

Part Number Prefix (Enclosed)	Part Number (Door Interlocked)	Input Terminal Shroud	Output Terminal Shroud	Auxiliary Contact 1NO & 1NC	Auxiliary Contact 2NO & 2NC
3 Pole Load Break Switches					
LB1603PNL--	LBD1603P	Tunnel Terminals Shrouds Not Required		LBAC010	LBAC020
LB2003PNL--	LBD2003P	LBTS010	LBTS010		
LB2503PNL--	LBD2503P				
LB3153PNL--	LBD3153P	LBTS020	LBTS020		
LB4003PNL--	LBD4003P	LBTS030	LBTS030		
LB5003PNL--	LBD5003P				
LB6303PNL--	LBD6303P	LBTS040	LBTS040		
LB8003PNL--	LBD8003P				
LB10003PNL--	LBD10003P	LBTS160	LBTS160		
3 Pole + Switched Neutral Load Break Switches					
LB1603PSN--	LBD1603PSN	Tunnel Terminals Shrouds Not Required		LBAC010	LBAC020
LB2003PSN--	LBD2003PSN	LBTS010	LBTS010		
LB2503PSN--	LBD2503PSN				
LB3153PSN--	LBD3153PSN	LBTS020	LBTS020		
LB4003PSN--	LBD4003PSN	LBTS030	LBTS030		
LB5003PSN--	LBD5003PSN				
LB6303PSN--	LBD6303PSN	LBTS040	LBTS040		
LB8003PSN--	LBD8003PSN				
LB10003PSN--	LBD10003PSN	LBTS160	LBTS160		
3 Pole Switch Fuse					
LBF1253PNL--	LBFD1253P	Tunnel Terminals Shrouds Not Required		LBAC050	LBAC060
LBF1603PNL--	LBFD1603P	LBTS050	LBTS060	LBAC010	LBAC020
LBF2003PNL--	LBFD2003P				
LBF3153PNL--	LBFD3153P	LBTS080	LBTS090		
LBF4003PNL--	LBFD4003P				
LBF6303PNL--	LBFD6303P	LBTS110	LBTS120		
LBF8003PNL--	LBFD8003P				
3 Pole + Switched Neutral Switch Fuse					
LBF1253PSN--	LBFD1253PSN	Tunnel Terminals Shrouds Not Required		LBAC050	LBAC060
LBF1603PSN--	LBFD1603PSN	LBTS070	LBTS070	LBAC010	LBAC020
LBF2003PSN--	LBFD2003PSN				
LBF3153PSN--	LBFD3153PSN	LBTS100	LBTS100		
LBF4003PSN--	LBFD4003PSN				
LBF6303PSN--	LBFD6303PSN	LBTS130	LBTS130		
LBF8003PSN--	LBFD8003PSN				
3 Pole + Switched Neutral Changeover Switches					
LBC1603PSN--	LBCD1603PSN	LBTS010	LBTS010	LBAC030	LBAC040
LBC2003PSN--	LBCD2003PSN				
LBC2503PSN--	LBCD2503PSN				
LBC3153PSN--	LBCD3153PSN	LBTS070	LBTS140	LBAC010	LBAC020
LBC4003PSN--	LBCD4003PSN				
LBC6303PSN--	LBCD6303PSN	LBTS100	LBTS150		
LBC8003PSN--	LBCD8003PSN				
LBC10003PSN--	LBCD10003PSN	LBTS130	LBTS170		

Note: LBC 315-1000A Changeover Switches require 2 input shrouds for Input 1 and Input 2