POINT SOURCE EMITTERS

Pressure Compensating Flow: 0.5, 1.0, 2.0, 4.0, 6.0 GPH

FEATURES

- · Pressure compensating
- · Color-coded by flow
- Three inlet variations: ¼" barb, 10-32 thread, ½" FPT
- Coined edges for easy grip
- · Self-piercing barb
- · Optional diffuser cap
- · Self-flushing diaphragm
- · Warranty period: 2 years

OPERATING SPECIFICATIONS

- Recommended pressure range: 20 to 50 PSI
- Minimum filtration 150 mesh; 100 microns

POINT SOURCE EMITTERS - SPECIFICATION BUILDER: ORDER 1+2+3+4									
1	Model	2	Flow Rate	3	Inlet	4	Qty./Bag		
HE		050 = 0.5 GPH		B = Self-piercing Barb*		25			
HEB		10 = 1.0 GPH		T = 10-32 Threaded*		100)		
		20 = 2.0 GPH		(blank) = ½" Female Thread					
		40 = 4.0 GPH							
		60	= 6.0 GPH						

^{*} For HE only (not HEB)

Example:

HE-20 - T - 25 = 2.0 GPH Point Source Emitter with 10-32 thread in a bag of 25 **HEB-050 - 100** = 0.5 GPH Point Source Emitter with $\frac{1}{2}$ " female thread in a bag of 100

½" FEMALE THREAD (BROWN BASE)						
	Model	Inlet Type	Flow (GPH)			
Blue	HEB-05-BR	½" Female Thread	0.5			
Black	HEB-10-BR	½" Female Thread	1.0			
Red	HEB-20-BR	½" Female Thread	2.0			
Tan	HEB-40-BR	½" Female Thread	4.0			
Orange	HEB-60-BR	½" Female Thread	6.0			

EMITTER MODEL CHART							
	Model	Inlet Type	Flow (GPH)				
Blue	HE-050-B	Self-piercing Barb	0.5				
Black	HE-10-B	Self-piercing Barb	1.0				
Red	HE-20-B	Self-piercing Barb	2.0				
Tan	HE-40-B	Self-piercing Barb	4.0				
Orange	HE-60-B	Self-piercing Barb	6.0				
Blue	HE-050-T	10-32 Thread	0.5				
Black	HE-10-T	10-32 Thread	1.0				
Red	HE-20-T	10-32 Thread	2.0				
Tan	HE-40-T	10-32 Thread	4.0				
Orange	HE-60-T	10-32 Thread	6.0				
Blue	HEB-05	½" Female Thread	0.5				
Black	HEB-10	½" Female Thread	1.0				
Red	HEB-20	½" Female Thread	2.0				
Tan	HEB-40	½" Female Thread	4.0				
Orange	HEB-60	½" Female Thread	6.0				

DIFFUSER CAP

(HE-DIFF)

Gently diffuses water on higher flow emitters to prevent erosion.



1/2" FEMALE THREAD (brown base)



Inlet Options



1 Self-piercing Barb



② 10-32 Thread



3 1/2" Female Thread