

# UltraFitDS®

## Water Flow Bucket Check

### Equipment

- UltraFitter™ nozzle with 2ea. 4001 jets
- Small plastic bucket...3 - 5 gal. capacity
- Digital scale capable of 10 lb. capacity
- Dynesco pump & liquid hose (on your truck)
- Stopwatch or any watch with a “second” hand

### Standards

- 1 gallon water weighs 8.34 lb.
- Each jet output is 0.16 gallons per minute (GPM) @ 100 PSI = 1.33 lb.

### Procedure

- Tare empty bucket on scale to zero
- Hook UltraFitter™ spray nozzle to hose & pump
  - Set pump to 100 PSI with jets flowing.
- Start watch & begin timing spray discharge as you're collecting it in the bucket. Note: Be sure spray is on and stabilized & jets are free-flowing...then move nozzle over the bucket & immediately start timing the test.
- Collect water spray in bucket for exactly 3 minutes. Move nozzle away from the bucket at the end of 3 minutes, then turn it off. (Perform this 2-3 times & average the quantity collected)

### Calculations

- Weigh contents of bucket on scale. (example = 8.00 lb)
- $8.00 \div 3 \text{ min} = 2.67 \text{ lb. water / minute}$
- $2.67 \div 8.34 = 0.32 \text{ gallons water / minute}$  or  $0.16 \text{ gallons / minute / jet}$
- If a 2x4x8 @ 16" o.c. stud cavity is sprayed in 30-35 seconds, the above water flow rates yield approximately 18% added moisture to the UltraFitDS®. **This is the target.**

### Notes

- There is typically a pressure drop through a long hose which will necessitate you to have to increase your pump pressure in order to maintain water volume (flow), therefore you'll typically have to set your pump at approximately 125 PSI to get the proper amount of water onto UltraFitDS® when using a liquid hose greater than 125 ft. in length.
- The only water spray jets approved for the UltraFitDS® System are the ones listed below:
  1. Part number: **SJ4001S** from **Spray Insulation Components** – phone: **800.210.1311**
  2. Part number: **H1/8 VVSS4001** **Spraying Systems Co.** – phone: **708.665.5000**
    - Jets should be changed once per year, or more frequently if damaged.