# **HL3 3" Round Trim Series**

Recessed 3-inch aperture LED downlight / directional with field interchangeable optics provide various distribution patterns. Ideal for accent, task and general area lighting. Housing is airtight, suitable for 2x6 residential or shallow plenum commercial constructions and can be used in direct contact with insulation. Trims are available in a range of finishes and can be installed rimless with an optional rimless adapter. Use where high efficiency, excellent light control and low aperture brightness are required.

Catalog #	Type
Project	
Comments	Date
Comments	
Prepared by	

### **DIRECTIONAL OPEN**

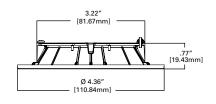


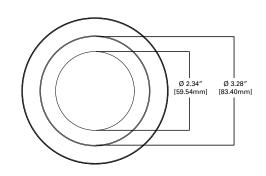
**TL3R**Conical Reflector,
Open, Self Flanged











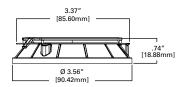


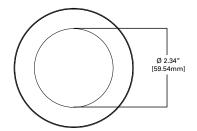
**TL3RMWRL** Conical Reflector, Open, Rimless





Trim	Shielding	Finish	Flange
TL3R = 3.25" aperture conical reflector, open, rimless	[blank] = open	Painted Finishes MW = matte white reflector and flange	RL = rimless, must be used with rimless adapter ordered separately





## **DIRECTIONAL OPEN**



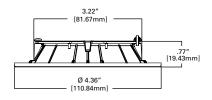
TL3BBWF TL3WBWF

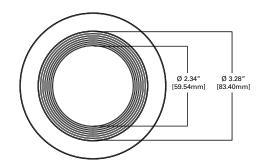
Conical Baffle, Open, Self Flanged





Trim	Shielding	Finish	Flange
TL3R = 3.25" aperture conical baffle, open, self-flanged	[blank] = open	Painted Finishes BBMF = matte black baffle, matte white flange WBWF = matte white baffle, matte white flange	[blank] = full overlap self-flanged





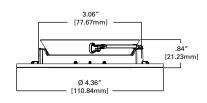


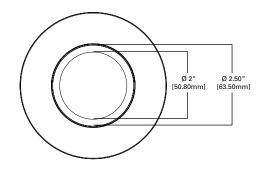
**TL3PIN**Round Pinhole w/Oculus,
Open, Self Flanged





Trim	Shielding	Finish	Flange
TL3PIN = 2.00" aperture pinhole w/oculus, open, self-flanged	[blank] = open	Electroplated Finishes BNBB = brushed nickel flange, black oculus ORBBB = oil rubbed bronze flange, black oculus Painted Finishes MWWB = matte white flange, white oculus MWBB = matte white flange, black oculus MBBB = matte black flange, black oculus	[blank] = full overlap self-flanged





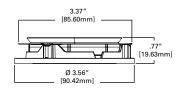


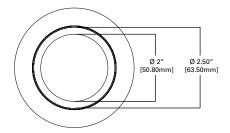
**TL3PINMWWBRL**Round Pinhole w/Oculus,
Open, Rimless





Trim	Shielding	Finish	Flange
TL3PIN = 2.00" aperture pinhole w/oculus, open, rimless	[blank] = open	Painted Finishes MWWB = matte white flange, white oculus	RL = rimless, must be used with rimless adapter ordered separately







## **DIRECTIONAL LENS**

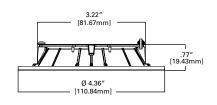


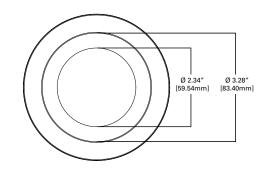
**TL3R2G**Conical Reflector,
Diffuse Lens, Self Flanged





Trim	Shielding	Finish	Flange
TL3R = 3.25" aperture conical reflector, open, self-flanged	2G = micro- prismatic lens	Anodized Finishes H = semi-specular clear reflector and flange HWF = semi-specular clear reflector and matte white flange Electroplated Finishes BN = brushed nickel reflector and flange ORB = oil rubbed bronze reflector and flange Painted Finishes MW = matte white reflector and flange MB = matte black reflector and flange	[blank] = full overlap self-flanged





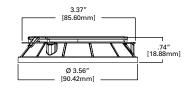


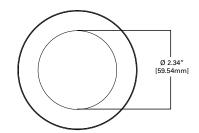
**TL3R2GMWRL** Conical Reflector, Diffuse Lens, Rimless





Trim	Shielding	Finish	Flange
TL3R = 3.25" aperture conical reflector, open, rimless	2G = micro- prismatic lens	Painted Finishes MW = matte white reflector and flange	RL = rimless, must be used with rimless adapter ordered separately





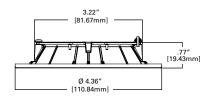


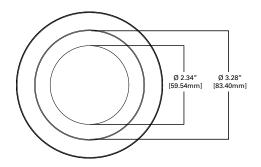
**TL3PR2GMW**Conical Polymer Reflector,
Diffuse Lens, Self Flanged













## **DIRECTIONAL LENS**



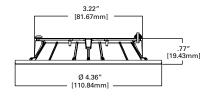
TL3R2GBBWF TL3R2GWBWF

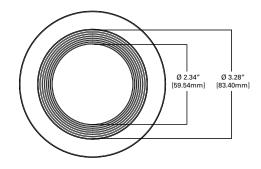
Conical Baffle, Diffuse Lens, Self Flanged





Trim	Shielding	Finish	Flange
TL3R = 3.25" aperture conical baffle, open, self-flanged	2G = micro- prismatic lens	Painted Finishes BBMF = matte black baffle, matte white flange WBWF = matte white baffle, matte white flange	[blank] = full overlap self-flanged





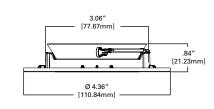


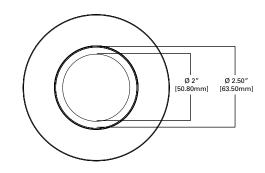
**TL3PIN2G**Round Pinhole w/Oculus,
Diffuse Lens, Self Flanged





T	rim	Shielding	Finish	Flange
TI	L3PIN = 2.00" aperture pinhole w/oculus, open, self-flanged	2G = micro- prismatic lens	Electroplated Finishes BNBB = brushed nickel flange, black oculus ORBBB = oil rubbed bronze flange, black oculus	[blank] = full overlap self-flanged
			Painted Finishes MWWB = matte white flange, white oculus MWBB = matte white flange, black oculus MBBB = matte black flange, black oculus	





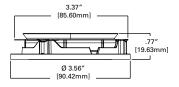


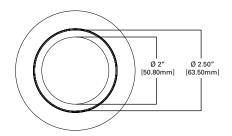
**TL3PIN2GMWWBRL**Round Pinhole w/Oculus,
Diffuse Lens, Rimless





Trim	Shielding	Finish	Flange
TL3PIN = 2.00" aperture pinhole w/oculus, open, rimless	2G = micro- prismatic lens	Painted Finishes MWWB = matte white flange, white oculus	RL = rimless, must be used with rimless adapter ordered separately







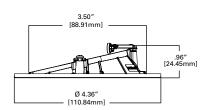
## **LENS WALL WASH**

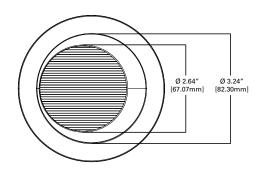


**TL3LWW6G**Conical Angle Cut Lens
Wall Wash, Self Flanged



Trim	Shielding	Finish	Flange
TL3LWW = 3.25" aperture conical lens wall wash, self-flanged	6G = linear spread lens	Anodized Finishes H = semi-specular clear reflector and flange HWF = semi-specular clear reflector and matte white flange Painted Finishes MW = matte white reflector and flange	[blank] = full overlap self-flanged







**TL3LWW6GMWRL** Conical Angle Cut Lens Wall Wash, Rimless



Trim	Shielding	Finish	Flange
TL3LWW = 3.25" aperture conical lens wall wash, rimless	<b>6G</b> = linear spread lens	Painted Finishes MW = matte white reflector and flange	RL = rimless, must be used with rimless adapter ordered separately

