

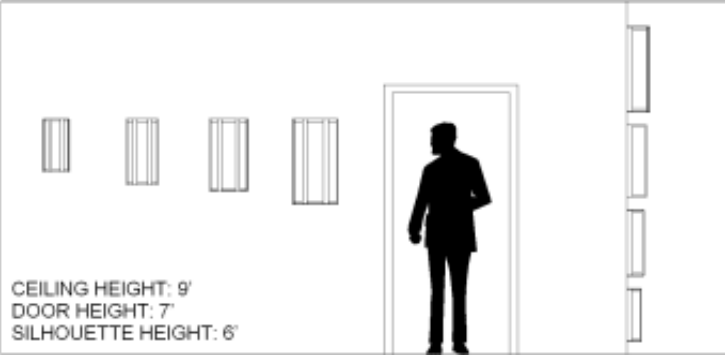
Norwich Series Wall Sconce



Model Number	Lamping Code	Body Lamping	Circuit	Finish	Diffuser	Mounting	Louver	Options
NW0816S • W 8 • HT 20 • EXT 4	DYP	1,000lm LED (5W)	1	PC	WA AG	WM	BD	BL
	DYQ	2,200lm LED (14W)	1	PC	WA AG	WM	BD	BL
	ANG	1-60W A19 (60W)	1	PC	WA AG	WM	BD	BL
NW1020S • W 10 • HT 25 • EXT 5	DYR	2,200lm LED (14W)	1	PC	WA AG	WM	BD	BL
	DYS	3,800lm LED (22W)	1	PC	WA AG	WM	BD	BL
	ANI	2-100W A21 (200W)	1	PC	WA AG	WM	BD	BL
NW1224S • W 12 • HT 29 • EXT 6	FEF	6,300lm LED (40W)	1	PC	WA AG	WM	BD	BL
	FEG	7,100lm LED (44W)	1	PC	WA AG	WM	BD	BL
	FEE	3-100W A21 (300W)	1	PC	WA AG	WM	BD	BL
NW1426S • W 14 • HT 32 • EXT 7	DYV	6,300lm LED (40W)	1	PC	WA AG	WM	BD	BL
	DDX	8,200lm LED (53W)	1	PC	WA AG	WM	BD	BL
	ANN	3-100W A21 (300W)	1	PC	WA AG	WM	BD	BL

SAMPLE CATALOG NUMBER
Model Number - Lamping Code - Finish - Mounting - Diffuser - Options

Scale	Abbreviation Key
	Lamps
	60W A19 Medium Base, 60W Max, Incandesent or LED
	100W A21 Medium Base, 100W Max, Incandesent or LED
	Finish Types
	PC Powder Coat



PRODUCT FEATURES

- Fabricated and welded metal housing
- Powder coated metallic finish
- UV stable, white acrylic diffuser (Standard)
- Optional specialty diffuser materials available
- Energy efficient LED lamping
- High power factor electronic LED driver
- Wired for single circuit operation, Body Lamping
- Standard LED CCT is 3000 Kelvin - contact us for alternate color temperature availability
- Standard LED CRI is 80 - contact us for alternate CRI availability
- Incandescent lamping is Triac or ELV dimmable - consult lamp and dimmer manufacturer for compatibility.
- Standard LED dimming is 0-10v
- Optional line voltage (Triac or ELV) LED dimming is available - consult for compatibility
- Mounts to standard electrical junction box (by others)
- UL / cUL or ETL / cETL listed
- Contact Us for more lamping options.

Diffuser Types	
WA	Standard Acrylic Diffuser
AG	Premium Glass Diffuser
Mountings	
WM	Wall Mount
Louvers	
BD	Bottom Perf Door

Dimming Types	
0	D1

Options	
BL	Bottom Lens
BD	Bottom Door