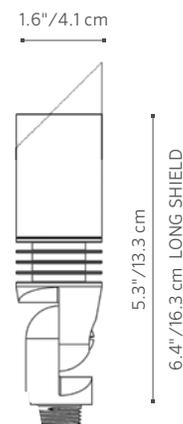




*Created for small scale elements, the CC combines smart style and function. Our Driver-On-Board technology uses long-life LEDs to provide excellent illumination. The CC fuses a progressive design with precision engineering, making it an ideal selection.*

## CC: Up Light

NUMBER OF LEDs:	1	3
HALOGEN LUMEN OUTPUT EQUIVALENT:	10 Watt	20 Watt
USEFUL LED LIFE (L70):	50,000 hrs avg	50,000 hrs avg
INPUT VOLTAGE:	10 to 15V	10 to 15V
VA TOTAL: (Use this number to size the transformer)	2.4	4.5
WATTS USED:	2.0	4.2
LUMENS PER WATT (EFFICACY)	35.8	28.2
MAX LUMENS:	59	123
CCT (Ra)	69.3	69.3





# CC: Up Light

< LONG SHIELD

**FACTORY INSTALLED OPTIONS:** Order 1 + 2 (optional) + 3 + 4 (optional) + 5

Step	Description	Code
1	FIXTURE	CC
2	OPTIONAL ZD	ZD (Refer to the Luxor page in the Lighting Control section)
3	LAMP	1LED, 3LED (50,000 avg. life hours)
4	OPTIONAL SHIELD	LS (Long shield)
5	FINISH	AB*, AT*, NP*, BS

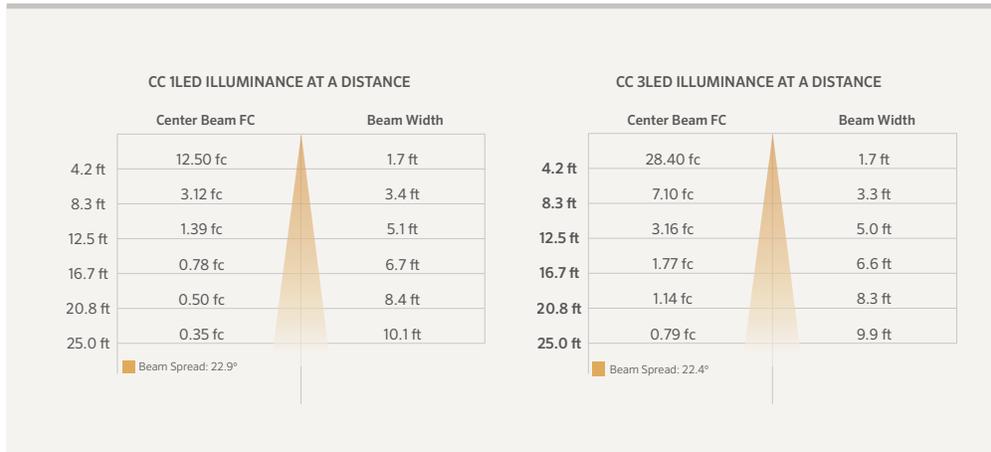
**EXAMPLE:** CC-ZD-1LED-AB = CC - ZD Option - 1LED Board - Antique Bronze Finish

**FIELD INSTALLED OPTIONS:** Order Individually

Mounts	Beam Angle Lenses	1LED	3LED
<b>Long Slot Spike (Included)</b> (250015840000) 2.5" x 10"	<b>LENS OPTIONS</b>		
<b>Super Slot Spike</b> (753900) 2" x 10"	<b>Diffuser</b> 18° (preassembled)	770600	771300
<b>SuperJ-Box</b> (SJ-XX**) 2.5" x 12"	<b>Flood Lens</b> 30-32° (1 notch)	1LEDFLENS	3LEDFLENS
<b>Post Mount</b> (PM-XX**) 2.5" x 13"	<b>Wide Flood Lens</b> 56-58° (2 notches)	1LEDWFLENS	3LEDWFLENS

**EXAMPLE:** 753900 = Super Slot Spike

## PHOTOMETRICS:



Beam angle is calculated using LM-79 method for SSL Luminaires:  
 "Beam angle is defined as two times the vertical angle at which the intensity is 50% of the maximum."

## METALS

	<b>AB</b> = Antique Bronze* (On Brass)
	<b>AT</b> = Antique Tumbled* (On Brass)
	<b>NP</b> = Nickel Plate*
	<b>BS</b> = Natural Brass

The CC includes choice of LED board, your choice of finish, 4 ft lead wire and a Long Slot Spike.



All CC up lights come standard with amber, green, blue and frosted filters

\* May require longer lead time

\*\* Denotes finish code

