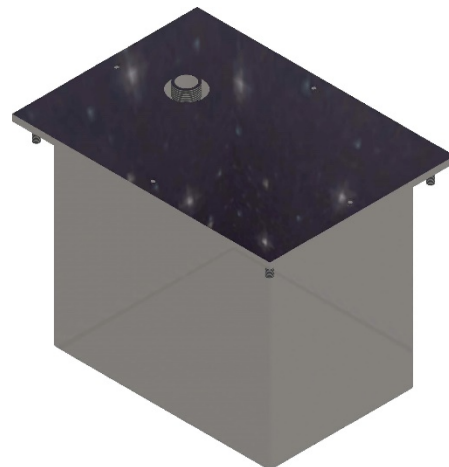


BHF-1 Bullet Hit

Floor mounted, simulated bullet hit device

Operating Power:	24V DC
Power Consumption:	14W
Weight:	9kg
Dimensions:	320 x 230 x 250(H)mm
Media:	Fullers Earth / bentonite
Compressed air:	5 Bar, clean, dry.
Safe operating conditions:	Dry 10-40°C
Shot distance:	Adjustable 1 – 3m
Applications:	Theme parks, stunt shows, battle re-enactment



The BHF-1 Bullet Hit is designed to be installed in a floor or horizontal support structure such that the unit is not visible. The output (15mm diameter) is then extended through the support structure such that it is flush with the top-side of the floor on the other side. The Media (Fullers earth / Bentonite) is poured directly into the output nozzle of the unit. When the unit is fired, the media is forced out of the output nozzle in an explosive manner giving the illusion that the wall has been hit with a bullet.

The output is threaded to facilitate the further extension of the nozzle should floor thickness exceed that allowed for.

The BHF-1 is constructed from 316 stainless steel so is completely rust proof. The unit can also be used to fire a shot of water, in place of the powder media, if preferred.

The BHF-1 is fired by the momentary application of a 24V DC control voltage. Alternatively, the DMX-HUB-1 can be used to fire the unit via DMX512.

REMOTE CONTROL

Connection	Bulgin Buccaneer PX0735/S (Chassis mounted)
Remote plug (provided)	Bulgin Buccaneer PX0736/P
Control voltage	24V DC (14W) momentary
Contact closures	0V (24v DC 2A rated)

The BHF-1 is also available in a floor mounted version (BHW-1).



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