

**ENGINEERED FOR HAZARDOUS ENVIRONMENTS.
BUILT FOR SAFETY. BUILT TO LAST.**

The WAY TO GO™ Explosion Proof is a high-performance LED floodlight engineered for use in hazardous locations where safety is critical and performance cannot be compromised.

Built tough for the harshest conditions on land and at sea, it delivers exceptional reliability, efficiency and peace of mind in environments where failure is not an option.



EXPLOSION PROOF DESIGN

Built to operate safely in hazardous areas where flammable gases, vapours or dusts may be present. Certified protection you can rely on.

SUITABLE FOR USE ON SHIPS



Built for marine environments – ideal for decks, engine rooms, loading areas and overwater installations.

EXPLOSION PROOF DESIGN	ATEX / IECEX CERTIFIED	ZONE 2 & C1D2 SUITABLE	SUITABLE FOR SHIPS	MARINE GRADE PROTECTION	ADVANCED THERMAL MANAGEMENT	IK10 IMPACT RESISTANT	IP66 RATED	LONG LIFE LED TECHNOLOGY	INDUSTRIAL GRADE COMPONENTS

WAY TO GO™ – THE EXPLOSION PROOF FLOODLIGHT YOU CAN RELY ON. ANYWHERE. ANYTIME.

TRUSTED FOR HAZARDOUS ENVIRONMENTS

SHIPS	MARINE PORTS	OIL & GAS FACILITIES	POWER STATIONS	FUEL STORAGE DEPOTS	CHEMICAL PLANTS

- ✓ ATEX / IECEX certified – trusted for global use
- ✓ Zone 2 & C1D2 – safe in hazardous areas
- ✓ Suitable for use on ships and offshore installations
- ✓ Corrosion resistant – marine grade protection
- ✓ Heavy duty aluminium housing – built tough
- ✓ Advanced cooling – consistent performance
- ✓ IP66 rated – dust tight & powerful water protection
- ✓ IK10 impact resistant – maximum durability
- ✓ Long life LEDs – up to 150 lm/W efficiency
- ✓ Fast installation – secure mounting, loop-in / loop-out

WAY TO GO EXPLOSION PROOF RANGE					
Model No.	Power	Lumen Output	Weight	Gross Weight	Carton Size (mm)
W2GO-EX050	50W	7500 lm	4.4 kg	5.2 kg	395 x 280 x 120
W2GO-EX100	100W	15000 lm	6.2 kg	7.1 kg	430 x 330 x 135
W2GO-EX200	200W	30000 lm	7.9 kg	8.9 kg	495 x 400 x 135
W2GO-EX240	240W	36000 lm	8.6 kg	9.6 kg	495 x 400 x 135



DESIGNED IN NEW ZEALAND

BUILT FOR THE WORLD