

ROUND NECK

Nom Neck Dia, ø	Nom Neck ft²	Neck Velocity	300	400	500	600	700	800	900	1000	1100
6	0.20	Velocity Press	0.01	0.01	0.02	0.02	0.03	0.04	0.05	0.06	0.08
		CFM	60	80	100	120	140	160	180	200	220
		Ps	0.01	0.01	0.02	0.02	0.03	0.04	0.05	0.06	0.08
		NC	<20	<20	<20	<20	21	26	29	33	36
		4 way throw	1 2 3 1 2 4 2 3 5 2 3 6 2 4 7 3 4 8 3 5 9 3 5 9 4 6 9								
		2 & 3 way throw	1 2 4 2 3 6 2 4 7 3 4 9 3 5 10 4 6 11 4 6 12 5 7 13 5 8 13								
8	0.35	1 way throw	2 3 6 3 4 8 3 5 10 4 6 12 5 7 14 5 8 16 6 9 17 7 10 18 7 11 19								
		CFM	100	140	170	210	240	280	310	350	380
		Ps	0.01	0.02	0.03	0.04	0.06	0.08	0.09	0.12	0.14
		NC	<20	<20	<20	22	26	31	34	38	41
		4 way throw	1 2 4 2 3 6 2 4 7 3 4 9 3 5 10 4 6 11 4 6 11 5 7 12 5 8 12								
		2 & 3 way throw	2 3 6 3 4 8 3 5 10 4 6 12 5 7 14 5 8 15 6 9 16 7 10 17 7 11 18								
10	0.55	1 way throw	3 4 8 4 6 12 5 7 14 6 9 17 7 10 20 8 12 21 9 13 22 10 14 24 10 16 25								
		CFM	160	220	270	330	380	440	490	550	600
		Ps	0.01	0.02	0.03	0.05	0.07	0.09	0.11	0.14	0.16
		NC	<20	<20	20	27	31	36	40	44	47
		4 way throw	2 3 5 2 4 7 3 4 9 4 5 11 4 6 12 5 7 13 5 8 14 6 9 15 7 10 16								
		2 & 3 way throw	2 4 7 3 5 10 4 6 13 5 8 15 6 9 18 7 10 19 8 11 20 9 13 21 9 14 22								
12	0.79	1 way throw	4 5 11 5 7 15 6 9 18 7 11 22 8 13 25 10 15 27 11 16 28 12 18 30 13 20 31								
		CFM	240	310	390	470	550	630	710	790	860
		Ps	0.02	0.03	0.05	0.07	0.09	0.12	0.16	0.19	0.23
		NC	<20	<20	24	30	35	40	44	48	51
		4 way throw	2 4 7 3 5 9 4 6 12 5 7 14 6 8 15 6 9 16 7 11 17 8 12 18 9 13 19								
		2 & 3 way throw	3 5 10 4 7 13 6 8 17 7 10 20 8 12 21 9 13 23 10 15 24 11 17 25 12 18 26								
14	1.07	1 way throw	5 7 14 6 9 19 8 12 23 9 14 23 13 19 30 13 19 32 14 21 34 16 24 36 17 26 37								
		CFM	320	430	530	640	750	860	960	1070	1180
		Ps	0.03	0.05	0.07	0.10	0.14	0.18	0.23	0.28	0.34
		NC	<20	22	29	35	40	45	49	52	55
		4 way throw	3 5 9 4 6 12 5 8 15 6 9 16 7 11 17 8 12 19 9 14 20 10 15 21 11 15 22								
		2 & 3 way throw	4 6 13 6 9 17 7 11 21 9 13 23 10 15 25 12 17 26 13 19 28 14 21 29 16 22 31								
16	1.40	1 way throw	6 9 18 8 12 25 10 15 29 12 18 32 14 21 35 16 25 37 18 27 39 20 29 42 22 31 44								
		CFM	420	560	700	840	980	1120	1260	1400	1540
		Ps	0.03	0.05	0.08	0.11	0.16	0.20	0.26	0.32	0.38
		NC	<20	25	33	39	44	48	52	56	59
		4 way throw	4 6 11 5 7 15 6 9 17 7 11 18 9 13 20 10 15 21 11 16 23 12 17 24 14 18 25								
		2 & 3 way throw	5 8 16 7 10 21 9 13 24 10 16 26 12 18 28 14 21 30 16 23 32 17 24 34 19 25 35								
18	1.77	1 way throw	7 11 22 10 15 30 12 18 34 15 22 37 17 26 40 20 30 43 22 32 45 25 34 48 27 35 50								
		CFM	530	710	880	1060	1240	1410	1590	1770	1940
		Ps	0.03	0.06	0.09	0.13	0.18	0.23	0.30	0.37	0.44
		NC	<20	29	37	43	48	53	57	61	64
		4 way throw	4 7 13 6 9 17 7 11 19 9 13 21 10 15 22 12 17 24 13 18 25 15 19 27 16 20 28								
		2 & 3 way throw	6 9 18 8 12 24 10 15 27 12 18 29 14 22 32 16 24 34 18 25 36 21 27 38 22 28 40								
1 way throw	9 13 26 12 17 34 14 22 38 17 26 41 20 30 45 23 34 48 26 36 51 29 38 54 32 40 56										

Notes:

- Neck velocity is fpm, feet per minute

Test Standard

- ANSI / ASHRAE standard 70
- Isothermal conditions
- Non-uniform air flow into diffusers increase sound levels, operating pressures, and can distort the air distribution pattern into the space

Sound Levels

- NC is noise criteria curve that will not be exceeded at the operating point. This is determined by assuming a 10dB (ref: 10-12 watts) room attenuation that is subtracted from the power levels in each of the 2nd thru 7th octave bands

Throw

- The numbers shown are throw distances, in feet, measured along the jet trajectory axis relating to terminal velocities of 150,100,& 50 fpm and include a surface effect.
- Terminal velocity is the air speed, in feet per minute, measured in the supply air stream.
- 2 & 3 way throw distances are obtained with 2 pattern controllers discharging air in the same direction.

Pressure

- PS represents static pressure, inches of water
- PT total pressure can be calculated by adding the Velocity pressure and Static pressure (Ps), inches of water
- All pressures are stated and calculated in inches of water.

SQUARE NECK

Nom Neck Size		Neck Area, ft ²	Neck Velocity		300	400	500	600	700	800	900	1000	1100																	
W	H		Velocity	Press	0.01	0.01	0.02	0.02	0.03	0.04	0.05	0.06	0.08																	
6	6	0.25	CFM	80	100	130	150	180	200	230	250	280																		
			Ps	0.01	0.01	0.02	0.03	0.04	0.05	0.07	0.08	0.10																		
			NC	<20	<20	<20	<20	24	28	33	36	40																		
			4 way throw	1	2	4	2	2	5	2	3	6	2	4	7	3	4	9	3	5	9	4	6	10	4	6	10	5	7	11
			2 & 3 way throw	2	3	6	2	3	7	3	5	9	3	5	10	4	6	12	5	7	13	5	8	14	6	9	14	6	10	15
			1 way throw	3	4	8	3	5	10	4	6	13	5	7	15	6	9	17	7	10	18	8	11	19	8	12	20	9	14	21
8	8	0.44	CFM	130	180	220	270	310	360	400	440	490																		
			Ps	0.01	0.02	0.03	0.04	0.06	0.08	0.10	0.12	0.15																		
			NC	<20	<20	<20	25	30	34	38	41	45																		
			4 way throw	2	2	5	2	3	6	3	4	8	3	5	10	4	6	11	4	6	12	5	7	13	5	8	13	6	9	14
			2 & 3 way throw	2	3	7	3	5	9	4	6	11	5	7	14	5	8	16	6	9	17	7	10	18	7	11	19	8	12	20
			1 way throw	3	5	9	4	6	13	5	8	16	6	10	19	7	11	22	9	13	24	10	14	25	11	16	27	12	18	28
10	10	0.69	CFM	210	280	350	420	490	560	630	690	760																		
			Ps	0.01	0.02	0.03	0.05	0.06	0.08	0.10	0.12	0.15																		
			NC	<20	<20	23	29	34	38	41	44	47																		
			4 way throw	2	3	6	3	4	9	4	5	11	4	6	13	5	8	14	6	9	15	6	10	16	7	11	17	8	12	18
			2 & 3 way throw	3	5	9	4	6	12	5	8	15	6	9	18	7	11	20	8	12	21	9	14	23	10	15	24	11	17	25
			1 way throw	4	6	13	6	9	17	7	11	22	9	13	26	10	15	28	11	17	30	13	19	32	14	21	33	16	23	35
12	12	1.00	CFM	300	400	500	600	700	800	900	1000	1100																		
			Ps	0.02	0.04	0.06	0.09	0.12	0.15	0.19	0.24	0.29																		
			NC	<20	20	27	33	38	42	46	49	52																		
			4 way throw	3	4	9	4	6	12	5	7	14	6	9	16	7	10	17	8	12	18	9	13	19	10	14	20	11	15	21
			2 & 3 way throw	4	6	12	5	8	16	7	10	20	8	12	22	10	14	24	11	16	25	12	18	27	14	20	28	15	21	30
			1 way throw	6	9	17	8	12	23	10	14	28	12	17	31	13	20	34	15	23	36	17	26	38	19	28	40	21	30	42
14	14	1.36	CFM	410	540	680	820	950	1090	1230	1360	1500																		
			Ps	0.02	0.04	0.07	0.10	0.13	0.17	0.22	0.26	0.32																		
			NC	<20	25	32	37	42	46	50	53	56																		
			4 way throw	4	5	11	5	7	14	6	9	17	7	11	18	8	12	20	9	14	21	11	16	22	12	17	23	13	17	25
			2 & 3 way throw	5	7	15	7	10	20	8	12	23	10	15	26	11	17	28	13	20	30	15	22	32	16	23	33	18	25	35
			1 way throw	7	11	21	9	14	28	12	17	33	14	21	36	16	24	39	19	28	42	21	32	45	23	33	47	26	35	49
16	16	1.78	CFM	530	710	890	1070	1240	1420	1600	1780	1960																		
			Ps	0.03	0.05	0.08	0.12	0.16	0.20	0.26	0.32	0.39																		
			NC	20	29	36	41	46	50	53	57	60																		
			4 way throw	4	6	13	6	8	17	7	11	19	8	13	21	10	15	22	11	17	24	13	18	25	14	19	27	15	20	28
			2 & 3 way throw	6	9	18	8	12	24	10	15	27	12	18	29	14	21	32	16	24	34	18	25	36	20	27	38	22	28	40
			1 way throw	8	13	25	11	17	34	14	21	38	17	25	42	20	29	45	22	34	48	25	36	51	28	38	54	31	40	56
18	18	2.25	CFM	680	900	1130	1350	1580	1800	2030	2250	2480																		
			Ps	0.03	0.06	0.09	0.13	0.18	0.24	0.30	0.37	0.45																		
			NC	24	33	40	45	50	54	57	60	63																		
			4 way throw	5	7	15	7	10	19	8	12	21	10	15	23	12	17	25	13	19	27	15	20	29	17	21	30	18	22	32
			2 & 3 way throw	7	11	21	9	14	27	12	18	30	14	21	33	16	25	36	19	27	38	21	29	41	23	30	43	26	32	45
			1 way throw	10	15	30	13	20	38	17	25	43	20	30	47	23	35	51	26	38	54	30	41	57	33	43	60	36	45	63

Notes:

- Neck velocity is fpm, feet per minute

Test Standard

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- Isothermal conditions
- Non-uniform air flow into diffusers increase sound levels, operating pressures, and can distort the air distribution pattern into the space

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