

NSR-9514XL

Duty and Personal-Size Flashlight





MARKET APPLICATIONS	Law enforcement, fire & rescue, industrial, security, hardware/tool, automotive, hunting/recreation.
CASE MATERIAL	Glass-filled Nylon Polymer w/ Aircraft-grade 6061-T6 Aluminum Tail Cap & Bezel both with a Type III Hard Anodized Finish - Black
DIMENSIONS	Length: 8.9 inches (226 mm) • Handle diameter 1.2 inches (30 mm) • Head diameter 1.6 inches (41 mm)
WEIGHT	Weight: 10.1 oz. (286 g) with battery installed
LENS	Polycarbonate with scratch resistant coating
LIGHT SOURCE	CREE® LED technology – 50,000 + hours LED life
LIGHT OUTPUT	High-Brightness - 650 lumens • Medium-Brightness - 200 lumens • Low-Brightness 50 lumens
ON/OFF	Single Body Switch & Single Tail Switch (Tandom Functionality) • Momentary or Constant-on Flashlight, High, Medium and Low-Brightness Flashlight, Strobe
RUN-TIME	High-brightness - 6.5 hours • Medium-brightness - 9 hours • Low-brightness - 12 hours
BATTERY	Rechargeable Lithium-ion battery (included)
CHARGING	Charging platform is wall or vehicle mountable. Charges in 4 hours (typical) on 100 / 240 50/60 Hz or 12V DC.
FEATURES	<ul style="list-style-type: none"> • Momentary or constant-on plus 3 brightness levels & strobe • Sharp focused beam • Glass-filled nylon polymer housing • Aircraft-grade 6061-T6 aluminum tail-cap and bezel both with a Type III hard anodized finish • Non-slip grip • Body & tail switch • Waterproof • Impact & chemical resistant • Meets requirements of NFPA-1971-8.6 (2013) • Serialized for personal identification • Powered by rechargeable Lithium-ion battery (included) • Includes wall or vehicle mounted charger as well as AC and DC power supply and anti-roll ring
WARRANTY	Limited Lifetime Warranty

APPROVALS



OPTIONAL ACCESSORIES

5 Bank Charger, Direct Wire Kit, USB Charging Cable, Red, Yellow & Blue Safety Cones

FL 1 STANDARD	HIGH	MEDIUM	LOW
	650 LUMENS	200 LUMENS	50 LUMENS
	6h 30 min	9h	12h
	325m	235m	118m
	23976cd	12075cd	6200cd
