom Color	UB	Back LED	STD	Standard
4	Light Color	7	Back Light Source⁽²⁾	MOD	Modified
L27	2700K	SO	Standard Output (315lm)		
L30	3000K	MO	Mid Output (577lm)		
L35	3500K	HO	High Output (857lm)		
L40	4000K	8	Panel Material		
AMB	Amber	P1/S*	Wood (specify color) ⁽³⁾		
BLU	Blue	P2/C*	Aluminum (specify color) ⁽³⁾		
GRN	Green	WS	Weathering Steel		
RED	Red				
RGB	Color Changing ⁽¹⁾				

1. Consult factory for RGB color control options
 2. Lumen output based upon 3000K CCT. Consult factory for higher output.
 3. See color options on finishes technical sheet.
 4. GFCI box option lowers total lumen of back side LED option.