

Valve Selection Chart

	THREADED VALVES					FLANGED VALVES					SANITARY VALVES	WAFER VALVES				IN-LINE REPAIRABLE VALVES
	Basic-Check®	Restrictor Check	SCV®	SCV-R®	Vacuum Breaker	DLC®	Excalibur®	GLC®	GLC® - CAST IRON	PDC®	DSV®	ALC®	FBC®	WLC®	WLC® - CAST IRON	Y-CALIBUR®
PAGE	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
SIZE	1/4 to 2-1/2	1/4 to 2-1/2	1/2 to 3	1/2 to 2	1 to 4 (OD)	1/2 to 3	2 to 24	1 to 42	2-1/2 to 42	2 to 26	1/2 to 4	2 to 24	1 to 4	1 to 10	2 to 10	4 to 14
ENDS																
NPT	X	X	X(1)	X(1)	X											
SW			X(1)	X(1)												
FLG						X	X	X	X	X						
RTJ							X	X		X				X		
BW							X									X
FLG/BW							X									
Victaulic®							X									
Wafer												X	X	X	X	
Clamped											X					
ASME CLASS																
125									X						X	
150						X	X	X		X		X	X	X		
250									X						X	
300						X	X	X		X		X	X	X		
600							X	X		X				X		X
900							X	X		X				X		X
1500							X	X		X				X		X
2500								X						X		X
750 CWP			X	X												
3600 CWP			X													
OTHER	X(2)	X(2)			X(2)			X(3)			X(2)			X(3)		
MATERIALS									BODY/TRIM							
Cast Iron									X(4)						X(4)	
WCB/316 SS*							X	X		X		X		X		X
316 SS/316 SS*	X(5)	X(5)	X	X	X(5)	X	X	X		X	X(5)	X	X	X		
Other Alloys			X	X		X	X	X		X	X			X		X
OPTIONS																
Soft Seat	X	X	X	X	X	X	X	X	X	X		X	X	X	X	X
X-750 Spring	X	X	X(6)	X(6)	X	X(6)	X	X		X		X(6)	X	X		X

Notes: 1. NPT x SW available. 2. CWP RATING BSS, BSA, BSE, BSSV, Restrictor Check: 450 to 2500 CWP depending on size; BSSH6, BSSV6: 450 to 6000 CWP depending on size. BSSH7: 800 to 6000 CWP depending on size. DSV: ASME/ANSI Class 108. 3. API 2000 and 5000 ARE AVAILABLE. Contact DFT for sizes. 4. TRIM MATERIAL: BRONZE OR 316 SS. 5. BODY & SEAT: BSE, BSS, BSSV. Restrictor Check: 303 SS, BSA: 416 SS, BSSH6, BSSH7, BSSV6: 316 SS, DSV: 316L SS (A351 CF3M) 6. Inconel® X-750 spring is standard. * CF8M is the cast grade of 316 SS.

Visit the literature page at dft-valves.com and use the DFT® VALVE DATA SHEET to make your selection based on your requirements. See page 47.