

START Waterproof Housing G2 1200 pour tube LED 2X **0047194**



Caractéristiques de la gamme

• START Waterproof Housing, étanche vendu vide pour tubes LED. Compatible avec les tubes LED Sylvania ToLEDo™ T8. Disponible en 1200mm et 1500mm. Corps en polycarbonate. Solution flexible simple à installer pour sites industriels, les garages, les parkings et les ateliers. IMPORTANT : les luminaires boitiers étanches doivent impérativement être installés sous abris (toit, auvent, casquette...).

CIBSE TM66

Result			
Category	Points Scored	Maximum possible points	Assessment
Category	1 cinto ocorea	maximum possible points	Assessment
Product design	58	134.0	1.7
Manufacturing	17.1	46.5	1.5
Materials	6	24.0	1
Ecosystem	15	43.0	1.4
Overall performance	96.1	247.5	1.40

How to analyse the score			
0.0 to 0.5	Very poor circular economy performance		
0.5 to 1.5	Some circular economy functionality		
1.5 to 2.5	Definite/substantial progress to circularity		
2.5 to 4.0	Excellent circularity		

Technical Memorandum (TM) 66 describes a Circular Economy's main aims, how it can be achieved and what it's practice will mean to the different branches of our industry like specifiers, manufacturers, contractors, and Facilities Managers.

The Circular Economy Assement Method for Manufacturing (CEAM-Make)'s list of 66 searching questions, the majority of which askfor back-up evidence, is split into four sections:

Product Design: Covering topics such as design for long life and repair

Manufacturing: Additive and subtractive techniques and localisation

Materials: Usage of recyclable materials rather than virgin

Ecosystem: Repair or upgrade services to complement circular economy design

The outcome of the assement is a single figure rating by which product comparisons can be made. A TM66 score demonstrates a product's performance in the context of a Circular Economy

CIBSE (2021) Circular Economy Assessment Method - Make TM66 Digital Tool beta version 22nd October 2021 (London: Chartered Institution of Building Services Engineers)