

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

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# **BEST BOY<sup>®</sup> HP SPOT LUMINAIRE PHOTOMETRICS**

**REFERENCE GUIDE**

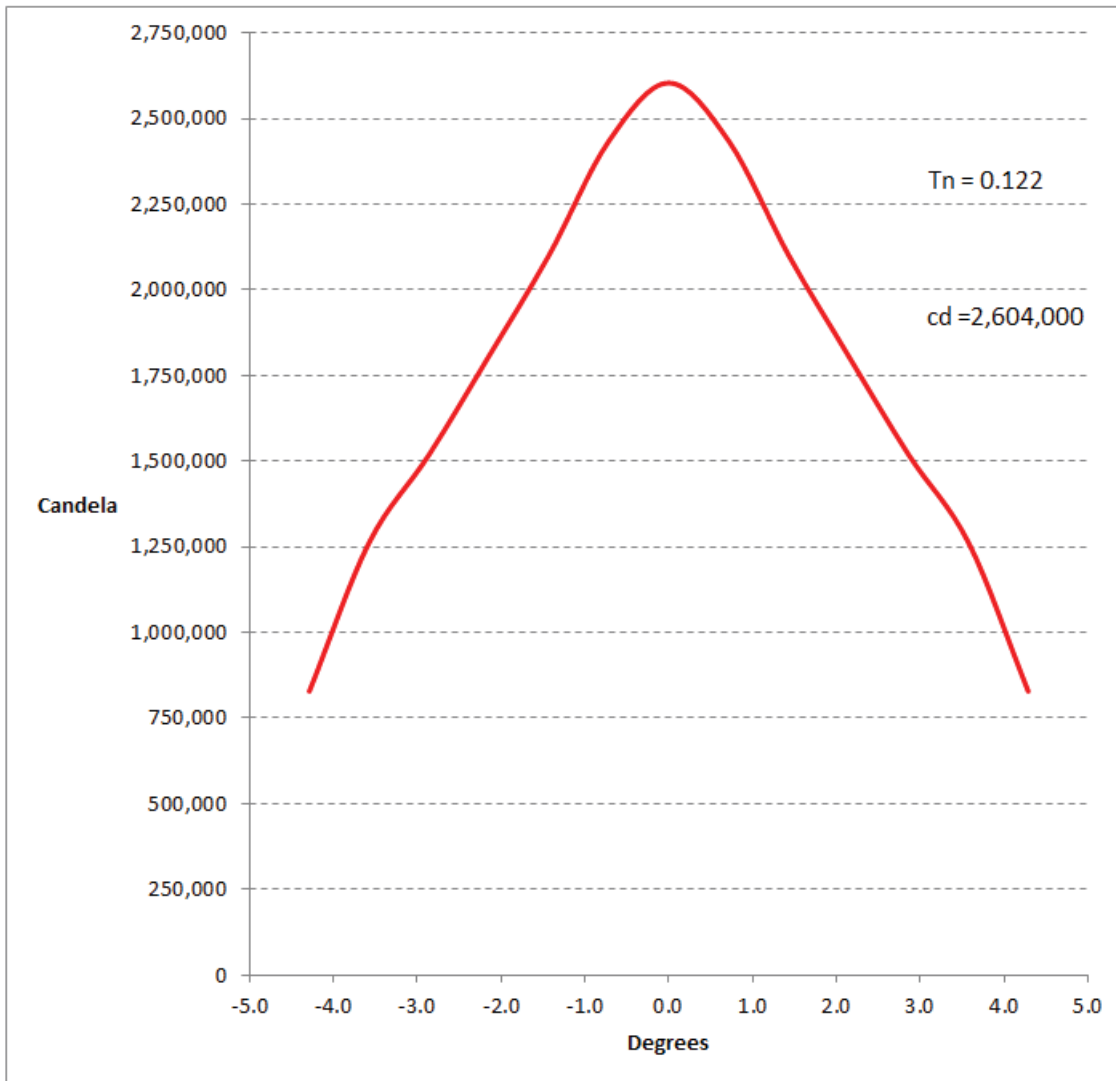
**Narrow Field of View**

Iris Full Open  
 9° Full Angle  
 26,875 Total Lumens

Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	2.4	3.7	6.1	9.2	12.2
Illuminance (fc)	6510	2893	1042	463	260
Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	0.6	1.2	2.4	3.1	3.7
Illuminance (lux)	104160	26040	6510	4166	2893

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



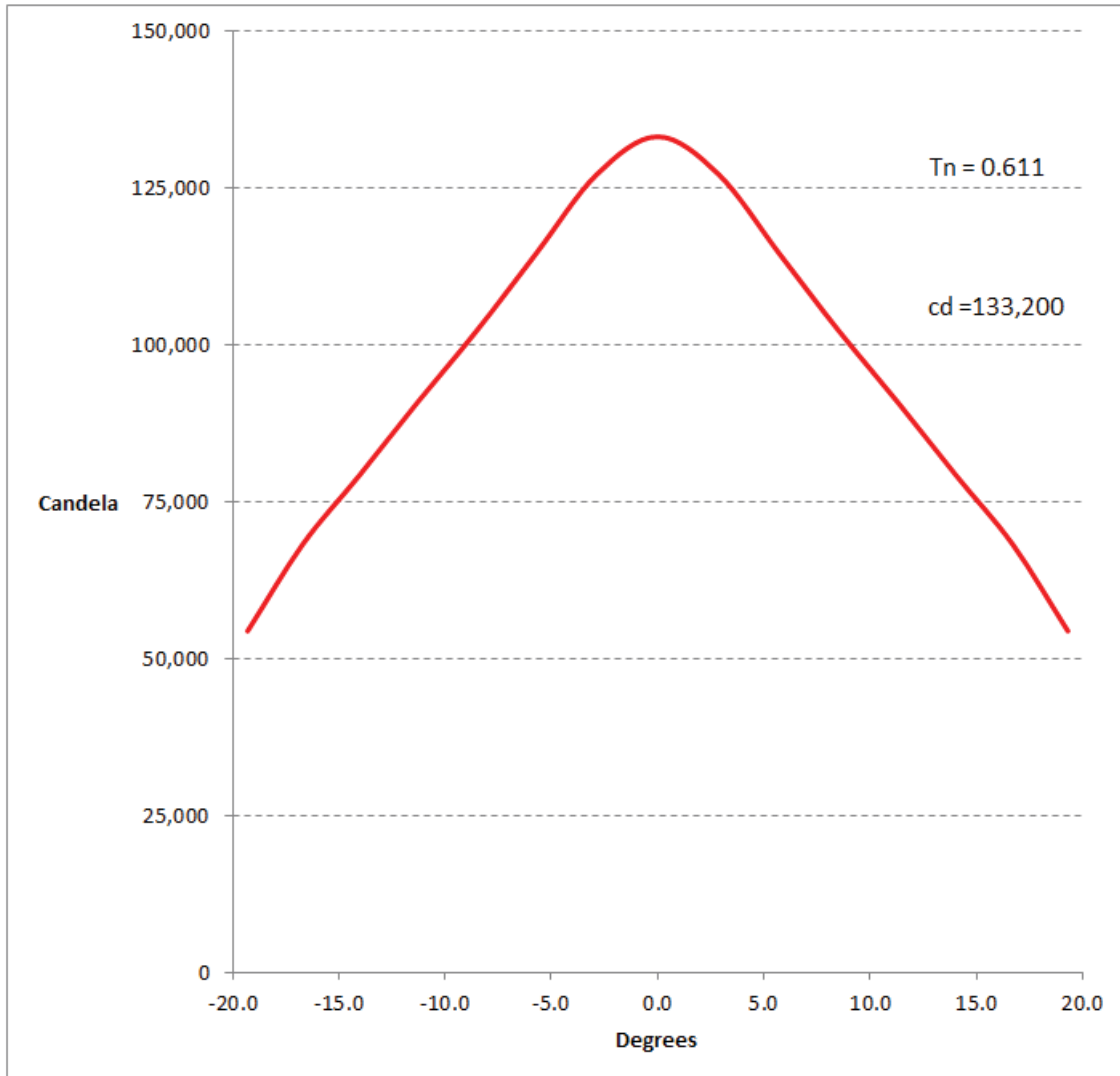
**Medium Field of View**

Iris Full Open  
 39° Full Angle  
 32,000 Total Lumens

Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	12.2	18.3	30.6	45.8	61.1
Illuminance (fc)	333	148	53	24	13
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Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	3.1	6.1	12.2	15.3	18.3
Illuminance (lux)	5328	1332	333	213	148

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  
 66° Full Angle  
 33,000 Total Lumens

Throw Dist. (Ft)	20	30	50	75	100
Beam Dia. (Ft)	17.8	26.7	44.5	66.8	89.0
Illuminance (fc)	122	54	20	9	5
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Throw Dist. (m)	5	10	20	25	30
Beam Dia. (m)	4.5	8.9	17.8	22.3	26.7
Illuminance (lux)	1952	488	122	78	54

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

