

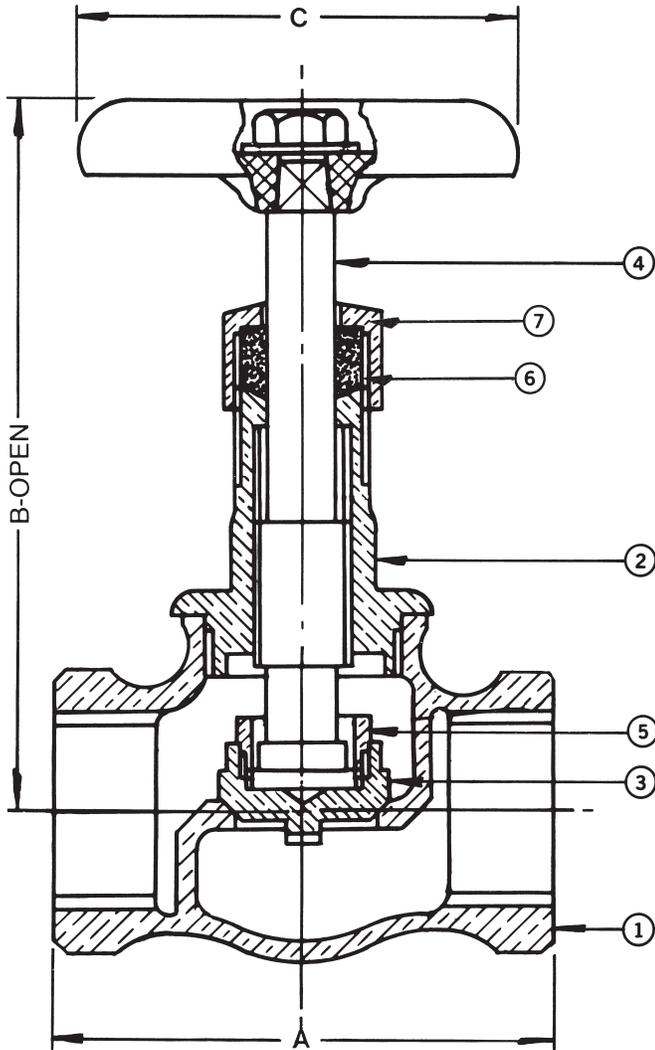
UP502* 1/8"-2"



WQA tested and Certified against NSF/ANSI 372 for "lead free" compliance.

Bronze Globe Valve For Potable Water
Bronze Disc
300 WOG†
Threaded Ends, Threaded Bonnet
Dimensions and Workmanship Conform to MSS SP-80

1/4" to 1/2" sizes have the disc integral with the stem and have no disc ring.



MATERIAL LIST

NO.	PART	MATERIAL	SPECIFICATION
1	Body	Bronze	ASTM B584 C89833
2	Bonnet	Bronze	ASTM B584 C89833
3	Disc	Bronze	ASTM B584 C89833, ASTM B21 C46400, H02
4	Stem	Bronze	ASTM B21 C46400, H02
5	Disc Ring	Brass	ASTM B21 C46400, H02
6	Packing	Graphite	Commercial
7	Packing Nut	Brass	ASTM B 16
8	Handwheel	Mall. Iron	Commercial
9	Identification Plate	Aluminum	Commercial
10	Handwheel Nut	Brass	Commercial

DIMENSIONS - INCHES / MILLIMETERS

Units	Size	A	B	C	C _v
Inches	1/8	1.63	3.06	2.00	0.61
mm	3.2	41.3	77.8	50.8	
Inches	1/4	1.63	3.06	2.00	1.16
mm	6.4	41.3	77.8	50.8	
Inches	3/8	1.81	3.19	2.00	2.21
mm	9.5	46.1	81.0	50.8	
Inches	1/2	2.31	3.63	2.25	3.64
mm	12.7	58.8	92.1	57.2	
Inches	3/4	2.56	3.94	2.50	6.65
mm	19.1	65.1	100.0	63.5	
Inches	1	2.94	4.38	2.75	11.10
mm	25.4	74.6	111.1	69.9	
Inches	1 1/4	3.38	5.19	3.13	20.00
mm	31.8	85.7	131.8	79.4	
Inches	1 1/2	3.69	5.75	3.50	28.00
mm	38.1	93.7	146.1	88.9	
Inches	2	4.44	6.75	4.00	48.00
mm	50.8	112.7	171.5	101.6	

† Non-Shock

Milwaukee Valve Company
 16550 W. Stratton Drive
 New Berlin, WI 53151
 Phone: 262-432-2700
 Fax: 262-432-2701

*Same design as Hammond UP440

Note: Lead free refers to the wetted surface of the pipe, fittings and fixtures in potable water systems that have a weighted average lead content $\leq 0.25\%$. Source: California Health and Safety Code (116875).

The information presented on this sheet is correct at the time of publication. Milwaukee Valve reserves the right to change design, and/or material specifications without notice. For the Installation, Operation and Maintenance Manual (IOM) see the Technical/Service Information section on our website. For the most current information access www.milwaukeevalve.com

