



## SUPER-SAFEWAY® SPECIALTY WIDE-AREA LIGHTING

### THREE DISTINCT SOLUTIONS FOR ILLUMINATING LARGE SPACES

The need for temporary wide-area lighting can arise in virtually any application. Daniel Woodhead offers three types of lights for wide-area needs: the dual 500 Watt Portable Floodlight Stanchion; the 500 and 1000 Watt Halogen Floodlights; and 100 Watt High-Pressure Sodium Lights and 70 Watt/metal halide configurations.

In the tradition of Daniel Woodhead, each wide-area light is designed for rigorous use. The halogen floodlight and portable floodlight stanchion feature heavy-duty steel guards to protect lamps and heavy-duty steel frames. High-pressure sodium lights are also extremely durable and have no fragile filament (which would ordinarily be susceptible to breakage).

The halogen floodlight and high-pressure sodium lights are very compact, with handles for easy carrying. The portable floodlight stanchion folds down from an extended height of 90in. to 52in. (L) x 9in. (W) for easy transport and storage.

Each Woodhead wide-area light can be quickly and easily disassembled in the field and is available with replacement parts. For other wide-area solutions, consider Woodhead fluorescent twin lamps, page 66, and incandescent stringlights, page 78.

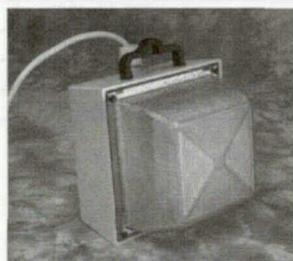
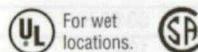
### PORTABLE FLOODLIGHT STANCHION



SBG2500

Description	Woodhead Number
Stanchion with two U.L. Listed 500 Watt quartz lights with guards, 15A Watertite® plug, (#14W47) on/off switch for each light	SBS2500
Stanchion with two 500 Watt quartz lights with guards, GFCI-protected outlet box with 15A duplex receptacle, 20A Watertite® plug (#14W33), on/off switch for each light	SBG2500

### HID LIGHTING



8565

Description	Woodhead Number
100 Watt high-pressure sodium light, 120V, 60 Hz, 10ft. 16/3 SJTOW cord, NEMA 5-15 molded plug, heavy-duty mounting magnet	8565
#8565 with NEMA 5-15 Watertite® feed-thru connector	8565F
#8565 with 70 Watt metal halide light	8565-MH
#8565-MH with NEMA 5-15 Watertite® feed-thru connector	8565F-MH