

7060

Tactical Flashlight

In a rare collaboration between public and private sectors, the City of Los Angeles Police Department (LAPD) has partnered with Pelican Products to develop the Pelican 7060 LED as the standard issue tactical/patrol flashlight for all its officers.

The Pelican 7060 LED light employs a revolutionary dual switch technology that allows the light to be activated by either a body-mounted patrol switch or a tail-mounted tactical switch. The dual switches, which include a momentary mode and high/strobe/medium/low beams, allows the user to grip the light in several positions and still control activation. In addition, the 7060 is self programmable. This allows the individual user to custom tailor the various modes to their liking. The light incorporates a rechargeable Lithium-Ion battery for maximum brightness and is also lightweight compared to standard batteries.



- Built Pelican tough
- Super bright LED beam
- · Unconditional Lifetime Guarantee of Excellence
- USB Lithium Ion Rechargeable

DIMENSIONS

Length 8.65" (22 cm)

MATERIALS

Body Xenoy
O-Ring EPDM

Lens Polycarbonate (PC)

Shroud Xenoy

COLORS

Black

LIGHT SPECS

Lamp Type LED

POWER

Battery Size 18650 Battery Type Lithium-lon

Battery Quantity 1
Batteries Included yes
Rechargeable yes
Charge Time 5 hrs
Volts 3.7v

WEIGHT

Weight With Batteries

10.4 oz (295 gr)



SWITCH

Switch Type3-Way Side and Tail SwitchesLight ModesHigh / Strobe / Medium / Low

OTHER

Minimum Pack 1
Package Code B

FL1 STANDARD	HIGH	MEDIUM	LOW
31/4	535 LUMENS	218 LUMENS	26 LUMENS
	3h 45mins	12h 0mins	68h 0mins
	207m	131m	44m
	10707cd	4297cd	481cd
	IPX4		

ACCESSORIES



7077 Plain Leather Holster



6057F 110V Transformer (USA)



7052YW Traffic Wand (Yellow)



7060FBC Fast Charger Bank (5 receptacles)



7069 Replacement Battery













8056F

7075 12v Plug-in for Fast Charger Basket Weave Leather Holster Deck/Dash Charger Base Unit

7070

7052OR Traffic Wand (Orange)

6061F Direct Wiring Rig for Fast Charger



7078 Nylon Holster

Pelican