





**Notes:**

1. Values are nominal design 3-second gust wind speeds in miles per hour (m/s) at 33 ft (10m) above ground for Exposure C category.
2. Linear interpolation between contours is permitted.
3. Islands and coastal areas outside the last contour shall use the last wind speed contour of the coastal area.
4. Mountainous terrain, gorges, ocean promontories, and special wind regions shall be examined for unusual wind conditions.
5. Wind speeds correspond to approximately a 7% probability of exceedance in 50 years (Annual Exceedance Probability = 0.00143, MRI = 700 Years).

The material presented is for general data purposes only and intended solely as informational guidance. Wave Lighting assumes no responsibility for errors or omissions in the material provided above. In no event shall Wave Lighting be liable for any special, direct, consequential, or incidental damages or any damages whatsoever, whether in action or contract, negligence or other tort, arising out of or in connection with the use of this data provided. Always consult local professionals to determine maximum wind velocities, gusting, and unique weather conditions for each specific application.

- Fixture and pole EPA values are based on wind pressures and forces specified in ANSI/ASCE 7-10.
- Wind speeds and listed EPAs are for ground mounting installations.
- Values are the highest-mile speeds at 33ft. (10 m) above ground for exposure Category 2.
- Local code may require wind speeds other than those shown on map.
- Harsh weather conditions such as hurricanes, typhoons, cyclones, or tornadoes may expose poles to flying debris and other disastrous effects not included in velocity ratings.

## SAFETY NOTES

Selecting a post for performance and safety requires a full understanding of various factors and conditions. Professional engineering assistance in selecting a post is highly recommended. Purchaser is responsible for meeting any and all codes or requirements. If you choose a post without getting such assistance, you do so at your own risk.