

GENERAL SPECIFICATIONS







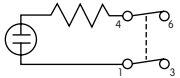
Electrical Capacity & Other Ratings

| | |
|-------------------------------------|--|
| Resistive Load: | 20A @ 110V AC |
| Contact Resistance: | 10 milliohms maximum |
| Insulation Resistance: | 1,000 megohms minimum @ 500V DC |
| Dielectric Strength: | 2,000V AC minimum for 1 minute minimum |
| Mechanical Life: | 30,000 operations minimum |
| Electrical Life: | 10,000 operations minimum |
| Operating Temperature Range: | -10°C through +50°C (+14°F through +122°F) |
| Nominal Operating Force: | 1,250 grams |
| Angle of Throw: | 22° |

Materials & Finishes

| | |
|------------------------------------|----------------------------|
| Rocker: | Polycarbonate resin |
| Mounting Frame: | Steel with chrome plating |
| Movable Contacts: | Silver alloy |
| Stationary Contacts: | Copper with silver plating |
| Base: | Melamine |
| Common & End Terminals: | Brass with silver plating |

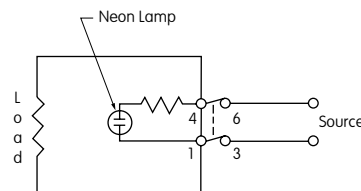
SINGLE POLE HIGH CAPACITY

| Model | Pole | Rocker Position | | | Connected Terminals | | | Throw & Power/Lamp Schematics |
|---------|------|--|--|--|--|--|---|---|
| | | Up  | Center  | Down  | Up  | Center  | Down  | |
| LW3021A | DP | ON | NONE | OFF | 1-3 4-6 | OPEN | OPEN | Notes: Terminal numbers are on switch. Lamp circuit is synchronous to switching circuit.  |

Neon Lamp Specifications

.234" x .198" (5.94mm x 5.03mm) window is translucent red.
Neon lamp with built-in ballast resistor is integral part of switch.

| | | |
|----------------------------|---|----------------------|
| Voltage | V | 90 - 120V AC |
| Internal Series Resistance | | 100K ohms |
| Current | I | 0.8mA |
| Endurance | | 10,000 hours minimum |



Since this is a double break device, one side of the electrical source should be connected to terminal 3 and the other side to terminal 6. The electrical load should be connected between terminals 1 and 4.

2 screws supplied for flush panel mounting.

