# NTH-104 BR30/PAR30 Step Cylinder with Black Baffle Lamp: 75W BR30/PAR30 max.

# PRODUCT DESCRIPTION

Line voltage stepped "continental" style housing includes a structural arm to provide full adjustment of light source for special aiming and completely conceals wire lead from socket to contact head. Internal mechanism allows for adjustment and resists angle degradation.

#### FEATURES

- $\cdot$  Die cast aluminum provies superior strength and rigidity.
- $\cdot\,$  Black baffle eliminates glare and adds finished touch.
- One or two circuit track capable.
- Accepts LED lamps

# CONSTRUCTION

Housing: Deep drawn steel construction with simple, yet decorative design. All edges are softened for aesthetic appearance

Baffle: Black finished phenolic high heat rated plastic baffle, provides finished appearance and assists in eliminating glare from housing interior.

Structural Arm: Extruded aluminum arm connects fixture housing to electrical contact head. Internal tightening mechanism maintains desired lamp aiming angles. Structural arm also functions as wire way, completely concealing lead wire from socket to contact head.

#### ELECTRICAL

Voltage: 120V input Socket: Medium base Lamp: 75W BR/PAR30 max. (not included)

FINISH

Available in black, bronze and white finishes.

#### **ONE/TWO CIRCUIT CONVERSION**

Positive contact (opposite neutral and ground contacts) is preset to "down" position at factory but may be raised to the higher position to install onto the second circuit of Nora Lighting NT- 2300 series two-circuit track.

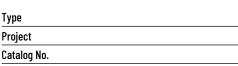
#### **OPTIONAL ACCESSORIES**

NT-339: BR30/PAR30 Black Barn Door NT-342: BR30/PAR30 Black Louver (requires NT-339 or NT-345) NT-345: BR30/PAR30 Black Accessory Holder

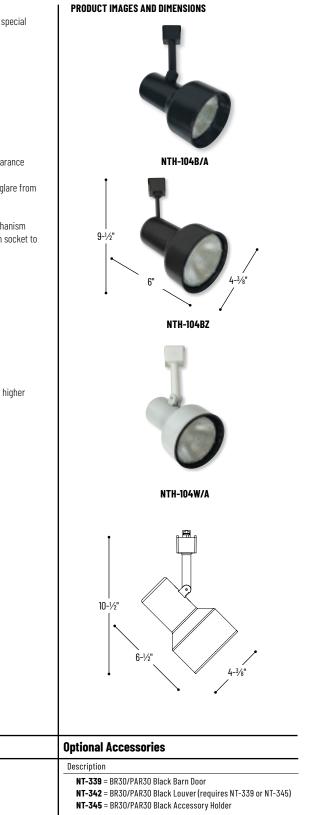
### LABELS AND LISTINGS

UL Listed





# Notes



Example: NTH-104B/A = BR30/PAR30 Step Cylinder with Black Baffle, Black, H-Style

**BR30/PAR30 Step Cylinder with Black Baffle** 

Style

(blank) = H-style

/J = J-style

/L = L-style



Catalog No.

NTH-104

Finish

B/A = Black

BZ = Bronze

W/A = White