

A world map composed of a grid of small grey dots, with a few red dots scattered across the continents.

WWW.PRG.COM

BEST BOY[®] WASH LUMINAIRE PHOTOMETRICS

REFERENCE GUIDE

Narrow Field of View

Iris Full Open
 9° Beam Angle
 53,000 Total Lumens

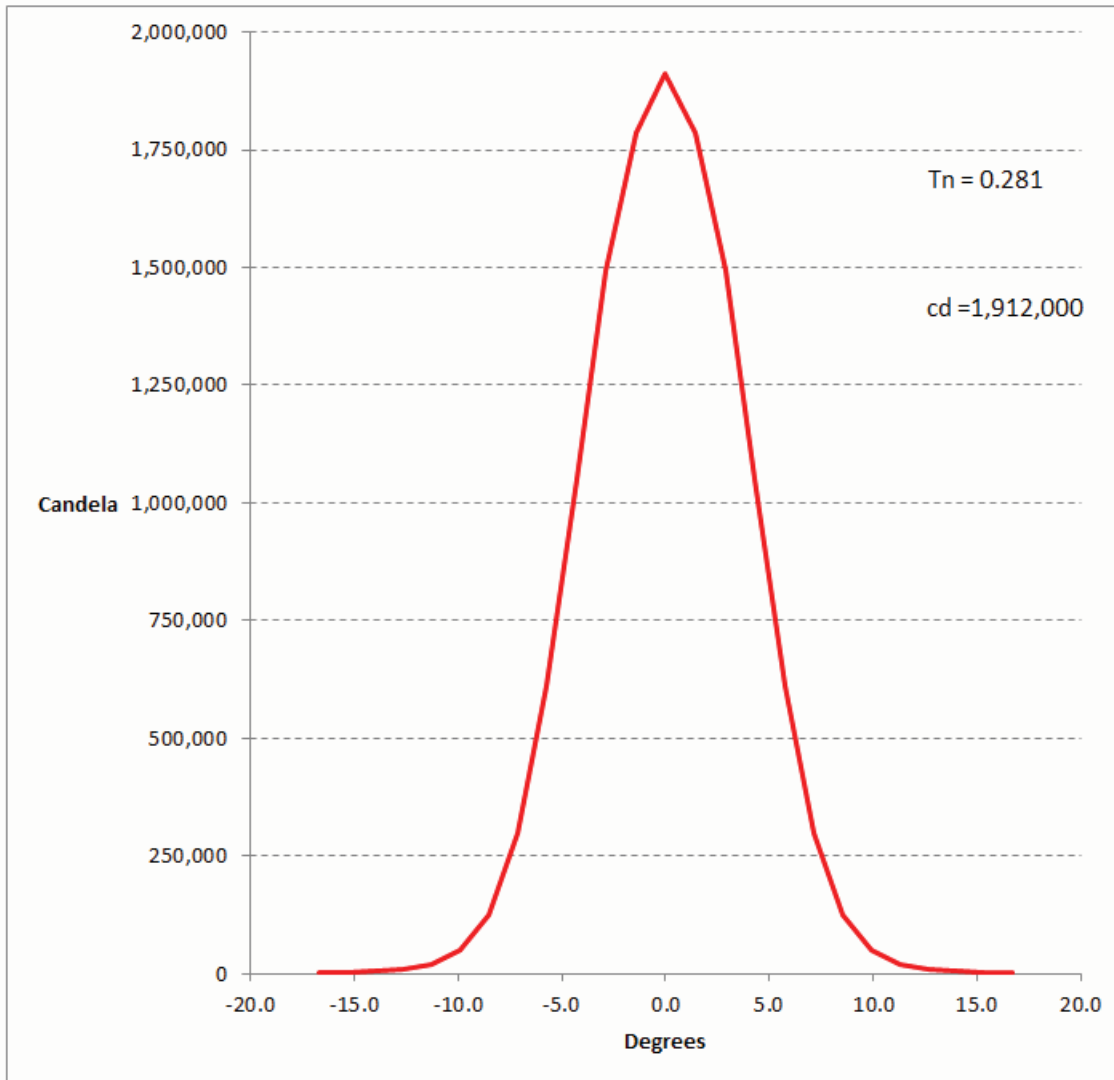
Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	5.6	8.4	14.1	21.1	28.1
Illuminance (fc)	4780	2124	765	340	191
<hr/>					
Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	1.4	2.8	5.6	7.0	8.4
Illuminance (lux)	76480	19120	4780	3059	2124

Multiply throw distance by Tn to find beam diameter.

Divide cd (candela) by distance squared to find center beam illuminance.

Distance in feet = foot candles

Distance in meters = lux



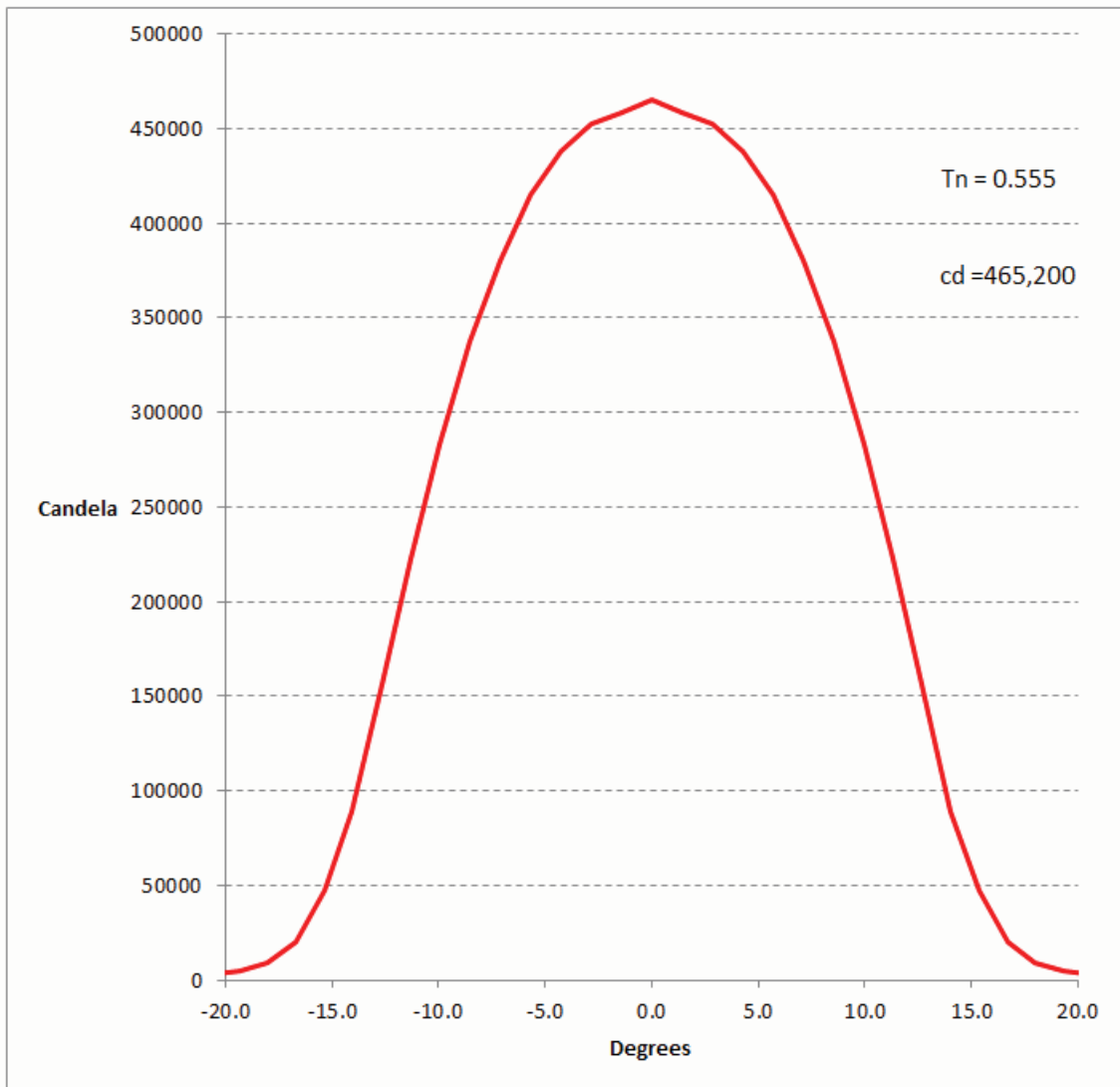
Medium Field of View

Iris Full Open
 22° Beam Angle
 60,600 Total Lumens

Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	11.1	16.7	27.8	41.6	55.5
Illuminance (fc)	1163	517	186	83	47
-----	-----	-----	-----	-----	-----
Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	2.8	5.6	11.1	13.9	16.7
Illuminance (lux)	18608	4652	1163	744	517

Multiply throw distance by Tn to find beam diameter.

Divide cd (candela) by distance squared to find center beam illuminance.
 Distance in feet = foot candles
 Distance in meters = lux



Wide Field of View

Iris Full Open
 40° Beam Angle
 62,800 Total Lumens

Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	14.0	20.9	34.9	52.4	69.8
Illuminance (fc)	366	163	59	26	15

Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	3.5	7.0	14.0	17.5	20.9
Illuminance (lux)	5856	1464	366	234	163

Multiply throw distance by Tn to find beam diameter.

Divide cd (candela) by distance squared to find center beam illuminance.
 Distance in feet = foot candles
 Distance in meters = lux

