

32127 - GE Mercury ED28

HR250DX37

Figh color rendering (65-70CRI), much better than standard HPS

Product Photo



GENERAL CHARACTERISTICS

Base Description Mogul Screw Base Type Screw-In

Lamp Enclosure Type (LET) Open or enclosed fixtures

Mercury-Picogrm per mean Im hr 261.5 Rated Life Hours-nominal 20000 h **Bulb Finishes and Colors** Delux white

Mercury Content EMEA ONLY

Bulb Material Hard glass

High Intensity Discharge **Product Technology**

Base E39 **Bulb Shape** ED28

PHOTOMETRIC CHARACTERISTICS

Effective Arc Length 2.08661 in 7840 lm Mean Lumens nominal Nominal Lumens per Watt 45 lm Initial Lumens-nominal 11200 lm Color Rendering Index-CRI 50 3900 K Color Temperature

PRODUCT INFORMATION

Product Code 32127 Description HR250DX37 Alternative Unit Of Measure Case Standard Package Quantity

Ean UPC 043168970716 Standard Package GTIN 00043168321273

No Of Items Per Sales Unit No Of Items Per Standard Package 12 Sales Unit Unit

UCC 043168321273

DIMENSIONS

3.5 in Diameter Light Center Length Millimeter 5 in 8.25 in Nominal Length

ELECTRICAL CHARACTERISTICS

Burn Position Universal burning position

WarmUp Time to 90%[nom] 5 min Open Circuit Voltage (peak lead ballast) 318 V

Open Circuit Voltage (RMS lag ballast) (MIN)

225 V

Rated power (Watts) 250 W

CAUTIONS & WARNINGS

WARNING: This lamp can cause serious skin burn and eye inflammation from shortwave ultraviolet radiation if outer envelope of the lamp is broken or punctured, and the arc tube continues to operate. Do not use where people will remain for more than a few minutes unless adequate shielding or other safety precautions are used. Certain types of lamps that will automatically extinguish when the outer envelope is broken or punctured are commercially available. Visit the FDA website for more information: http://www.fda.gov/cdrh/radhealth/products/urburns.html

Warning

A damaged lamp emits UV radiation which may cause eye/skin injury

Turn power off if glass bulb is broken. Remove and dispose of lamp.

Lamp may shatter and cause injury if broken

Dispose of lamp in a closed container.

Do not use excessive force when installing lamp

Do not use lamp if outer glass is scratched or broken.

Risk of Burn

Allow lamp to cool before handling.

Do not turn on lamp until fully installed.

Risk of Electric Shock

Do not use where directly exposed to water or outdoors without an enclosed fixture.

Turn power off before inspection

installation or removal.

Risk of Fire

Keep combustible materials away from lamp.

Use in fixture rated for this product.

Unexpected lamp rupture may cause injury, fire, or property damage

Do not exceed rated voltage.

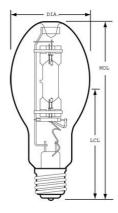
Do not store flammable materials near/below S-rated lamp in open fixture

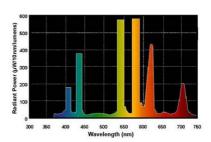
Do not turn on lamp until fully installed.

Do not use beyond rated life.

Do not use lamp if outer glass is scratched or broken.

Do not use where directl





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