

SKU # MS-6A1-6X3RGB

Part # 1003180

Description

6x3 RGB Multi-Color LED Marine Light - 316 Marine Grade Stainless Steel

Categories Marine Sport Lighting

Sub-Categories Underwater LED Lighting - Other

UPC 812867021209

Unit of Measure EA

Related Skus:

Cross Sell Skus:

Condition

Manufacturer

EZ Category

New

Marine Sport Lighting

Marine Underwater LED

Harmonization Code

8512.20.2080

Universal

YES

Life Expectancy

SEMA Product

Marine All-Around Light

Part Type ID 57170

Reverse Polarity

Marine All-Around Light

Operating Voltage

Current Draw

Wattage

18-Watts

Chip Type

IP Rating

LUX



Adding underwater lighting to your vessel has never been easier. One small cable hole and a few mounting screws is all it takes. Race Sport Lighting's Surface Mount Underwater LED lights compete with other LED models costing over twice as much. They boast a corrosion-proof, solid stainless steel body with a polycarbonate lens that is resistant to marine growth and does not require bonding or painting. Overheating is not a problem, due to the active thermal management system which manages the unit's light output based on temperature. These lights can be installed below the waterline, and are ideal for transom, hull-side, and many other locations. Compact and with a very slim profile, they can be installed on any size vessel. Our Round 6x3 RGB Marine Lights have the following features: • Increased output over our 6x1W • Surface mount for fast, easy installation. Water Cooled. • Completely self-contained, fully sealed, fully waterproof, and fully submersible • One piece 316 sta

Kelvin (ColorTemperature)

RGB

Universal or Vehicle Specific Universal

Made In Warranty CN 1 year

Lumens

Beam **Pattern** Est. Labor Hours 2.20 Width 5.50 Gross Weight Net Weight 2.20 3.00 Height DIM Weight 8.50 1.01 Depth

Prop 65 WARNING: This product can expose you to chemicals, which are known to the State of California to cause cancer and birth defects or other reproductive harm. For more information go to www.P65Warnings.ca.gov