



SE106-LED-WH
Diffuse Glass Lens



SE107-LED-WH
Angled Louvers



SE108-LED-WH

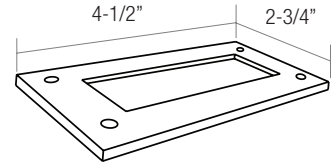


SE109-LED-WH

- FITS IN HANDY BOX WHICH IS 1-7/8" DEEP, 2" W X 4' H •
 - FITS IN SWITCH BOX WHICH IS 1-7/8" DEEP, 2" W X 4' H •
- HOUSING NOT INCLUDED**



- 1 W (0.05W X 8)
- 120V input
- For use indoors in insulated (IC) and Non-insulated (NON-IC) areas.
- For damp location only.
- Conforms to UL standard 1598.
- Available in Warm White (WW) or Amber (AM) for SE108 & SE109
- Available in Cool White for SE106 & SE107



Ordering Example: SE106-LED-WW-WH

SERIES	FINISH
SE106-LED-CW	WH- WHITE
SE106-LED-WW	BZ- BRONZE
SE107-LED-CW	SN- SATIN NICKEL
SE107-LED-WW	
SE108-LED-CW	
SE108-LED-WW	
SE109-LED-CW	
SE109-LED-WW	
SE109-LED-AM	

SEIC LED INDOOR STEP LIGHTS SERIES



SE105-LED-WH
Diffuse Glass Lens w/ White Trim
Trim size: L=9-1/2" X H=4-7/8"



SE841-LED-WH
Angled Louvers w/ White Trim
Trim size: L=9-1/2" X H=4-7/8"

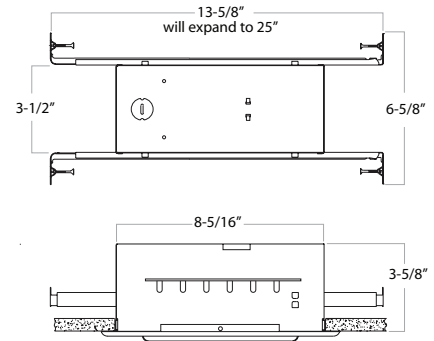
HOUSING INCLUDED



- 3W (0.05X18)
- 120V input
- For use indoors in insulated (IC) and Non-insulated (NON-IC) areas.
- For damp location only.
- Conforms to UL standard 1598.
- Only available in Cool White (CW)

Ordering Example: SEIC113-SE105-LED-WH

HOUSING	FACE PLATE	FINISH
SEIC113	SE105-LED	WH- WHITE
	SE841-LED	BZ- BRONZE
		SN- SATIN NICKEL

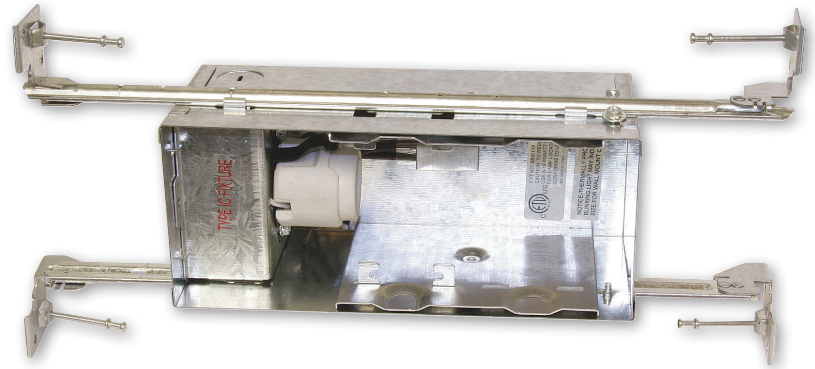
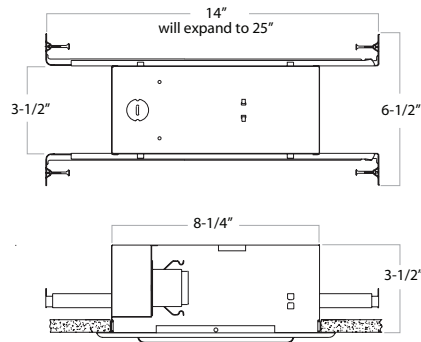


LED



LED STEP LIGHT

STEP LIGHT HOUSING



SEIC I 13

- Step Light housing for incandescent lamp.
- For use indoors in insulated (IC) and Non-insulated (NON-IC) areas.
- For damp location only.
- Conforms to UL standard I598.

STEP LIGHT TRIMS (FOR USE WITH SEIC I 13 HOUSING)



- Secure trim retention w/ torsion springs.

SEI04-WH

Diffuse Glass Lens w/ White Trim
 Max. lamp rating: Non-IC 40W A19 / IC 25W A19
 Trim size: L=9-1/2" X H=4-7/8"

FINISH:

WH-White BR-Bronze SN- Satin Nickel



- Secure trim retention w/ torsion springs.

SE840-WH

Angled Louvers w/ White Trim
 Max. lamp rating: Non-IC 40W A19 / IC 25W A19
 Trim size: L=9-1/2" X H=4-7/8"

FINISH

WH-White BR-Bronze SN- Satin Nickel

