

EXTINGUISHES FIRE AUTOMATICALLY...SO YOU DON'T HAVE TO!

Not a moment lost.
...even when no one's around.

Worth the investment

Integrated heat detector
reacts instantly to fire
conditions.

On-board
pressure gauge
for added
confidence.

HFC-227ea clean agent
provides powerful,

Accessory connections
for pressure switch,
discharge indicator, or
manual operation.

Suitable for...



TORRENT SERIES AUTOMATIC EXTINGUISHERS

- 24/7 unattended fire protection
- Accepted by the Canadian Coast Guard
- Approved for use in occupied areas
- Suitable for Class A, B, & C hazards
- Simple installation and maintenance
- No residue – safe for sensitive equipment
- Self-contained – no external power necessary
- Optional manual operation



Pick up yours today...
No electrical connection or piping necessary.

Model	Agent Filling			Maximum Protected Space		Maximum Protected Space		Max area of coverage		Max Radial Distance	
				Class A Fires	Class B (marine application)						
No.	lb.	kg	Cu. Ft.	Cu. M.	Cu. Ft.	Cu. M.	ft2	m2	ft	m	
SFS-06	6	2.73	139	3.94	139	3.94	92.68	8.62	13	3.96	
SFM-07	7	3.18	205.3	5.81	162.16	4.59	92.68	8.61	13	3.96	
SFM-09	9	4.09	263.95	7.47	208.49	5.90	92.68	8.61	13	3.96	
SFM-12	12	5.45	277.99	7.87	277.99	7.87	92.68	8.61	13	3.96	
SFL-15	15	6.82	439.92	12.45	347.49	9.84	92.68	8.61	13	3.96	
SFL-20	20	9.09	555.99	15.74	463.32	13.12	92.68	8.61	13	3.96	
SFL-24	24	10.91	555.99	15.74	555.99	15.74	92.68	8.61	13	3.96	
SFX-31	31	14.09	909.17	25.74	718.15	20.33	92.29	9.04	13	3.96	
SFX-36	36	16.36	972.97	27.54	833.98	23.61	92.29	9.04	13	3.96	
SFX-42	42	19.09	972.97	27.54	972.97	27.54	92.29	9.04	13	3.96	

SF	YY	Agent Filling		TTT	P	M
Cylinder Size		lb.	kg	Sprinkler Head Temp Rating	Pressure Switch	Manual Actuator
SFS	06	2.7		135°F (57°C)	P: Pressure Switch S: Standard (No pressure Switch)	M: Manual Actuator S: Standard (No manual Actuator)
	07	3.2				
SFM	12	4.1		155°F (68°C)		
	15	6.8				
	20	9.1		175°F (79°C)		
SFL	24	10.9				
	31	14.1		200°F (93°C)*		
SFX	36	15.9				
	42	19.1				

Mounting
hardware
included!

