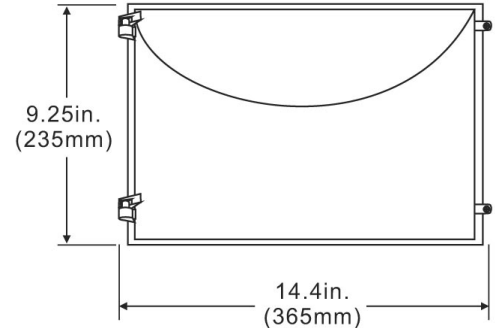
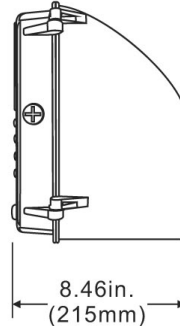




## WCS – Wallpack Cutoff Sconce

Metal Halide Pulse Start 70 – 150 W  
 High Pressure Sodium 35 – 150 W  
 Fluorescent Quad Tube 1 x 26 - 42 W  
 Fluorescent Quad Tube 2 x 26 - 42 W



### DESCRIPTION

The WCS is an architectural grade full cutoff wall pack for up to Metal Halide Pulse Start 150W, High Pressure Sodium 150W or Fluorescent quad tube 2 x 42W. Fully Dark Sky compliant. U.L. listed for wet locations.

### APPLICATION

Ideal for security lighting around commercial, industrial and residential buildings where maintaining an esthetically appealing dayform appearance is important.

### HOUSING

The housing is made of high pressure die cast aluminum and finished in a textured dark bronze polyester powder coat paint finish for lasting corrosion resistance.

### BALLAST

High Power Factor, Constant Wattage Autotransformer ballasts, Multi Tap (120/208/240/277V) or reactor 120V ballasts for HPS. Minimum starting temperature is -20°F (-30°C) for MP, -40°F (-40°C) for HPS. Electronic ballasts for Fluorescent 2x26, 32 or 42W in Dual Tap (120/277V).

### SOCKET

Medium base, 4KV pulse rated porcelain socket for HID lamps. Positive latching thermoplastic socket for fluorescent lamps.

### MOUNTING

Knockout pattern provided on back casting for mounting to junction boxes. Three ½" threaded entry hubs provided for top or side conduit wiring and through wiring.

### REFLECTOR

Die formed, anodized aluminum.

### GASKET

Silicone rubber for long life.

### LENS

Clear tempered glass, impact and heat resistant.

## CATALOG NUMBER LOGIC

**WCS-**

**Product Series**  
 WCS = Wallpack  
 Cutoff  
 Sconce

**MP**

**Lamp Type**  
 MP = Metal Halide  
 Pulse Start  
 HP = High Pressure  
 Sodium  
 FL = Fluorescent  
 quad tube

**150-**

**Lamp Wattage**  
 (MP) 70, 100, 150  
 (HPS) 35, 50, 70,  
 100, 150  
 (FL) 226 = 2 x 26W  
 232 = 2 x 32W  
 242 = 2 x 42W

**MT-**

**Voltage**  
 MT = Multi Tap  
 120/208/240/277V  
 DT = Dual Tap 120/277V  
 120V = 120V  
 480V = 480V

**L**

**Lamp**  
 L = Lamp  
 Included