George

LED high bay



Meet George

Reliable, efficient and bright, George feels comfortable in high ceilings

- George offers a simple, direct and costeffective one-for-one replacement of traditional HID high bay luminaires
- Efficient LEDs (120 lm/W) combined with a lens technology offering a beam angle of 90° to reduce waste light
- With a long 50 000-hour lifetime, George eliminates the need for costly and disruptive lamp replacements
- The housing is carefully designed to allow air through the luminaire. This prevents the components from overheating and ensures optimum performance in industrial environments
- Supplied with 3 pin flex & plug (3m length)







12 000 – 30 000 lumens 50 000 hours lifetime IK08 rated impact resistance







90° beam angle IP65: Dust tight and water resistant Save up to 50% energy compared to HID

Ideal for...







Exhibition Halls



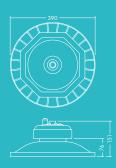
Warehouses

Light source information

- Lifetime 50 000 hours (@L70B50, Ta 25 °C)
- 12000lm (100W), 18000lm (150W), 24000lm (200W), 30000lm (250W), up to 120lm/W
- Colour temperature: 4000 K
- CRI80
- McAdams (initial): 5 step





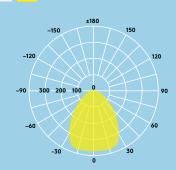


Lighting distribution

George 12000 lm

cd/klm ULOR: 0% DLOR: 100% LOR: 100%





Ordering guide

Description	Wt (kg)	SAP Code
GEORGE LED 330 12000 840 FP1	3.40	96629086
GEORGE LED 330 18000 840 FP ²	3.80	96629087
GEORGE LED 390 24000 840 FP ³	6.00	96629088
GEORGE LED 390 30000 840 FP ³	6.00	96629089
Mounting brackets		
SET OF GEORGE STIRRUP S (6pcs) ¹	0,37x6	96629371
SET OF GEORGE STIRRUP M (6pcs) ²	0,37x6	96629372
SET OF GEORGE STIRRUP L (6pcs) ³	0,47x6	96629373

 $^{\rm 123}{\rm The}\,{\rm small}$ numbers indicate how to match fittings and mounting brackets.

Installation/Mounting

- Single point suspension (mounting hook supplied with luminaire)
- Stirrup for wall/ceiling mounting (available as accessory)

Specification

- Class I electrical
- IP65
- IK08
- Ambient operating temperature: -30 to +50°C

Material/Finish

Body: Aluminum die-cast, black (RAL9017)

Lens: PC

