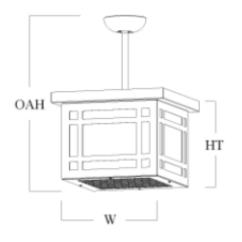
Bristol Series Short Pendant

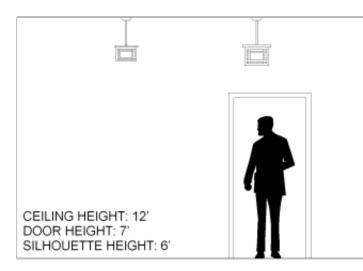




Model Number	Lamping Code	Body Lamping	Circuit	Finish	Diffuser	Mounting	Louver
BL1008P • W 10" • HT 8" • OAH 48" (OverAll Height)	GGV	4,800lm LED(14W)	1	PC	WA AG	ST SP	SQ
	AXL	2-100W A21 (200W)	1	PC	WA AG	ST SP	SQ
BL1309P • W 13" • HT 9" • OAH 48" (OverAll Height)	GGW	4,800lm LED (27W)	1	PC	WA AG	ST SP	SQ
	AXN	3-100W A21 (300W)	1	PC	WA AG	ST SP	SQ
BL1410P • W 14" • HT 10" • OAH 48" (OverAll Height)	GGX	4,800lm LED(27W)	1	PC	WA AG	ST SP	SQ
	CWX	3-150W A21 (450W)	1	PC	WA AG	ST SP	SQ
BL2408P • W 24" • HT 8" • OAH 48" (OverAll Height)	GKX	9,700lm LED(58W)	1	PC	WA AG	ST SP	SQ
	GKW	15,800lm LED (116W)	1	PC	WA AG	ST SP	SQ

SAMPLE CATALOG NUMBER
Model Number - Lamping Code - Finish - Mounting - Diffuser - Options
Scale
Abbreviation Key
Lamps

100W A21



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 or fluorescent lamping
- Wired for single circuit operation (Body Lamping)
- · High power factor electronic ballast or LED driver
- Standard LED color temperature is 3000K with 80 CRI. Contact us for other color temperature or CRI options.
- Incandescent lamping is Triac or ELV dimmable consult lamp and dimmer manufacturer for compatibility.
- Optional dimming ballast 120V or 277V (LED or fluorescent lamping)
- Fixture may be 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 4" octagonal electrical junction box (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.

Finish Types	
PC	Powder Coat
Diffuser Types	
WA	Standard Acrylic Diffuser
AG	Premium Glass Diffuser
Mountings	

. iouningo	
ST	Stem
SP	Steep Pitch Canopy for Stem

Louvers

SQ Square Cell

Dimming Types					
0	D1				
1	D2				