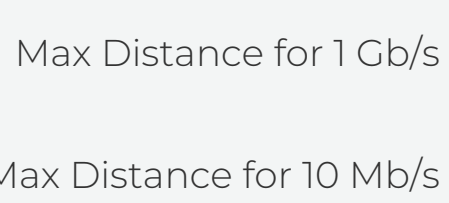# GAMECHANGER VOLTAGE DROP

Voltage Drop (V) = Current (A) x Resistance (Ω)

- GameChanger Resistance is 12.7 Ω/100m for the loop (6.4 Ω/100m each way)

- Voltage Drop for the GameChanger is:
    - **~25% less than a 23 AWG Cat 6**
    - **~40% less than a 24 AWG Cat 5e**

Max Distance for 1 Gb/s
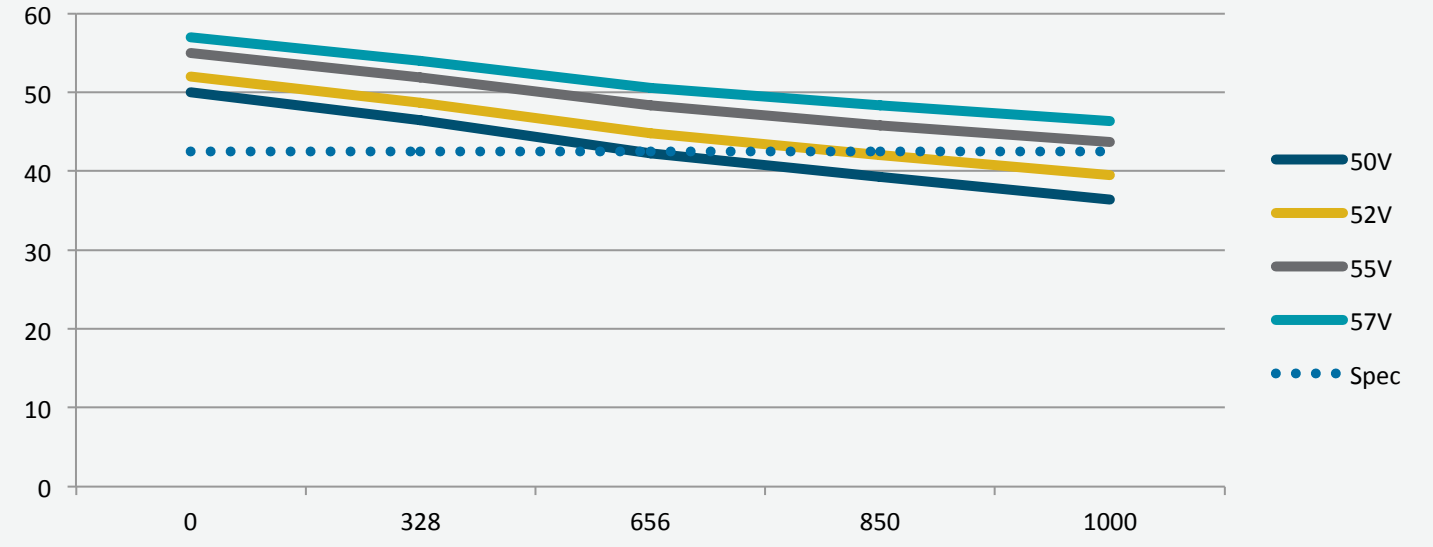
Max Distance for 10 Mb/s

- Distances shown are in feet

- Supply Voltages in Volts

- Where a line crosses the spec, the required voltage cannot be delivered

- Values measured a 0, 328, 656, 850 and 1,000 feet. Values shown between measurements are not intended to be precise.

- Values shown represent worst case conditions. Your results may be better.

REMOTE VOLTAGE OVER DISTANCE
13W DEVICE REQUIREMENT (802.3af / 802.at Type 1)

Legend: 44V, 48V, 52V, 57V, Spec
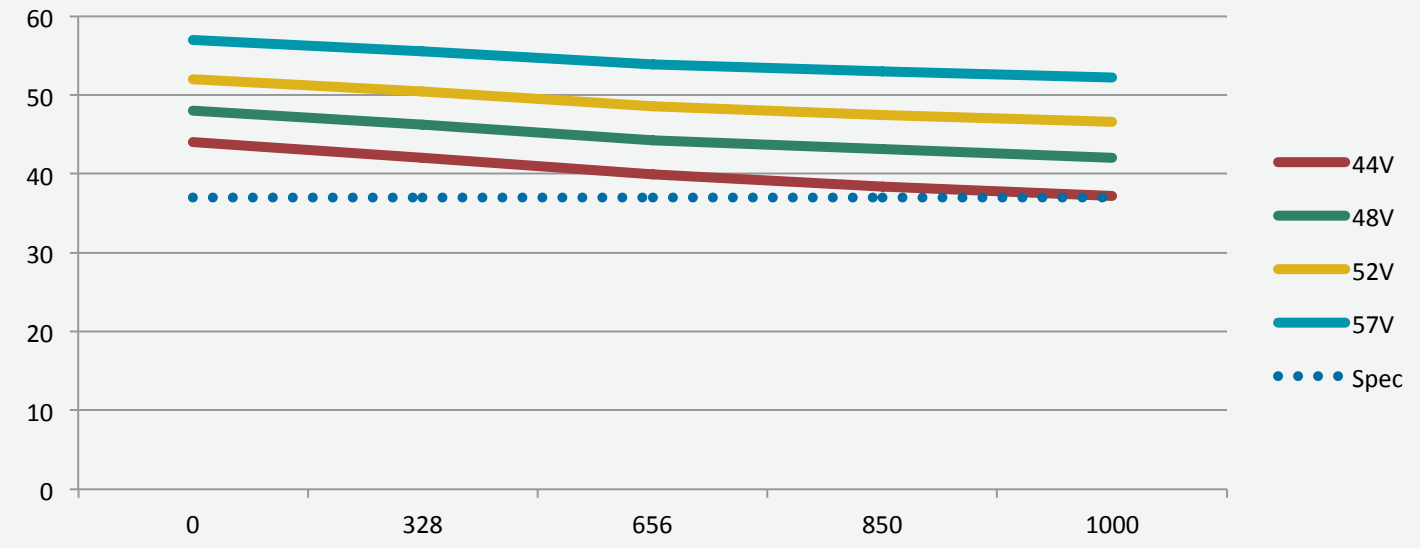
25.5 W DEVICE REQUIREMENT (802.3at / 802.3at Type 2)

Legend: 50V, 52V, 55V, 57V, Spec

GAMECHANGER VOLTAGE DROP
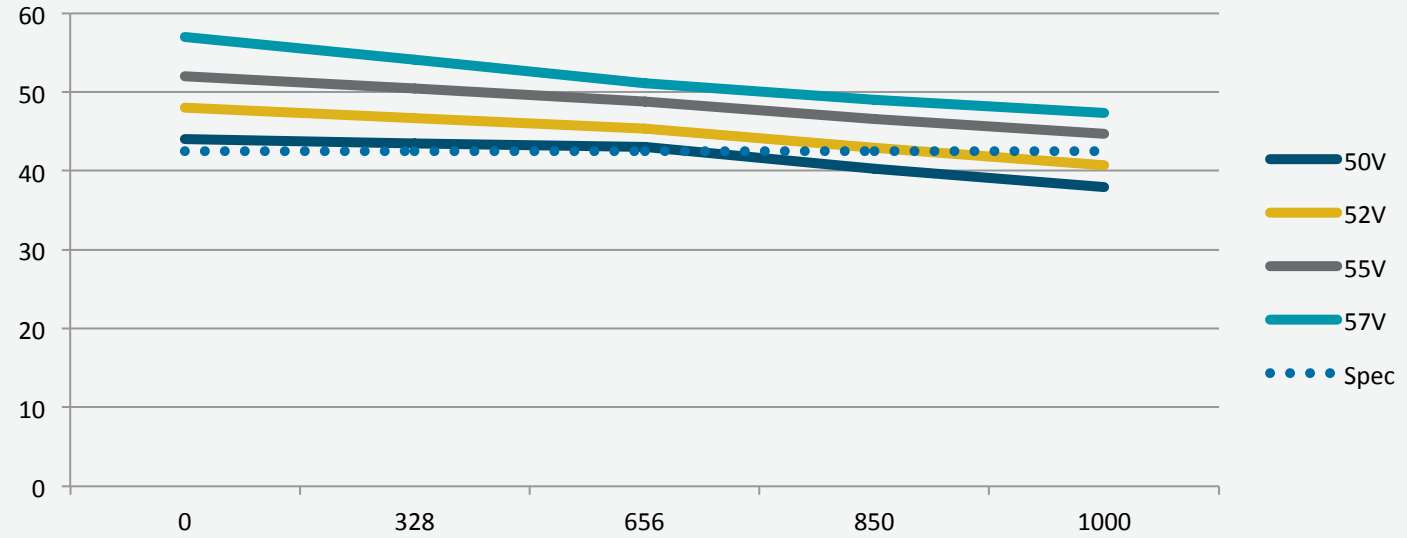
REMOTE VOLTAGE OVER DISTANCE
51W DEVICE REQUIREMENT (802.3bt Type 3)

802.3bt Type 3 PoE Transmissions

- To remain above specified min voltages at max distances use 52V or higher supply voltages

Max Distance for 1 Gb/s

Max Distance for 10 Mb/s

71.3 W DEVICE REQUIREMENT (802.3bt Type 4)

802.3bt Type 4 PoE Transmissions

- To remain above specified min voltages at max distances use 55V or higher supply voltages