

# UL Ti MATE RANGE - MODEL NUMBER - S00475-SA -

## underwater lights limited™

Manufacturers of the Original underwater lights™  
Brand Marine Lighting Products since 1991

### DESCRIPTION

This is the most flexible and powerful "through-hull" submersible marine light for the large sports fish yachts and is suitable for GRP-fibreglass and wooden hulls. The design and development of the **UL Ti MATE 130 SA** gave the marine market their wish with the internal adjustment (SA) which allows the beam angle to be varied from a narrow to wide beam and to universally move the beam direction by 20 degrees from within the projector housing. The **UL Ti MATE 130 SA** has a larger aperture which increases the light output by 25%. We advise that the light be installed 250mm below the minimum waterline. The boat must be hauled out for installation, although maintenance of the light is carried out from inside the hull. The light is IPX8 to 10 bar.

### TECHNICAL SPECIFICATION

Lamp Type - MSD Metal Halide 150w or 250w

Lamp Life - 3000 Hours - Colour Temp - 7000 K

Voltage/Amps - 150 watt 120(V3)/230(V2)volt - 1.4 /0.7.A

Voltage/Amps - 250 watt 90/265vac- 2.4/1.2A

Glass Lens - Borosilicate glass

Material - Aluminium Bronze and 5083 ALU

Light Level - 150w 12,000 Lumens - 250w 19,000 lms

### NOTE

#### Installation Instruction:

The hole cut-out should be 100 mm.

For Lamp Maintenance allow 170mm behind the projector lid.

Hull thickness range 12 to 120 mm.

#### Electrical Information:

150w - Recommended maximum distance between ballast and projector 10m.

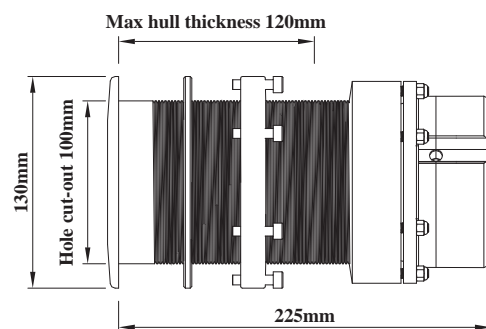
250w - Recommended maximum distance between ballast and projector 25m.

Cable - 150w-High temp. silicone 3 core (Part No S00111).

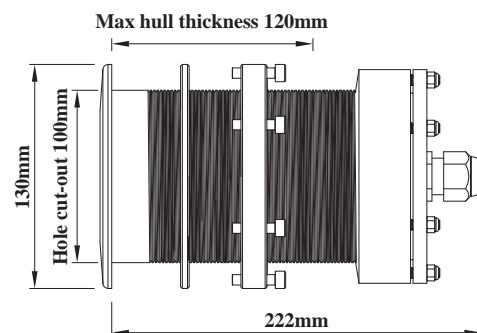
- 250w-2 core 1mm square- Max diameter 6mm ( Part No S92532-1.0).

For additional information please visit our web site.

### UL Ti MATE 130 SA 12,000 or 19,000 lumen



UL Ti MATE 130 SA-W1 (250 WATT)  
ORDER NUMBER-S00475-SA-V1W1



UL Ti MATE 130 SA-W2 (150 WATT)  
ORDER NUMBER-S00475-SA-V2/V3W2