



DESCRIPTION

The WQS 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 lamps. Optical distributions include WT - Wide Throw and FT - Forward Throw. Both distributions are 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

Quick Install bracket (see below) makes for fast installations.

REFLECTOR

Die formed, anodized aluminum. Available in three optical distributions. WT – Wide Throw
 FT – Forward Throw

GASKET

Silicone rubber for long life.

LENS

Clear tempered glass, impact and heat resistant.

QUICK INSTALL BRACKET



Level Bubble

Attach Quick Install bracket to wall or junction box.



Slide fixture onto Quick Install bracket and make electrical connections.



Secure fixture to Quick Install bracket with screws.

CATALOG NUMBER LOGIC

WQS-

Product Series
 WQS = Wallpack Quarter Sphere

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
 120V = 120V
 480V = 480V

WT-

Light Distribution
 WT = Wide Throw
 FT = Forward Throw

L

Lamp
 L = Lamp Included