



Dimensions		
Product dimensions (mm)	ø500	
Packing dimensions (mm)	505 x 505 x 505	
Net weight (g)	14200	
Gross weight (Kg)	15.8	

Scheme

Scheme



Architectural bollard from the TROLL family Riddle.

DESCRIPTION

Architectural bollard from the TROLL family Riddle setting an advanced and innovative thermal balance system through passive dissipation with stable colour temperature of $4000^{\rm o}$ K (neutral white) optimised to be used as lighting outdoor areas such as public squares, paLuminaire designed to be floor fixed. Body built in die-cast aluminium and polycarbonate finished in grey. Luminaire is IP65. Luminaire built-in an Polycarbonate opal diffuser with an angle beam of light & shadows effect. Luminaire sets a 54 W LED source with CRI higher than 80 % and a chromatic dispersion lower than 3 SMCD. Fixture has a total consumption of 60 W. The average life for the luminaire is 50000 h (stabilised at a minimum flux of 70 % from the original). Luminaire built-in an auxiliary gear ON/OF fed at 220-240V; 50/60 Hz.

Item code	11.6600.2084.21
Product type	OUT
Category	Bollards
Family	Riddle
Subfamily	Riddle
Materials	Luminaire body built in die-cast aluminium finished in grey.
Optical system	Luminaire built-in an Polycarbonate opal diffuser with an angle beam of light & shadows effect.
Installation instructions	Luminaire designed to be floor fixed.
Pictograms	9500 C







Donalous 4		
Product		
Real power (W)	60	
Real luminous flux (Lm)	7560	
Luminous efficiency (Lm/W)	126	
Beam angle (°)	120	
Life time (h)	50000	
IP	65	
IK	10	
Electrical class insulation	Class 1	
Operating temperature	from -20°C to 40°C	
Electrical feeding	220240V, 50/60Hz	
Colour	Grey	
Energy efficiency class	A ++	

Control gear	
Control gear included	Yes
Control gear	Electronic Control Gear
Factor de potencia	0,9

Light source	
Light source included	Yes
Light source	Led
Nominal power (W)	54
Nominal luminous flux (Lm)	8400
Average life time (h)	50000
Colour temperature (K)	4000
Current (mA)	1050
Colour consistency (SDCM)	3
CRI	80