

# San Francisco Series 3-Arm Cluster Pendant



Model Number	Lamping Code	Body Lamping	Circuit	Finish	Diffuser	Mounting
• W 78 • HT 14 • OAH 36 (OverAll Height) • Y 3 @ 30"x10"	EBU	23,200lm LED (173W)	1	PC	WA PA	ST SP MS
	EBV	30,500lm LED (231W)	1	PC	WA PA	ST SP MS
	BFV	12-100W A21 (1200W)	1	PC	WA PA	ST SP MS
• W 96 • HT 16 • OAH 48 (OverAll Height) • Y 3 @ 36"x12"	EBZ	27,700lm LED (173W)	1	PC	WA PA	ST SP MS
	DWW	41,000lm LED (288W)	1	PC	WA PA	ST SP MS
	BFZ	18-100W A21 (1800W)	1	PC	WA PA	ST SP MS

## SAMPLE CATALOG NUMBER

## Model Number - Lamping Code - Finish - Mounting - Diffuser - Options

### PRODUCT FEATURES

- Fabricated and welded metal housing
- Powder coated metallic finish
- UV stable, white acrylic bowl diffuser (Standard)
- Optional specialty diffuser materials available
- Energy efficient LED lamping
- High power factor electronic LED driver
- Wired for dual circuit operation, Body Lamping and Down 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

# Abbreviation Key

#### Lamps

100W A21 Medium Base, 100W Max, Incandesent or LED

#### Finish Types

PC Powder Coat

#### Diffuser Types

WA Standard Acrylic Diffuser

- compatibility

  Fixture is Chain or Stem hung (extra length may be added, specify OAH) (OAH Over All Height is the length from the ceiling to the bottom of the fixture.)

  Mounts to standard electrical junction box (by others), Box requires additional structural support (by others)

  For slopes greater than 35 degrees (from horizontal) order steep pitch adapter (Stem only)

  UL / cUL or ETL / cETL listed

  Contact Us for more lamping options.

PA Premium Acrylic Diffuser

Mountings

ST Stem

SP Steep Pitch Canopy for Stem

Multi-Stem MS

### **Dimming Types**

0 D1