

# NIBCO® Press System Bronze Check Valves

Horizontal Swing • Regrinding Type • Y-Pattern • Renewable Seat and Disc

**200 psi/13.8 bar non-shock cold working pressure**

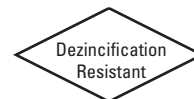
**250°F maximum operating temperature**

CONFORMS TO MSS SP-80

## MATERIAL LIST

PART	SPECIFICATION
1. Bonnet	Bronze ASTM B 62 Alloy C83600
2. Body	Bronze ASTM B 62 Alloy C83600
3. Hinge Pin	Bronze ASTM B 140 Alloy C31400
4. Disc Hanger	Bronze ASTM B 62 Alloy C83600 or 304 SS 1/2" and 3/4" sizes only
5. Hanger Nut	Brass ASTM B 16 Alloy C36000
6. Disc Holder	Bronze ASTM B 62 Alloy C83600
7. Seat Disc	PTFE
8. Seat Disc Nut	Brass ASTM B 16 Alloy C36000
9. Hinge Pin Plug	Bronze ASTM B 140 Alloy C32000 (not shown)
*10. Seat Disc Washer	ASTM B 98 Alloy C65500 or ASTM B 103
11. Female Adapter (2)	Bronze ASTM B 61 Alloy C92200
12. O-Ring (2)	EPDM

\* Sizes 3/4" thru 2" only



## PF-413-Y

Press x Press  
Female End

## DIMENSIONS—WEIGHTS

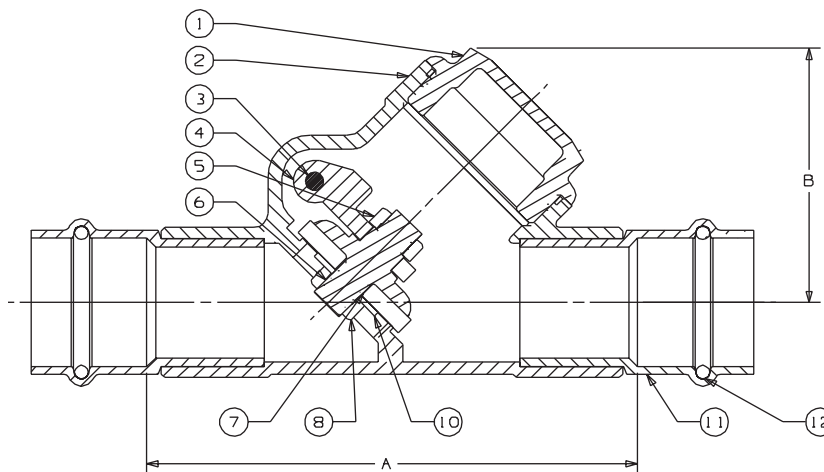
Dimensions							
Size		A		B		Weight	
In.	mm.	In.	mm.	In.	mm.	Lbs.	Kg.
1/2	15	2.72	69	1.54	39	.58	.26
3/4	20	3.62	92	1.83	46	.96	.44
1	25	4.32	110	2.21	56	1.51	.69
1 1/4	32	4.92	125	2.69	68	2.29	1.04
1 1/2	40	5.58	142	2.94	75	3.30	1.50
2	50	6.72	171	3.61	92	5.45	2.48

NIBCO Press System check valves are designed to meet MSS SP-80 with the exception of the end connection. Male and female press-to-connect ends are new technology not yet covered in the current edition of this specification.

**WARNING** — Do not use for reciprocating air compressor service

NIBCO check valves may be installed in both horizontal and vertical lines with upward flow or in any intermediate position. They will operate satisfactorily in a declining plane (no more than 15°).

**WARNING:** This product can expose you to chemicals including lead, which is known to the State of California to cause cancer and birth defects or other reproductive harm. For more information go to [www.P65Warnings.ca.gov](http://www.P65Warnings.ca.gov).



PF-413-Y  
P x P

Visit our website for the most current information.