



The sophisticated styling of the EA makes itself right at home in any setting. In addition to its distinguished shape, its high performance will make this luminaire a favorite. All FX copper models are well suited for coastal exposures or areas where irrigation water contains high levels of minerals or caustic salts.

EA: Path Light



Create Drama

Add excitement to your client's outdoor spaces night after night with well-chosen fixtures that are perfectly proportioned. Our path lights bring scenes to life by accenting textures, plants, and walkways with unmatched style.





EA: Path Light

FACTORY INSTALLED OPTIONS: Order 1 + 2 + 3 + 4

Step	Description	Code
1	FIXTURE	EA
2	LAMP	10, 15 (10,000 Hr Xenon), 20 (5,000 Hr Xenon), 10H, 20H (2,000 Hr Xenon)
3	RISER OPTIONS	8R, 12R, 18R, 24R, 36R
4	FINISH	CU, NP, WG, FW, AL, BZ, DG, WI, VF, SB, FB

EXAMPLE: EA-10-24R-NP = EA - 10W Xenon Lamp - 24" Riser - Nickel Plate Finish

FIELD INSTALLED OPTIONS: Order Individually

Mounts

Super Slot Spike (753900) 2" x 10" Included ▶	
Long Slot Spike (250015840000) 2.5" x 10"	
Super J-Box (SJ-XX**) 2.5" x 12"	
Post Mount (PM-XX**) 2.5" x 13"	
	Super Slot Spike Long Slot Spike Super J-Box XX** Post Mount XX**

EXAMPLE: SJ-NP = Super J-Box - Nickel Plate Finish

PHOTOMETRICS:

Spacing for minimum footcandle illumination on level ground.

*Note: 1fc for commercial projects
.3fc for residential projects*

Circular light pattern

Footcandles:

DISTANCE	EA-10	EA-20
2'	1.7	2.6
4'	.31	.57
6'	.10	.13
8'	.04	.05
10'	.02	.03
12'	.01	.02
14'	0	.01

For conversion to lumens: Multiply footcandles x 10. See FX glossary for a full description of fc and lumens.

METALS

	CU = Copper
	NP = Nickel Plate*

POWDER COAT

	WG = White Gloss
	FW = Flat White
	AL = Almond
	BZ = Bronze Metallic
	DG = Desert Granite
	WI = Weathered Iron
	VF = Verde Speckle
	SB = Sedona Brown
	FB = Flat Black

The EA includes choice of lamp, riser size, finish, and a Super Slot Spike.

Note: Only the copper portions of the path lights are powder coated. The brass pieces remain natural.

* May require longer lead time

** Denotes finish code

