

MODEL SEG-9SP5 - Supply Performance Data

5/32" Diameter Holes on 7/32" Stg. Centers

Nominal Size		Nom Duct Area, ft ²	Core Vel, fpm	200			300			400			500			600			700		
W Width	H Height			Ps	0.01			0.02			0.03			0.05			0.08			0.10	
6"	6"	0.25	CFM	30			50			60			80			90			110		
			NC	<20			<20			<20			22			28			32		
			Throw	2	3	7	4	6	11	5	7	12	6	9	14	7	10	15	8	12	17
8"	8"	0.44	CFM	60			90			130			160			190			220		
			NC	<20			<20			<20			25			31			36		
			Throw	3	5	10	5	7	15	7	11	18	9	13	20	10	15	22	12	17	24
10"	8"	0.56	CFM	80			120			160			210			250			290		
			NC	<20			<20			20			26			32			37		
			Throw	4	6	11	6	9	17	8	11	20	10	15	23	12	18	25	14	19	27
10"	10"	0.69	CFM	110			160			210			270			320			370		
			NC	<20			<20			21			28			33			38		
			Throw	5	7	14	7	10	20	9	13	23	11	17	26	13	20	29	15	22	31
12"	12"	1.00	CFM	160			240			320			400			480			560		
			NC	<20			<20			23			29			35			40		
			Throw	5	8	16	8	12	24	11	16	29	14	20	32	16	24	35	19	27	38
14"	14"	1.36	CFM	230			340			450			560			680			790		
			NC	<20			<20			24			31			36			41		
			Throw	7	10	20	10	15	29	13	19	34	16	24	38	20	29	42	23	32	45
18"	14"	1.75	CFM	300			440			590			740			890			1040		
			NC	<20			<20			25			32			38			42		
			Throw	8	11	23	11	17	33	15	22	39	19	28	44	22	33	48	26	37	52
18"	18"	2.25	CFM	390			580			780			970			1170			1360		
			NC	<20			<20			26			33			39			43		
			Throw	9	13	26	13	19	38	17	26	45	21	32	50	26	38	55	30	42	59
20"	20"	2.78	CFM	490			730			980			1220			1460			1710		
			NC	<20			<20			27			34			40			44		
			Throw	10	14	29	14	21	43	19	29	50	24	36	56	28	43	62	33	47	67
24"	24"	4.00	CFM	720			1080			1440			1800			2160			2520		
			NC	<20			20			29			36			41			46		
			Throw	12	17	35	17	26	52	23	35	61	29	43	68	35	52	75	41	57	81

Data determined in accordance with ANSI/ASHRAE Standard 70-1991

Data based on Actual Neck Size = Nominal Neck Size - 1/4"

Ps - Static Pressure, inches w.g.

Throw - Distance, in feet, to terminal velocities of 150,100,50 fpm, respectively.

NC - Noise Criteria based on room attenuation of 10 dB

For Return use, -Ps = Ps (above) x 1.2, NC = NC (above) +2