



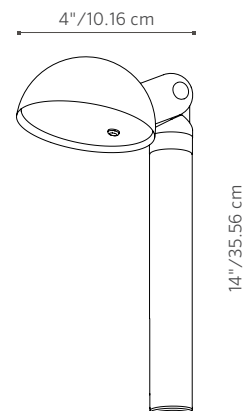
Unlike any other path light, the GT is specially designed to make it adaptable to a wide range of lighting needs. With its ability to adjust to any angle, the GT can be used to illuminate pathways, plants, garden art and more. Pair the GT with the RL for a harmonious lighting combination. Over time, the copper will develop a beautiful, natural patina.

GT: Path Light



Fully Customizable

The GT is fully customizable. Pivot the GT down to illuminate features directly below, angle it up to highlight a specimen plant, or choose any angle or object in between. Perfect for illuminating steps, flower beds or even backyard golf putting greens.





GT: Path Light

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

Step	Description	Code
1	FIXTURE	GT
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: **GT-20H-8R-DG** = GT - 20W Halogen Lamp - 8" Riser - Desert Granite Finish

FIELD INSTALLED OPTIONS: Order Individually

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

EXAMPLE: **PM-DG** = Post Mount - Desert Granite Finish

PHOTOMETRICS:

Circular light pattern	Footcandles:	
	DISTANCE	GT-20
12'	2'	6.5
10'	4'	1.3
8'	6'	.5
6'	8'	.2
4'	10'	.12
2'		

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 GT includes choice of lamp, riser size, finish, and a Long 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

