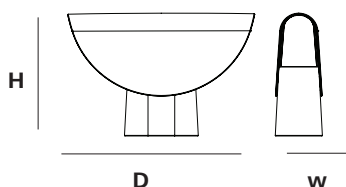


FOLD LIGHT



OVERALL DIMENSIONS

H 230MM x D 90MM x W 350MM
H 9.06IN x D 3.54IN x W 13.78IN

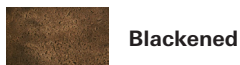


MATERIALS

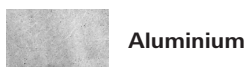
I. METAL



Brass



Blackened



Aluminium

WEIGHT

Brass
(5,500G / 194oz)

Blackened
(5,000G / 176.4oz)

Aluminium
(2,500G / 88.2oz)

PACKAGING

Recycled Cardboard
H 145MM x L 440MM x W 400MM

CLEANING INSTRUCTIONS

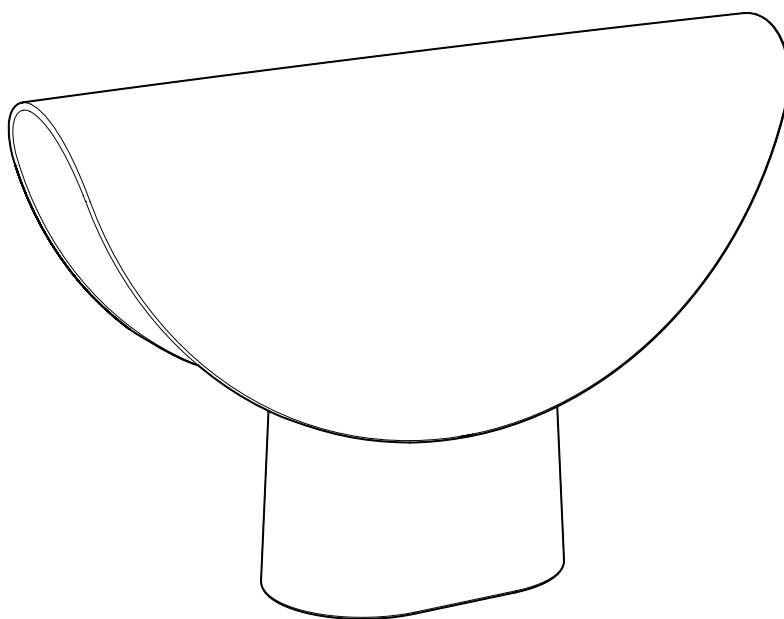
Before cleaning, lighting fixtures must be turned off and unplugged from mains electricity. Whilst cleaning please take care and use the gloves provided.

I. METAL

The metal used for our range oxidise with age and environment, both of which contribute to the evolution of a natural patina. If you favour the original bright finish of your pieces, this is easily restored by use of polishing solution - we recommend Braso or Silvo depending on the metal in question - applied with a soft, clean cloth.

Because each object is cast in small batches, slight variations will occur from one individual piece to another. Production marks may include slight pour ripples or surface pitting, which imprint every item with a unique character.

FOLD LIGHT



PRODUCT SPECIFICATIONS

AU / UK / EU

LIGHTBULB TYPE
9W LED max (supplied)

FITTING DESCRIPTION
Bayonet Ø22MM (B22)

SUGGESTED LUMEN RATING
250LM

WATTAGE
3.3w Equiv 25w Incandescent

KELVIN RATING
2700k Warm White

VOLTAGE
230-240v / 50-60hz

DIMMABILITY
No

IF THE SUPPLIED FLEXIBLE CORD IS
DAMAGED, REPLACE WITH 2 CORE
SHEATHED TYPE ONLY.

US / JPN

LIGHTBULB TYPE
9W LED max (not supplied)

FITTING DESCRIPTION
Edison Ø26MM (E26)

SUGGESTED LUMEN RATING
250LM

WATTAGE
3.3w Equiv 25w Incandescent

KELVIN RATING
2700k-3000k Warm White

VOLTAGE
110-120v / 60hz AC

DIMMABILITY
Bulb dependant

IF THE SUPPLIED CORD IS DAMAGED,
REPLACE WITH 2 CORE SHEATHED TYPE
ONLY. HARDWIRED LAMPS MUST BE
INSTALED BY A PROFESSIONAL.

HS CODE LAMPS / LIGHT FITTINGS
9405.40.8440

HS CODE CORD SETS / POWER SUPPLY
ELBZ.E465216

LISTED PARTS *
UL Lamp Holder E3810

UL Cord ELBZ . E465216

Canda ELBZ . E465216