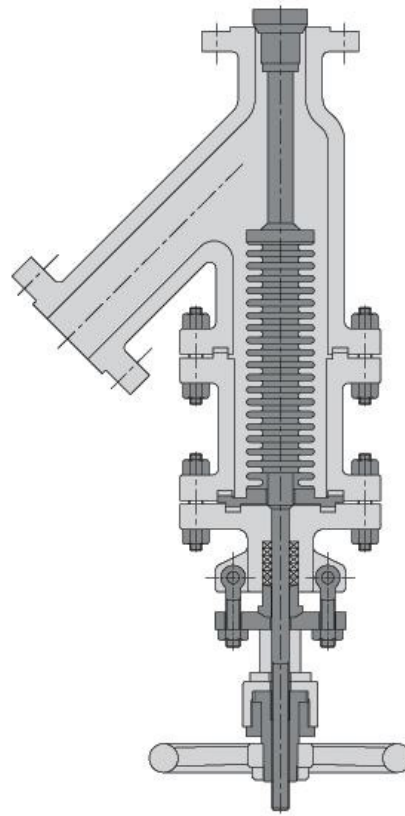
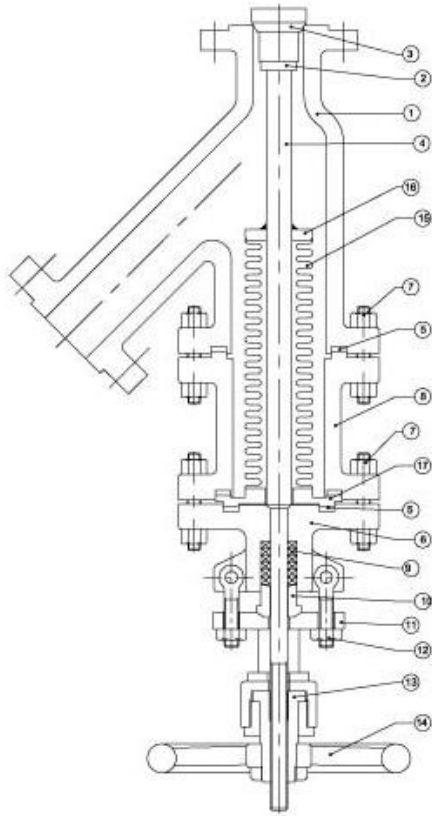


"FLUSH BOTTOM" BELLOW SEAL GLOBE VALVE



Sr. No.	PARTS	MATERIAL
1.	BODY	A-216 Gr. WCB / A351 Gr. CF8/CF8M
2.	SEAT RING	AISI- 410 / 304 / 316
3.	PLUG	AISI- 410 / 304 / 316
4.	STEM	AISI- 410 / 304 / 316
5.	GASKET	SPW. SS-304 + GRAPHOIL
6.	BONNET	A-216 Gr. WCB / A351 Gr. CF8/CF8M
7.	FASTENERS	A193-B7, A194-24/Gr.B8-Gr.8
8.	CYLINDER	A-216 Gr. WCB / 351 Gr. CF8/CF8M
9.	GLAND PACKING	GRAPHOIL/PTFE
10.	GLAND BUSH	AISI- 410 / 304 / 316
11.	GLAND FLANGE	C.S. / AISI- 304 / 316
12.	EYE BOLT & NUT	C.S. / AISI- 304 / 316
13.	YOKE SLEEVE	Ni.RESIST
14.	HAND WHEEL	C.S. FABRICATED
15.	BELLOW	AISI-321/316 Ti/316L
16.	TOP COLLAR	AISI-316
17.	BOTTOM COLLAR	AISI-316
18.	STEM NUT	AISI-304 / 316
19.	BEARING	STD.

TECHNICAL DATA

- Valve Designed to BS - 1873
- Valve Tested to API - 598 / BS - 5146
- Flanged Ends as per ANSI -B- 16.5
- Face to Face as per Mfrs Std.

ACCESSORIES

- Pneumatic Actuators
- Electric Actuators
- Floor Columns
- By-Pass Piping

NOTES :

- Sizes above 250mm has Two Piece Bonnet
- Optional Stellite Plug & Seat
- Alternate Bellow Material: HC-276/MONEL-400 / INCONEL-600/625

DIMENSIONS :

VALVE SIZES (INCH)		15	20	25	40	50	65	80	100	150	200	250	300	350	400
FLANGE DIA.	150 #	89	98	108	127	152	178	191	229	279	343	406	483	533	597
	300 #	92	118	124	156	165	191	210	254	318	381	445	521	584	648
RAISED FACE DIA.	150 #	35	43	51	73	92	105	127	157	216	270	324	381	413	470
	300 #	35	43	51	73	92	105	127	157	216	270	324	382	413	470
FLANGE PCD.	150 #	60	70	79	98	121	140	152	191	241	298	362	432	476	540
	300 #	67	83	89	114	127	149	168	200	270	330	387	451	514	572
FLANGE THK.	150 #	11	13	14	18	19	22	24	24	25	29	30	32	35	67
	300 #	14	16	18	21	22	25	29	32	37	41	48	51	54	57
RAISED FACE THK.	150 #	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6
	300 #	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6	1,6
No. OF HOLES/ DIA.	150 #	4/16	4/16	4/16	4/16	4/19	4/19	4/19	8/19	8/22	8/22	12/25	12/25	12/29	16/29
	300 #	4/16	4/19	4/19	4/22	8/19	8/22	8/22	8/22	12/22	12/25	16/29	16/32	20/32	20/32