

3 SIDEWINDER WATERPROOF

Get wet!

THE reference in 1/10 scale sport controllers

Castle's Sidewinder ESC, the leading 1/10th scale sport brushless ESC, is now waterproof. The new Sidewinder 3 can power crawlers on water filled trails, SCTs through rain soaked parking lots, and AWDs on rips across muddy fields. Drivers can follow their irresistible urges to drive in the mud or stomp their truck in puddles without damaging their controller.

Designed for 1/10th

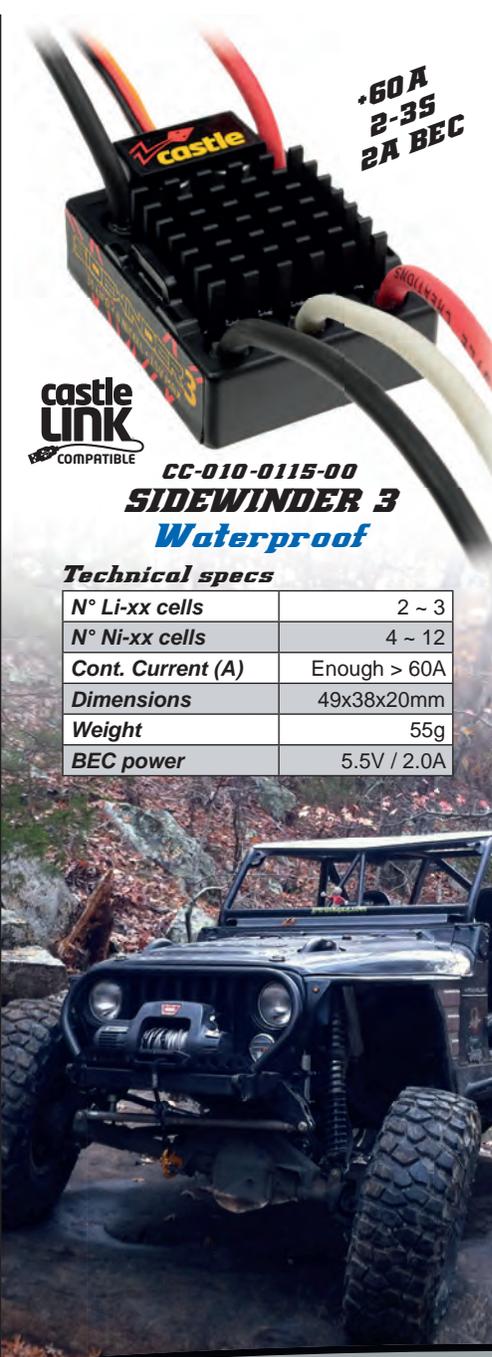
The Sidewinder 3 is a great fit for 1/10th off-road, on-road, and rock crawlers running up to 3S LiPo. It sports updated circuitry for faster response time and improved reliability. As always, the Sidewinder 3 offers industry-leading software functions and USB programming capability via Castle Link USB adapter (sold separately).

Legal mumbo jumbo

Although Sidewinder 3 and Castle brushless motors are waterproof, always rinse the ESC and motor with fresh water after exposure to corrosives or dirt. While the motor and controller may be waterproof, we suggest users confirm that the rest of their vehicle, including the batteries, servo, radio and chassis, are also waterproof before exposing them to liquids of any kind



1/10 Scale On - Off-Road, SCT, Rock Crawlers



**CC-010-0115-00
SIDEWINDER 3
Waterproof**

Technical specs

N° Li-xx cells	2 ~ 3
N° Ni-xx cells	4 ~ 12
Cont. Current (A)	Enough > 60A
Dimensions	49x38x20mm
Weight	55g
BEC power	5.5V / 2.0A

**•60 A
2-3S
2A BEC**



**CC-010-0115-01
Sidewinder 3 COMBO
ESC • 1406 4-Pole 4600KV motor**
for use up to 3s LiPo or 10 NiMH
Perfect for maximum control, and longest duration

**CC-010-0115-02
Sidewinder 3 COMBO
ESC • 1406 4-Pole 5700KV motor**
for use up to 3s LiPo or 10 NiMH
Optimum combo for speed while still having control

**CC-010-0115-03
Sidewinder 3 COMBO
ESC • 1406 4-Pole 6900KV motor**
for use up to 2s LiPo or 7 NiMH
Lots of wheel spin and wheelies when you can hook up

**CC-010-0115-04
Sidewinder 3 COMBO
ESC • 1406 4-Pole 7700KV motor**
for use up to 2s LiPo or 7 NiMH
Silly fast!

