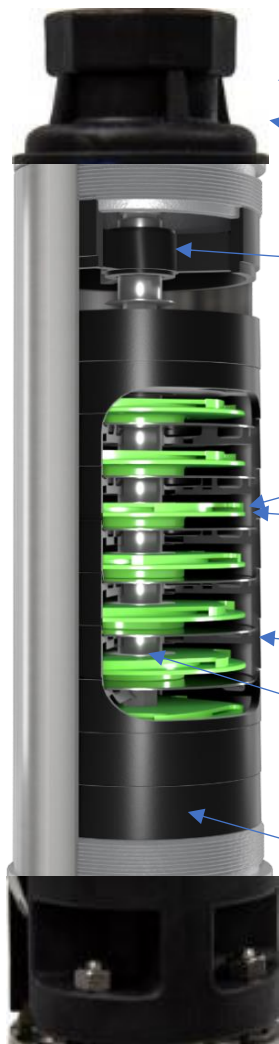


TECHNICAL DATA SHEET FLT6

PUMP MODEL		FLT6-50-112P	FLT6-50-113P	FLT6-50-232P	FLT6-50-233P	FLT6-75-232P	FLT6-75-233P	FLT6-100-232P	FLT6-100-233P
PRODUCT CODE		465-0010	465-0020	465-0030	465-0040	465-1030	465-1040	465-2030	465-2040
NUMBER OF STAGES		11	11	11	11	15	15	18	18
NUMBER OF WIRES		2	3	2	3	2	3	2	3
GPM		6	6	6	6	6	6	6	6
MOTOR CODE		153-0100	153-0240	153-0120	153-0260	153-0140	153-0280	153-0160	153-0300
HP		1/2	1/2	1/2	1/2	3/4	3/4	1	1
VOLTAGE		115	115	230	230	230	230	230	230
AMPERAGE		7.9	11	4	5.3	5	6.6	6.7	8.1
PHASES		1	1	1	1	1	1	1	1
MOTOR LENGTH (in)		11.0	10.0	11.0	9.7	12.4	10.8	13.3	11.7
PUMP END LENGTH (in)		15.0	15.0	15.0	15.0	18.0	18.0	20.2	20.2
COMPLETE PUMP LENGTH (in)		26.0	25.0	26.0	24.7	30.4	28.8	33.5	31.9
MOTOR WEIGHT (lbs)		19	19	19	18	23	21	24	23
COMPLETE PUMP WEIGHT (lbs)					28	31			
AWG WIRE SIZE	14	115	87	466	348	342	264	241	226
	12	183	138	742	553	545	420	383	359
	10	293	221	1183	883	869	670	611	573
	8	463	349	1874	1398	1376	1061	968	908
	6	721	544	2915	2175	2141	1651	1506	1413
CONTROL BOX CSCR AWG WIRE SIZE	14				447		348		304
	12				711		553		484
	10				1135		883		772
	8				1797		1398		1223
	6				2796		2175		1903



CHARACTERISTICS	
1	Check valve molded from fiber-reinforced polypropylene, inserted inside the head
2	Head molded from fiber-reinforced polypropylene
3	Top bearing support: rubber sleeve reduces sand wear
4	Improved performance and abrasion resistance thanks to the self-lubricating acetal floating impeller design
5	Color-coded impeller for easy identification of 6 gpm, 10 gpm, 15 gpm, and 25 gpm pumps
6	Polished stainless steel floating disk that reduces friction and dissipates heat
7	Ultra-abrasion-resistant wear rings with a separate bearing at each stage will reduce pressure loss
8	New nylon fiber diffusers provide high-performance and resist thermal shock
9	Threaded tube for easier repair and maintenance
10	Motor support molded from fiber-reinforced polypropylene
**It is strongly discouraged to use this pump with a motor greater than 3/4 HP	

PUMPING CURVE

