

INSTALLATION- GATE, GLOBE AND CHECK VALVES

- 1) Thoroughly clean and prepare the piping system before valve installation.
- 2) Remove the valve end caps if present, and inspect the valve ports and seating surfaces for cleanliness just prior to installation.
- 3) Support the valve to prevent unnecessary stresses induced by connecting pipe.
- 4) Be sure the rating of the valve is compatible with the intended service conditions.
- 5) Operate the valve from the full open to close position.
- 6) Verify the tightness of the packing nut after installation.

NOTE 1: For gear operated valves: The valve is normally shipped with the handwheel loose, the installing contractor or mechanic must take care to ensure the roll pin that holds the handwheel to the input shaft of the gear operator is installed completely. The fit of the pin in the handwheel and the shaft is controlled and should provide years of reliable service.

NOTE 2: Make sure check valves are oriented properly for flow and gravity effect, and that they are sufficiently distant from pump outlets or other turbulence inducing devices.

NOTE 3: Check valves may be shipped with internal packaging to prevent disc damage in transit. Remove any packing material prior to installation.

OPERATION

- 1) Gate and Globe valves are manually operated. Gate valves are designed to be in the fully open or fully closed position. To open, turn the handle in a counterclockwise direction. To close, turn in a clockwise direction.
- 2) Check valves are automatic.

INSPECTION & MAINTENANCE

- 1) Periodic inspection and preventative maintenance is not required other than adjustment of stem packing, and cycling of the valve from open to closed position.
- 2) If a valve develops a packing leak, adjust the packing nut to increase the pressure on the stem packing. The packing nut should be turned in a clockwise direction approximately ¼ turn, or until the leaking stops. **Do not repack valves under pressure.**

REPAIR PARTS

Repair parts are not available for ULTRA-PURE products.