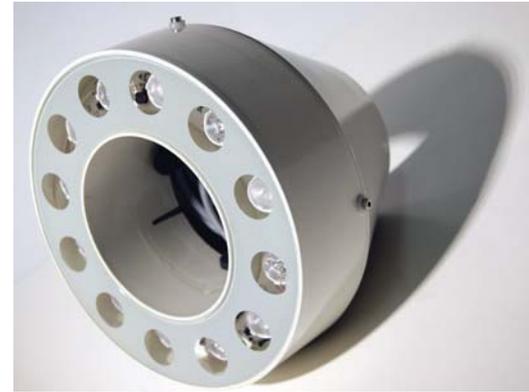


POLELED

INCREASE YOUR VISIBILITY

POLELED BASIC FLAG AND BANNER LIGHTING



MORE VISIBILITY BY MOVEMENT AND LIGHT

Using **flags** and **banners** is THE way to be better visible. The continuous **movement** catches the eye, and the attention of passing audience is naturally drawn to it.

Recently scientific research has proven that **movement in combination with light** creates the **highest visual attention value**. Do you want your flags and banners to also be **visible in the dark**? In a responsible and special way making optimal use of energy and light?

PoleLed provides a system that enables you to illuminate your flags and banners in a unique and very special way. A system that blends in perfectly with the pole and makes your flags and banners strikingly **visible for (potential) clients**, even at night. In addition, national flags may be officially raised 24/7 (flag protocol).

HOW DOES IT WORK

This unique lighting system contains of power LEDs which are arranged around the pole in a circular unit. Because of this circular setting, it doesn't matter from which angle the wind is coming: the flag or banner is **always fully illuminated**. The powerful CREE LEDs create a clear and uniform light distribution. The PoleLed lighting unit is applicable to almost every type of existing and new poles, both made of wood, aluminum, and polyester, either conical or cylindrical.

The unit is made of aluminum and is delivered including terminal connectors and a power supply. Once the system is installed, **theft is virtually impossible**.

The PoleLed lighting unit is patented and has been developed focusing on **sustainability** and energy efficiency.

SPECIFICATIONS

POLELED BASIC

Wattage 24 Watt

Light output 2300 lumen

Voltage 24 volts DC

Lifetime LEDs +50,000 hours

Material Aluminum

Number of LEDs 12 pcs CREE

Lighting color 5000 Kelvin

Angle 11° and 20°

Cable length 23 ft

Size 9.1 x 7.1 inch

Warranty 5 years

Pole Suitable for poles with a diameter up to 4,5 inch ø

IP IP 65