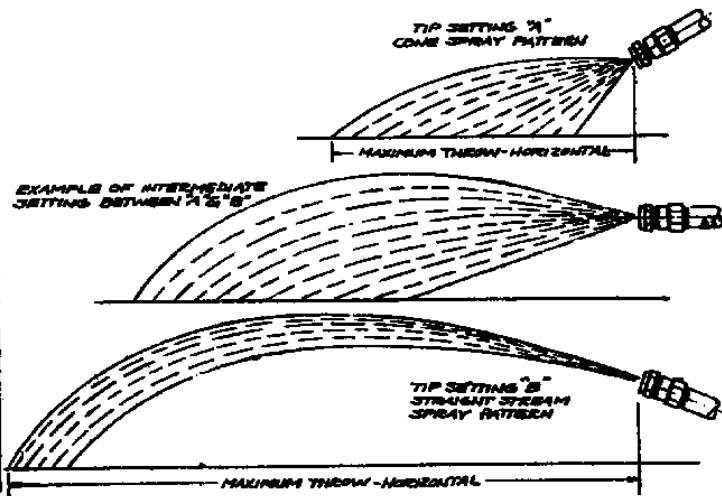



GUNJET NO.	DATA	LIQUID PRESSURE IN LBS. PER SQUARE INCH															
		40 p.s.i.		100 p.s.i.		200 p.s.i.		300 p.s.i.		400 p.s.i.		500 p.s.i.		600 p.s.i.			
		SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"	SETTING "A" "B"		
12-2	CAPACITY-G.P.M.	29	30	45	47	64	66	78	81	90	94	111	12	13	18		
	SPRAY ANGLE	20°	—	25°	—	20°	—	19°	—	17°	—	15°	—	14°	—		
	MAX. THROWN - FT.	10	32	10	33	10	34	10 1/2	35	10 1/2	35	11	35	11	35		
	MAX. VERTICAL THROWN - FT.	—	22	—	22	—	23	—	23	—	24	—	25	—	26		
12-4	CAPACITY-G.P.M.	40	41	52	54	73	75	100	102	118	122	148	15	16	21		
	SPRAY ANGLE	22°	—	26°	—	24°	—	20°	—	20°	—	20°	—	19°	—		
	MAX. THROWN - FT.	10	36	10	36	10 1/2	37	10 1/2	38	11	39	11	40	11	40		
	MAX. VERTICAL THROWN - FT.	—	26	—	27	—	28	—	29	—	30	—	31	—	32		
12-6	CAPACITY-G.P.M.	12	13	19	20	27	29	38	40	53	55	71	7	8	11		
	SPRAY ANGLE	38°	—	41°	—	38°	—	35°	—	35°	—	34°	—	33°	—		
	MAX. THROWN - FT.	10	44	10	45	10 1/2	46	11	47	11	48	11	49	11	50		
	MAX. VERTICAL THROWN - FT.	—	28	—	29	—	30	—	31	—	32	—	33	—	34		
12-8	CAPACITY-G.P.M.	20	21	31	34	44	46	60	63	82	85	108	11	12	16		
	SPRAY ANGLE	48°	—	50°	—	48°	—	45°	—	42°	—	40°	—	38°	—		
	MAX. THROWN - FT.	10	45	10	46	10 1/2	47	11	48	11	49	11	50	11	51		
	MAX. VERTICAL THROWN - FT.	—	29	—	30	—	31	—	32	—	33	—	34	—	35		
12-10	CAPACITY-G.P.M.	26	27	41	44	58	61	79	82	106	110	142	14	15	20		
	SPRAY ANGLE	50°	—	53°	—	51°	—	49°	—	45°	—	43°	—	41°	—		
	MAX. THROWN - FT.	10	46	10 1/2	49	11	50	11 1/2	51	11 1/2	52	12	53	12	54		
	MAX. VERTICAL THROWN - FT.	—	30	—	31	—	32	—	33	—	34	—	35	—	36		



GUNJET NO. 12 CAN ALSO BE USED WITH ALL STANDARD TEEJET TIPS MERELY BY UNSCREWING THE 1925 CAP, REMOVING THE ORIFICE DISC, AND INSERTING THE TEEJET TIP.

DESCRIPTION: GUNJET NO. 12-		 Spraying Systems Co. Spray Nozzles and Accessories P.O. Box 7900 - Wheaton, Ill. 60189-7900
Rev. No.	Data Sheet No. 5970	
Ref.	SHEET OF	