

# Lead-Free\* Bronze Ball Valves

**Features:** Silicon Performance Bronze® Alloy • Two-Piece Body • Full Port  
• 3/4" Hose Connection with Cap and Chain • Blowout-Proof Stem

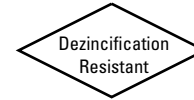
**Approvals:** MSS SP-110 • NSF/ANSI-61-9 and NSF/ANSI-372

**Size range:** 1/2" & 3/4"

**Pressure rating:** 600 PSI non-shock cold working pressure

Lead-free\* markings:

Double oval in body casting, white handle and blue hang tag



## MATERIAL LIST

PART	SPECIFICATION
1. Handle Nut	Steel, Plated
2. Stem	Silicon Bronze ASTM B371 Alloy C69300
3. Pack Gland	Brass ASTM B16 Alloy C36000
4. Packing, Stem	Virgin PTFE
5. Thrust Washer	Reinforced PTFE
6. Handle	Steel, Plated Plastisol Coated
7. Hose Body End	Silicon Bronze ASTM B371 Alloy C69300
8. Seat Ring (2)	Reinforced PTFE
9. Ball	Silicon Bronze ASTM B283 Alloy C69300
10. Body	Silicon Bronze ASTM B584 Alloy C87600
11. 'Cap	Die Cast Brass, EPDM Gasket
12. Pop Rivet	Stainless Steel

<sup>1</sup> Cap is for hose end thread protection only. Not to be used for pressure containing purposes.

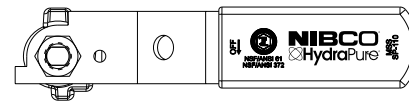
Note: valves designed to MSS SP 110 with exception of the hose end connection which is not covered by the standard.



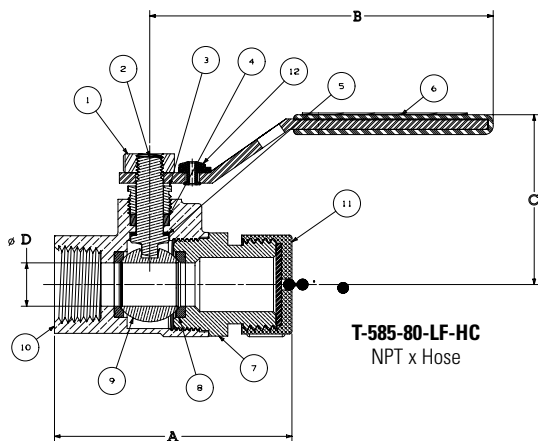
**T-585-80-LF-HC**  
Threaded x Hose



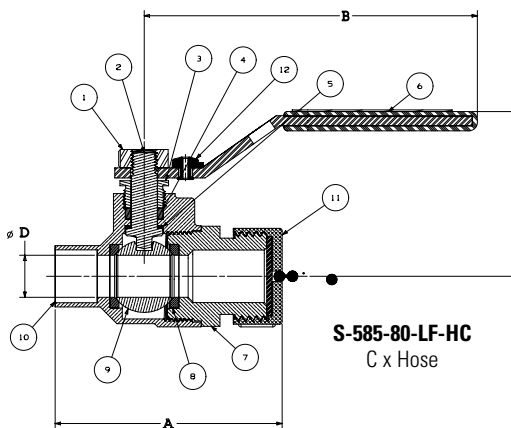
**S-585-80-LF-HC**  
Solder x Hose



Handle Markings



**T-585-80-LF-HC**  
NPT x Hose



**S-585-80-LF-HC**  
C x Hose

## Handle Options:

- Stainless steel lever
- NIB-Seal®
- Locking lever
- Stainless steel locking lever
- Memory stop
- Extended lever w/ memory stop
- Round
- Wing
- Horizontal and vertical chain

## DIMENSIONS—WEIGHTS—QUANTITIES

SIZE		A		B		C		D		E		Thread		Solder		G		Thread		Solder		Master Ctn Qty.
												F		F				Lbs. Kg.		Lbs. Kg.		
In.	mm.	In.	mm.	In.	mm.	In.	mm.	In.	mm.	In.	mm.	In.	mm.	In.	mm.	Lbs.	Kg.	Lbs.	Kg.			
1/2	15	2.74	70	3.96	101	1.96	50	0.5	13	5.06	129	1.57	40	1.31	33	0.53	13	0.80	0.36	0.74	0.34	100
3/4	20	3.14	80	4.76	121	2.28	58	0.75	19	6.15	156	1.98	50	1.71	43	0.55	14	1.46	0.66	1.42	0.65	50

\*Weighted average lead content ≤ 0.25%