





















- The approach channel should be straight for at least 0.6 meter ahead of the screen to produce uniform flow through the screen
- Approach velocity should be at least 1.5 ft/sec (0.46 m/s) to prevent precipitation of debris
- Velocity through bars should be less than 2 ft/sec (0.62 m/s) at design flow
- Velocity through bars should be not more than 3 ft/sec (0.91 m/s) at maximum flow



Design Equations

Head-loss across bar screens can be represented by:

$$h_L = \frac{(V_b^2 - V_a^2)}{2g} \times \frac{1}{0.7}$$

• $h_L = head loss, ft(m)$

• $V_a = approach velocity ft/sec (m/s)$

• V_b = velocity through bar openings ft/sec (m/s)

• g = acceleration due to gravity







Solution

Assume the channel has a width (W) and depth (D) Net area of screen = WD [25 / (25+15) = (5/8)WD Area of channel = WD Use continuity equation $V_a A_a = V_b A_b$ OR $V_b = \frac{V_a A_a}{A_b}$ $V_b = \frac{1 \times WD}{(5/8)WD} = 1.6$ m/s







