

The jet nozzles of KAM Series have been designed specifically to provide air diffusion into large spaces. They are special in so far as they can achieve a long throw on either heating or cooling whilst giving complete flexibility of direction through 60°.

### Material:

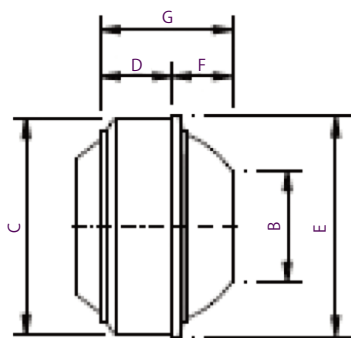
Jet nozzle constructed from aluminium. Seal of rotation from immutable material, classified M1 and F2 as regards fire and smoke safety.

Tamano	B	C	D	E	F	G
125	61	123	55	126	27	83
160	80	158	55	161	34	106
200	102	198	77	201	40	135
250	130	248	99	251	48	171
315	166	313	126	316	57	185

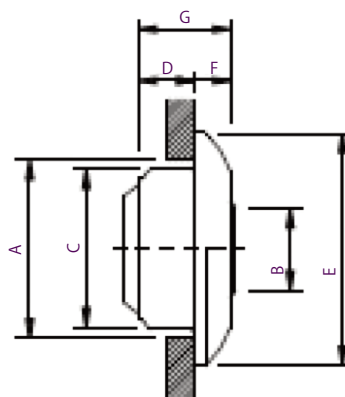


Single Jet Nozzle Unit//  
Type KAM

### Type KAM-D



### Type KAM-W



### Finishes:

Polyester powder-coated in the following colours:  
RAL 9006 - Silver, RAL 9010 - White,  
RAL - Other colours at an additional cost.

### Fixing Systems:

- 1) Wall or ceiling mounting by means of hidden screws behind the ring.
- 2) Connection into a circular metallic duct.

### Additional Accessories:

IEH Pressed collar saddle for KAM-D mounting onto a visible circular duct.

Tamano	A	B	C	D	E	F	G
125	135	61	123	55	180	27	83
160	175	80	158	55	230	34	106
200	215	102	198	77	288	40	135
250	275	130	248	99	359	48	171
315	335	166	313	126	465	57	185

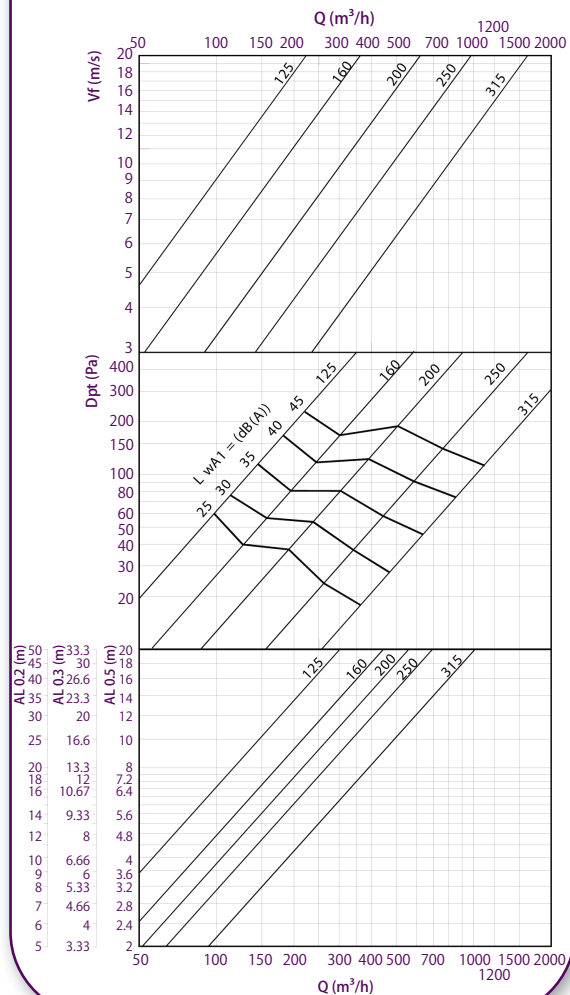
### Recommended Velocity

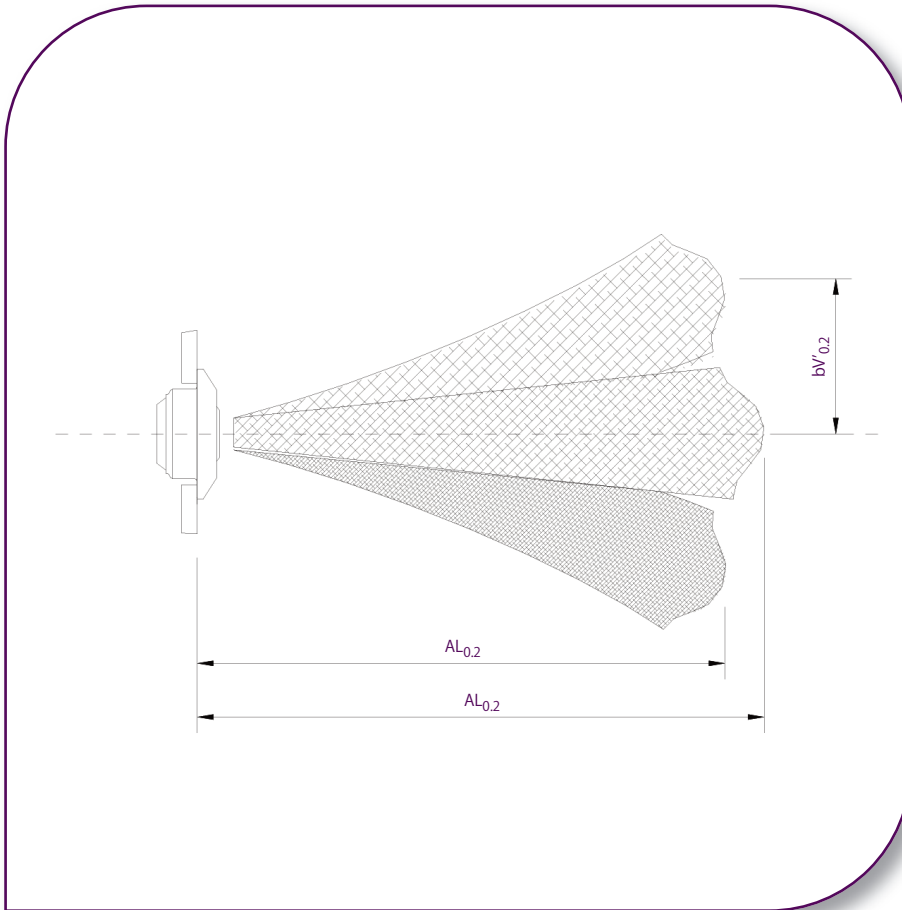
	V min m/s	V max m/s
125	2.5	4.5
160	2.5	6.9
200	3	6.8
250	3.5	6.2
315	4	13.8

### Free Face Area m<sup>2</sup>

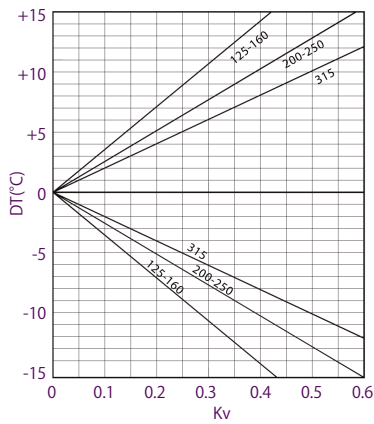
	Ak m <sup>2</sup>	Afree m <sup>2</sup>	Qmin m <sup>3</sup> /h	Qmax m <sup>3</sup> /h
125	0.0123	0.0031	28	220
160	0.0201	0.005	45	305
200	0.0314	0.0085	92	515
250	0.0491	0.0135	170	790
315	0.0779	0.0226	325	1130

### Free Velocity, Pressure Loss and Sound Power Level, Throw



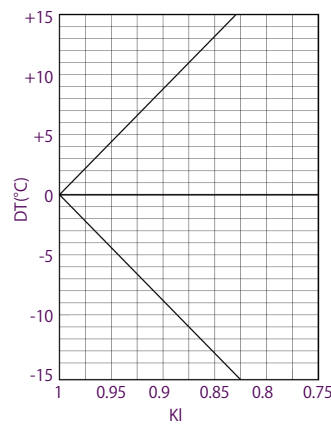


Correction Factor for Vertical Diffusion (bV) for DT(-)

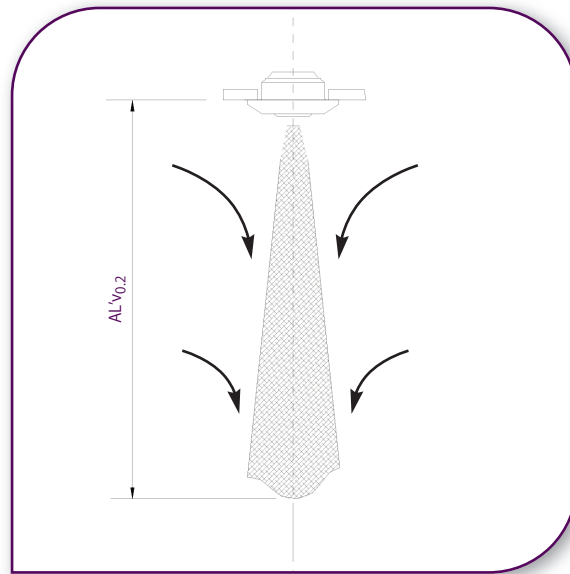


$bV'_{0.2} = K_v \times AL_{0.2}$   
 $K_v$  = Correction factor for vertical diffusion

Correction Factor for Throw (L\_{0.2}) DT(-)



$AL'_{0.2} = K_I \times AL_{0.2}$   
 $K_I$  = Correction factor for the throw



Correction Factor for Vertical Throw  
(ALv) DT

