



RNT:SFLT-BUMQ2516MH-60'-1000W
SPORTS Field Portable Lighting Package

Stadium Portable Light Towers
16-1000w Floodlights

60 Foot Tower

Sports Field Lighting

High Schools

Diesel Gen-set Power, or....
Electric Utility On-site Powered Towers

SPECIFICATIONS

16 - 1000w Metal Halide Floodlights * Water Cooled Diesel or Utility Power Supply
 20KW Required Power, , 208Y/120V, 3ph, 60hz * 80 Foot Telescoping Tower
 49 Gallon/24 Hours * Trailer Mounted * DOT Towing Package

45 Acres -.5fc Ave Total Illumination



For Field Lighting Layout Recommendations

SPORTS FIELD PORTABLE LIGHTING TOWERS
FLOODLIGHTS

16-1000 Watt Metal Halide Sports Floodlights:
 Style of fixture used on most High School Athletic Fields

TOWER

60 Foot Electric Telescoping Tower. Pushbutton operated with automatic tower stop safety features.
High Wind Speed Monitor that will automatically Lower tower when reaching preset max wind load speeds.
No Guide wires required. Six Extendable outriggers that will allow tower to operate in wind load speeds of 40 plus mph.

POWER SOURCE

This Light Tower package can be rented with an on-board diesel gen-set or operate off of on-site electrical Utility Power... 208Y/120 Volt, 3ph, 60hz

MOBILITY

Trailer mounted light tower package can be towed with a 1-ton pick-up truck.

OPERATION

Fast and Easy set up with one operator.
 Labeled Operating Instructions. 24 Hour Assistance

Call: 225-324-6663

SPECTATORS:	LIGHT LEVEL REQUIRED:	# OF TOWERS:	POSITIONING OF TOWERS ON SIDELINES
Plus 2500	100 - 150 fc Average Maintained	8	25 - 50 - 25 Yard Lines - Apousing....
Less Than 2500	75 - 125fc Average Maintained	6	30 - 30 Yard Lines - Apousing....
Full Practice Fields	35 - 50 fc Average Maintained	2	50 - 50 Yard Lines - Apousing...
Drills & Conditioning	15 - 30fc Average Maintained.	1	50 Yard Line - Coaches Side...

NOTE: Apousing means across from one another. **AIM:** Span and Target Individual Fixtures to apousing Hash Marks

SHADOWING: Towers always require an apousing tower to reduce shadowing on field.