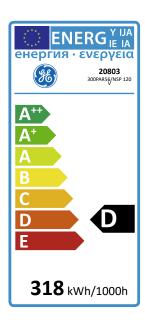
TUNGSRAM

Innovation is our heritage EST. 1896









13 lumens/watt

PAR 56 300PAR56/NSP 120V 20803

Product information

PAR lamps provide a robust and flexible design solution for a wide range of applications. Choice of PAR36, PAR46, PAR56 or PAR64

- 3000 K or 4200 K colour temperature
- · Choice of beam widths
- · Excellent colour rendering
- High efficiency combined with low operating costs
- Robust and reliable
- UV control
- Easy retrofit
- · Colour consistent throughout life
- · Colour blends with halogen and fluorescent

Application areas



Club and Disco







Product data

Product Code	20803
Bulb Shape	PAR
Bulb Finish	Aluminized
Bulb Diameter [mm]	177.8
Maximum Overall Length [mm]	127
Net weight per piece [g]	648
Gross weight per piece [g]	650
Brand	GE Lighting
Cap/Base	G16d

Performance data

Nominal/ Rated Beam Angle [°]	19
Nominal center beam candlepower (CBCP) [cd]	68000
Rated Lumens [lm]	2600
Weighted energy consumption [kWh/1000h]	318.0
Useful lumens (at 90° cone) [lm]	2600
Energy efficiency class (EEC)	D
Rated Life [h]	2000
Nominal correlated colour temperature (CCT) [K]]	2750
Nominal lumens [lm]	3840

Electrical data

Rated power [W]	300.0
Coil type	CC-13
Ballast Required	Yes
Nominal power [W]	300.0
Nominal lamp voltage [V]	120



Logistic data

DUN Code	00043168208031
Pack Quantity	12
Layer quantity	96 EUR, 132 UK
Layer quantity EUR	96
Layer quantity UK	132
Pallet quantity EUR (PC)	192
Pallet quantity UK (PC)	324
Outer case size	349 x 300 x 446 (mm)
Product status	Available

Downloads & Links

Go to the catalog site (HTTP)

Entertainment Solution Spectrum Catalogue (PDF)

Lighting design tools & calculators (HTTP)

Lighting design tools & calculators (HTTP)

Entertainment Pocket brochure (PDF)

High-res images / Technical drawings (HTTP)

Certificate for the Quality Management System of GE Lighting EMEA (PDF)

Certificate for the Environmental Management System of GE Lighting EMEA (PDF)

Disclaimer

 $Special\ purpose\ lamp\ -\ Stage\ Studio.\ Not\ suitable\ for\ household\ illumination.$