

## Multi-cone jet (JET/A)

**JET/A** is used when a long throw length is required. JET/A is constructed with a cone unit that can be rotated through 360°. This is to obtain a long or a shorter throwlength. JET/A can also be turned in all directions in an angle up to 30°. Jet is mounted directly in the connection duct, or with a plenum box.

### General Data

Unit sizes:  $\varnothing 200$ ,  $\varnothing 250$ ,  $\varnothing 315$ ,  $\varnothing 400$ .

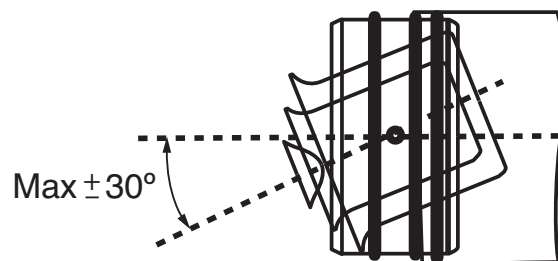
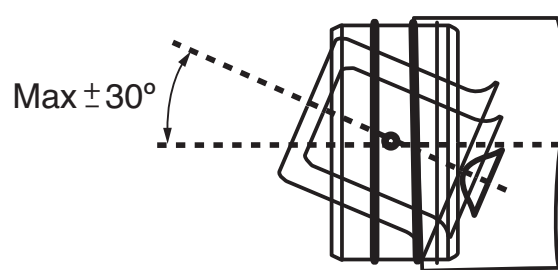
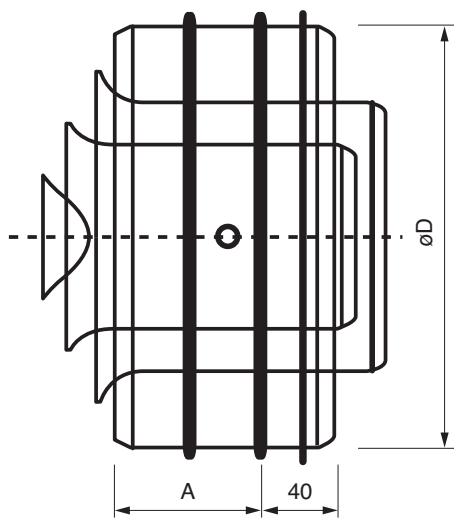
Airflow rates: 0.05 - 0.50m<sup>3</sup>/sec.

JET/A can be supplied as a single unit or in multiple unit configuration.

### Cleaning

Remove the cone unit by taking out the bolts on the outside of the cylinder.

### Dimensions



Ød Connecting dimension to the ductwork

Table 1. JET/A

Size	A	ØD
200	60	198
250	85	248
315	120	313
400	160	398

## Performance data

# Multi-cone jet JET/A

### Throw

Data relating to the tabulated 'throw' dimension is based on 'free jet' horizontal discharge of air at isothermal condition to a terminal velocity of 0.25m/sec.

### Multiple units

In applications where multiple adjacent jets are used, then the throw lengths are increased as follows:

- 2 jets: 1.40 x throw length
- 3 jets: 1.70 x throw length
- 4 jets: 1.90 x throw length

Size	200				
	Throw Mts				
m <sup>3</sup> /sec	St	Pd	Ws	Pd	NC
0.04	8	8	6	10	
0.05	9	12	6	16	
0.06	11	18	8	23	20
0.08	15	32	11	42	28
0.10	19	49	13	64	33
0.15					
0.20					

Size	250				
	Throw Mts				
m <sup>3</sup> /sec	St	Pd	Ws	Pd	NC
0.04					
0.05					
0.06	9	10	6	13	
0.08	11	18	8	23	22
0.10	14	29	10	38	28
0.15	22	64	15	83	36
0.20					

Size	315				
	Throw Mts				
m <sup>3</sup> /sec	St	Pd	Ws	Pd	NC
0.10	11	8	8	10	
0.15	14	18	10	23	24
0.20	19	32	13	42	35
0.25	22	50	15	65	44
0.30	26	72	18	94	52
0.35					
0.40					
0.50					

Size	400				
	Throw Mts				
m <sup>3</sup> /sec	St	Pd	Ws	Pd	NC
0.10					
0.15	13	7	9	9	
0.20	16	13	11	17	22
0.25	18	20	13	26	31
0.30	21	29	15	38	38
0.35	23	38	16	49	44
0.40	25	50	18	65	49
0.50	30	79	21	103	56

- St** = Straight throw
- Ws** = Widespread throw
- Pd** = Pressure drop in Pascals
- NC** = Noise Criteria