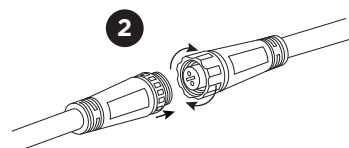
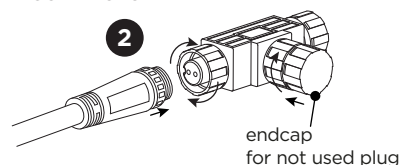


PLUG & PLAY connection

to STRAIGHT CONNECTOR:

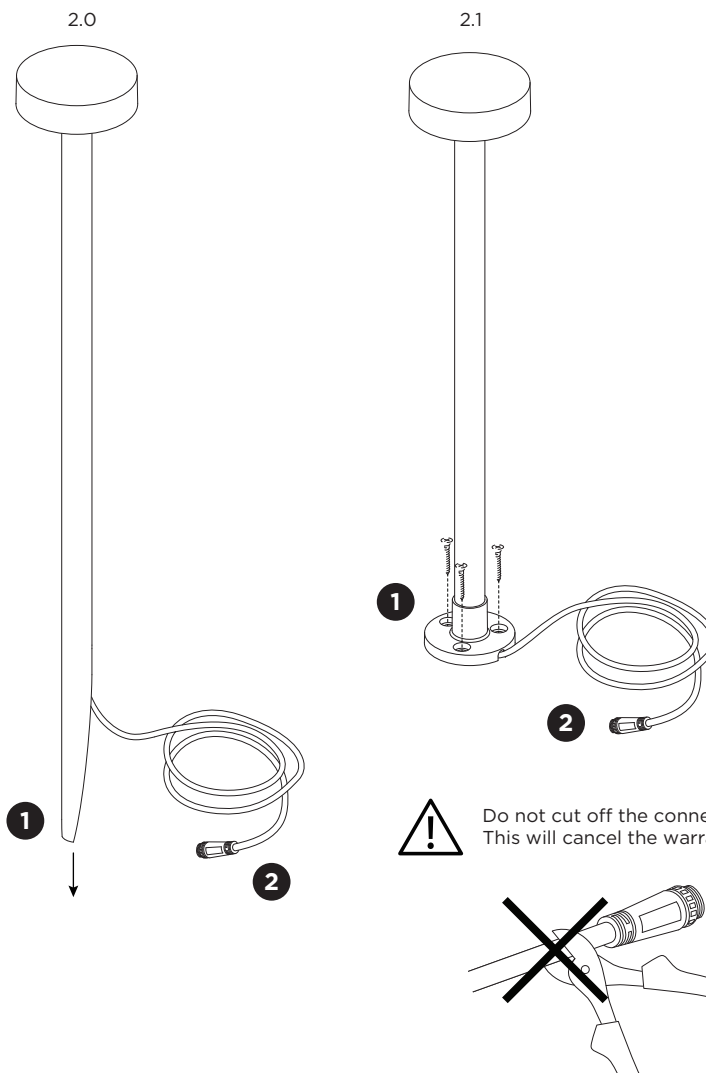
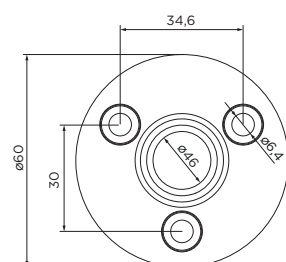


to T-CONNECTOR:

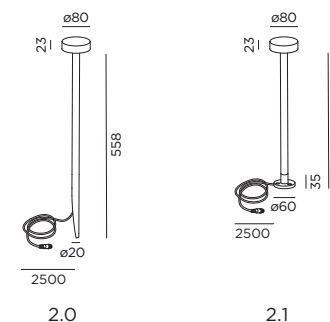


Keep the base clean and do not keep it covered with moss, leaves, bark... Permanent moisture and possible chemical processes from eg. fertilization might lead in some occasions to a corrosive reaction.

mounting base:



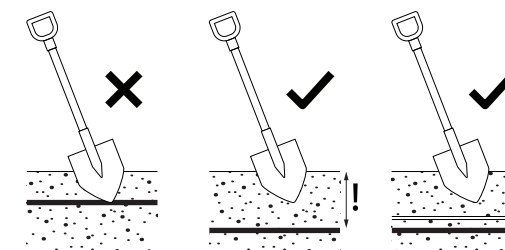
DIMENSIONS



MOUNTING INSTRUCTION

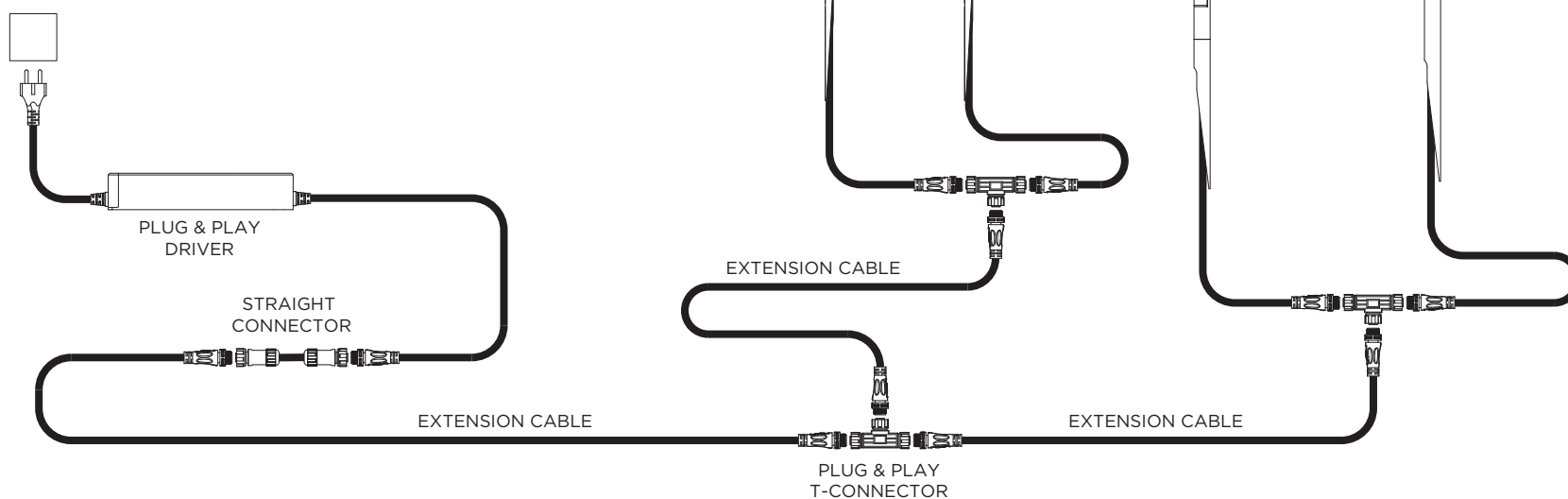
- 1 Put the fixture in the soil or mount the base on the floor with screws (screws are not included).
- 2 **POWER CONNECTION**
Connect to plug & play driver with a straight connector or T-connector.
For detailed information to the plug & play system, see next page.

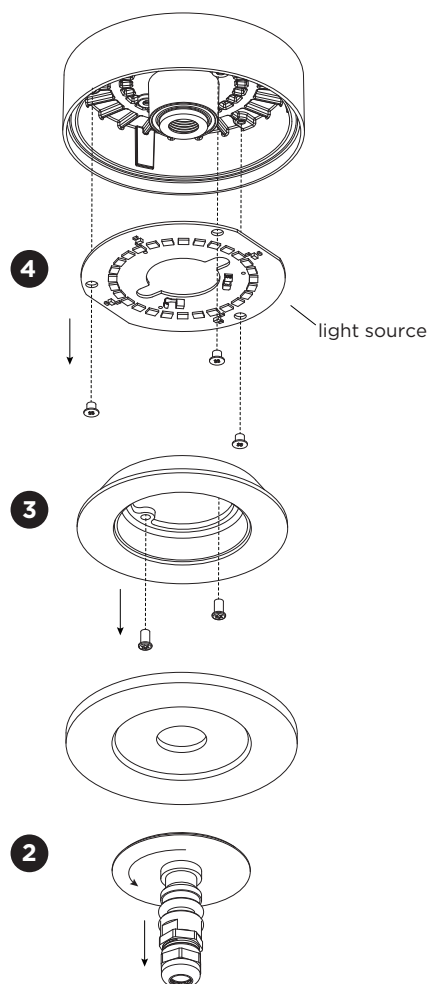
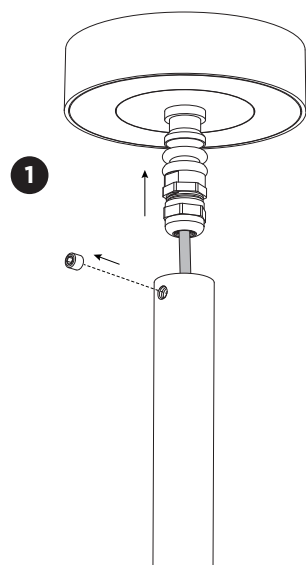
! Place the cables deep enough in the ground or protect them with a cover/tube to avoid damage due to a shovel.



PLUG & PLAY SYSTEM

luminaire power	max. cable length in relation to distance to first luminaire								
	≤5,0m	≤7,5m	≤10,0m	≤15m	≤20,0m	≤30,0m	≤40,0m	≤50,0m	
5W	50m	50m	50m	50m	50m	50m	50m	50m	max. cable length
10W	50m	50m	50m	50m	50m	50m	50m	50m	
15W	50m	50m	50m	50m	50m	50m	50m	44m	
20W	50m	50m	50m	50m	50m	50m	26m	-	
25W	50m	50m	50m	50m	50m	26m	-	-	
30W	50m	50m	50m	50m	36m	6m	-	-	
35W	50m	50m	50m	38m	22m	-	-	-	
40W	50m	50m	42m	28m	12m	-	-	-	
45W	50m	42m	34m	20m	4m	-	-	-	
50W	42m	36m	28m	12m	-	-	-	-	
55W	38m	30m	22m	8m	-	-	-	-	
60W	32m	26m	18m	2m	-	-	-	-	
65W	30m	22m	14m	-	-	-	-	-	
70W	26m	18m	10m	-	-	-	-	-	
75W	24m	16m	8m	-	-	-	-	-	

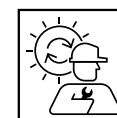




DISMOUNTING AND RECYCLING INSTRUCTIONS

Light source

- 1 Unscrew the socket screw and pull out the fixture from the pole.
- 2 Unscrew the adapter to remove the glass.
- 3 Remove the lens by unscrewing the screws.
- 4 Loosen the wires and unscrew the light source to remove it.



The light source is replaceable by Wever & Ducré or by a professional with explicit authorisation. For more information please contact your local Wever & Ducré customer service point.



This luminaire contains a light source with the energy class F.

