

Project: _____

Fixture Type: _____ Quantity: _____

Customer: _____



Weight: 5.8 lbs

EPA: 0.25

Specifications

General:

Due to size or weight, arms
mounts may not accommodate
all ANP luminaires.

Material:

All parts are durable 356 cast
aluminum.
All hardware provided shall be
stainless steel or zinc plated
steel.

Wall Mount:

Mounting hardware by others.

Fixture Mounting:

Pin mount to tenon.

Electrical:

Pull wire provided.

Finish:

A polyester powder coat high
quality finish is electro-statically
applied and baked at 430° for
exceptional durability and color
retention. Products undergo
an intensive five-step cleansing
and pretreatment process for
maximum paint adhesion.

Marine grade finish provides
superior salt, humidity and
UV protection. This coating
withstands up to 3000 hours of
continuous salt spray, comes
with a 5-year warranty and is
available in either a textured or
gloss surface.

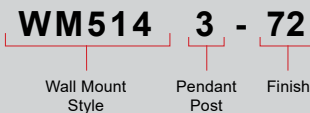
Modifications:

Consult factory for custom or
modified designs.

WM514 - WALL MOUNT

Wall mount for pendant or post fixtures.

Catalog Logic



Catalog Number

1

2

WM514

1 MOUNTING TYPE

1 Post

3 Pendant

2 FINISHES

*Marine Grade Finish requires an additional charge, consult factory.

Standard Colors	Standard Grade	Marine Grade*	Premium Colors	Premium Grade	Marine Grade*
Aspen Green	10	10M	Silver	56	56M
Cantaloupe	11	11M	Black Verde	61	61M
Lilac	12	12M	Painted Chrome	70	70M
Putty	13	13M	Painted Copper	71	71M
Raw Unfinished	40	NA	Textured Black	72	72M
Black	41	41M	Matte Black	73	73M
Forest Green	42	42M	Textured Architectural	76	76M
Bright Red	43	43M	Textured White	77	77M
White	44	44M	Textured Silver	78	78M
Bright Blue	45	45M	High Gloss Black	01	01M
Sunny Yellow	46	46M	Arctic Silver	14	14M
Aqua Green	47	47M	Mayan Gold	79	NA
Galvanized	49	NA	Textured Desert Stone	80	80M
Navy	50	50M	Graystone	82	82M
Architectural Bronze	51	51M	Oil Rubbed Bronze	83	83M
Patina Verde	52	52M	Carbon Graphite	96	96M
Copper Clay	53	53M			

Consult Factory for additional paint options, charges & availability.