



HYDRAULICS FOR FIRE SPRINKLERS

PURPOSE- This one-day program will concentrate on the hydraulics component of the design phase of water based fire protection systems. This seminar discusses theory and application of hydraulic calculations, to prove the design of the system will meet the water supply available as described in NFPA 13-2011. **This is an intermediate level class.**

WHO SHOULD ATTEND?

- Code Officials
- Designers/Contractors
- Design Professionals Architects/Engineers
- Building Owners/Managers
- Installers
- Insurance Representatives

MATERIALS- Each attendee will receive a CASA workbook and other prepared materials. ***It is recommended that each attendee bring their own copy of NFPA 13.***

When: Wednesday November 28, 2012

City: Toronto, ON
Location: TBA

Time: 8:00am to 5:00pm
Fee: \$225 per person per day + 5% GST
 10% Discount when you register three people
 10% Discount when you register for all three days

*****Includes work book, continental breakfast, morning and afternoon coffee break*****

LEARNING OBJECTIVES

- Theory of Hydraulics
- Area of sprinkler operations
- Basic Math and Hydraulics
- Proving design with Hydraulics
- Sizing design areas
- Hydraulics step by step

COURSE OUTLINE

- Hazard and Commodity Classification
- Theory of Hydraulics
- Selection of most demanding area
- Charting the water supply information
- Design Options
- Hydraulic Calculations Step by Step

REGISTRATION

Name: _____

Company: _____

Address: _____

City/Town: _____

Tel: (____) _____ Fax: (____) _____ E-mail: _____

Method of payment: _____ Cheque _____ VISA _____ Master Card _____ Amex _____

Credit Card Information: _____ Expiry Date _____

Sub-Total: _____

(HST #R100760123) GST 5% _____

TOTAL _____

Registration form and payment must be returned to office by: **Friday November 23, 2012**
 Please fill out this form and send back to the C.A.S.A office via fax at: 905-477-3611 or email this form back with the subject heading "Seminars" to: info@casa-firesprinkler.org Tel: (905) 477-2270