

# POINT SOURCE EMITTERS

Pressure Compensating Flow: **2, 4, 8, 15, 23 l/hr**

## FEATURES

- Pressure compensating
- Colour-coded by flow
- Three inlet variations: 6 mm 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: 1.4 to 3.5 bar; 140 to 350 kPa
- 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	= 2 l/hr	B	= Self-piercing Barb*	25	
HEB		10	= 4 l/hr	T	= 10-32 Threaded*	100	
		20	= 8 l/hr	(blank)	= ½" Female Thread		
		40	= 15 l/hr				
		60	= 23 l/hr				

\* For HE only (not HEB)

**Example:**

HE-20 - T - 25 = 8 l/hr Point Source Emitter with 10-32 thread in a bag of 25  
 HEB-050 - 100 = 2 l/hr Point Source Emitter with ½" female thread in a bag of 100

**½" FEMALE THREAD (BROWN BASE)**

	Model	Inlet Type	Flow (l/hr)
● Blue	HEB-05-BR	½" Female Thread	2.0
● Black	HEB-10-BR	½" Female Thread	4.0
● Red	HEB-20-BR	½" Female Thread	8.0
● Tan	HEB-40-BR	½" Female Thread	15.0
● Orange	HEB-60-BR	½" Female Thread	23.0

## EMITTER MODEL CHART

	Model	Inlet Type	Flow (l/hr)
● Blue	HE-050-B	Self-piercing Barb	2.0
● Black	HE-10-B	Self-piercing Barb	4.0
● Red	HE-20-B	Self-piercing Barb	8.0
● Tan	HE-40-B	Self-piercing Barb	15.0
● Orange	HE-60-B	Self-piercing Barb	23.0
● Blue	HE-050-T	10-32 Thread	2.0
● Black	HE-10-T	10-32 Thread	4.0
● Red	HE-20-T	10-32 Thread	8.0
● Tan	HE-40-T	10-32 Thread	15.0
● Orange	HE-60-T	10-32 Thread	23.0
● Blue	HEB-05	½" Female Thread	2.0
● Black	HEB-10	½" Female Thread	4.0
● Red	HEB-20	½" Female Thread	8.0
● Tan	HEB-40	½" Female Thread	15.0
● Orange	HEB-60	½" Female Thread	23.0

MICRO

### DIFFUSER CAP

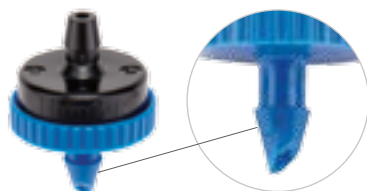
(HE-DIFF)  
Gently diffuses water on higher flow emitters to prevent erosion.



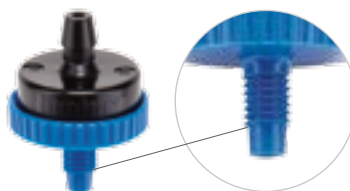
### ½" FEMALE THREAD (brown base)



### Inlet Options



① Self-piercing Barb



② 10-32 Thread



③ ½" Female Thread