# SC3-ALTB SERIES

# **UNDERWATER PONTOON LIGHT**



#### DESCRIPTION

The SC3 underwater pontoon light provides your vessel with up to 36 watts of intense LED lighting. The SC3's are designed with a sub-compact 3" diameter housing and single bolt installation for under-the-waterline surface mounting. The glass window and sleek look of the hard anodized aluminum housing compliments the look of any trailer or lift-kept pontoon boat. These lights are available in white, blue, or an RGB version.

#### **FEATURES**

- Proprietary clear gel-filled design, injected through entire unit eliminates condensation and/or water intrusion under stress
- Tough, scratch resistant, tempered glass lens with hard anodized aluminum housing — impervious to acetone, solvents and demanding marine environments
- Durable hard anodized and coated aluminum housing recommended for trailer or lift-kept boats
- Transient surge and reverse polarity protection — dramatically prolongs unit life
- RGB version compatible with most standard RGB controllers
- Integrated thermal protection for safe operation out of water

## **SPECIFICATIONS**

- Up to 3,000 lumens
- 120 degree beam angle
- 3 amps max current draw for RGB version
- 1.5 amps continuous current draw for single color version
- 12 volt input
- 3" (76.2mm)
- IP68 fully submersible waterproof design

## **INCLUDES**

- Lighting unit
- 3' (1m) submersible grade cable
- 0.75-16 Mounting nut, washer and rubber gasket
- 3 year standard warranty

## ► ADD A SHADOW-CASTER™ RGB CONTROLLER

Dramatic, full-feature control through your Multifunction Display (MFD) by adding the Light Commander control module or other compatible Shadow-Caster™ RGB Controller

# With compatible RGB controller

- · Unlimited shades of color and fading
- Dimming Strobe rate Music sync
- · Multiple zones · And much more...

Dramatically enhanced lighting capabilities through your existing MFD with use of Shadow-Caster's Light Commander marine lighting controller.



LIGHT COLOR MODELS  MODEL #	SC3-BB-ALTB	GREAT WHITE  SC3-GW-ALTB	FULL COLOR RGB or unlimited colors with Shadow-NET** controller  SC3-RGB-ALTB
BADGE IDENTIFIER	<u>SC</u>	<b>SE</b>	(SE

