



**In-grade floodlights**  
for installation in pre-cored holes

A series of in-grade location luminaires and floodlights with symmetric and adjustable light distribution. The patented mounting system allows for installation in pre-cored holes such as stone, tile, or decks. These luminaires are designed to bear pressure loads up to 4400 lbs. from vehicles with pneumatic tires. The luminaires must not be used for traffic lanes where they are subject to horizontal pressure from vehicles braking, accelerating or changing direction.

Stainless steel housing and faceplate · White or clear safety glass  
Reflectors made of pure anodized aluminum

LED color temperatures: 2700 K, 3000 K, 3500 K, 4000 K

BEGA luminaires offer a minimum service life of 60,000 hours, with suitable LED replacement modules guaranteed for up to 20 years after date of purchase. Further LED technical data including luminous flux, CRI, dimming and electrical characteristics are provided on the individual luminaire specification sheets, available at [www.bega-us.com](http://www.bega-us.com)

Luminaires are provided with #4 brushed stainless steel trims.

NRTL listed to North American standards · Suitable for wet locations  
Protection class IP 68



**Location** luminaires · white safety glass

	LED	A	B	C
<b>77 812</b>	1.9 W	6 1/8	5 5/8	3 1/8
<b>77 813</b>	8.0 W	8 1/8	7 1/8	3 1/8
<b>77 814</b>	6.0 W	9 5/8	8 7/8	3 1/2
<b>77 815</b>	7.3 W	12 7/8	11 3/4	3 3/8



**Symmetric** floodlights · clear safety glass

	LED	β	A	B	C
<b>77 912</b>	3.0 W	15°	6 1/8	5 5/8	5 7/8
<b>77 913</b>	8.2 W	17°	8 1/8	7 1/8	6 1/2
<b>77 914</b>	13.9 W	24°	9 5/8	8 7/8	7 1/4



**Adjustable** floodlights · clear safety glass

	LED	β	A	B	C
<b>77 066</b>	4.0 W	22°	6 1/8	4 1/4	6 1/8
<b>77 125</b>	5.7 W	16°	8 1/8	5 1/2	6 1/2
<b>77 129</b>	19.3 W	15°	11	10 1/8	7 3/8
<b>84 114</b>	18.5 W	8°	11	7 3/4	7 1/4
<b>77 130</b>	17.2 W	12°	12 7/8	9 1/2	8 7/8

**Accessories**



**10 200 10 213**  
**10 043 10 014**  
**10 047 10 016**  
**10 048 10 019**

Spread lenses  wide beam  flat beam β = Beam angle

