

Project name:	
Fixture type:	
Date:	

4" Adjustable Phenolic Step Baffle Trim

4" adjustable metal of phenolic step baffle. For use with MR16 lamps with GU5.3, GU10, or PSA37.



Features

- Phenolic Adjustable trim.
- Baffle, 25° tilt.
- Lamp: MR16 with GU5.3, GU10, or PSA37.
- O.D.: 4 3/4"

Technical Details

Construction:

- Meticulously manufactured trim with a powder coated or anodized finish.
- Integral gimbal ring holds lamp and allows for 25° internal adjustability while keeping a flush look on the calling
- Baffle helps reduce glare.

Installation: Clips securely mount trim into the housing and keeps ring flush with ceiling.

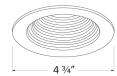
Compatible Housings:

- 4" Dedicated LED with PSA37: EL49FICA, EL490ICA, EL490RICA, EL492ICA, EL492RICA.
- 4" LED Bi-Pin Low Voltage MR16 Housings with LED MR16 Bi-Pin GU5.3 Lamp: EL1499LDICA, EL1499LDICEA, EL1499LDRICA, EL1499LDRICEA,
- 4" Bi-Pin Low Voltage MR16 Housings with MR16 Bi-Pin GU5.3 Lamp: EL1499ICA, EL1499ICA-277, EL1499ICEA, EL1499ICA-L, EL1499IC20A, EL1499IC35A, EL1499ICAS, EL1499ICEAS, EL1499A, EL1499EA, EL1499-277A, EL1499-20A, EL1499-75A, EL1499RA, EL1499REA, EL1499AJICEA, EL1499R-75A, EL1499S, EL1499ES, EL1499RS, EL1499RES
- 4" LED MR16 GU10 Housings for Use with GU10 LED Lamp: EL49FICA-GU10, EL49LDICA, EL49LDICA-7, EL49LDICAS, EL49LDRICA
- 4" MR16 GU10 Housings for use with GU10 MR16 Lamp: EL49FICA-GU10, EL49ICA, EL49A, EL49RA

Lamp: Compatible with MR16 with GU5.3, GU10, or PSA37.



Dimensions



Product Numbers

Item	Finish	
EL1493BB	All Black	
EL1493BZ	All Bronze	
EL1493BCP	Black with Copper Trim	
EL1493BN	Black with Nickel Trim	
EL1493W	All White	
EL1493B	Black with White Trim	
EL1493WN	White with Nickel Trim	
EL1493BBZ	Black with Bronze Trim	
EL1493BBZ	Black with Bronze Hilli	

Product Number Builder Example: EL1493BB

4" Phenolic Baffle Trim Finish

EL1493

BB All Black

BZ All Bronze

BCP Black with Copper Trim

BN Black with Nickel Trim

W All White

B Black with White Trim

WN White with Nickel Trim

BBZ Black with Bronze Trim