TA-350-LF

Bi-metal emergency mixing valve

- 1. TA-350-LF Emergency mixing valve for Eyewash/Facewash applications
 - A. Mixing Valve shall comply with National Low Lead Laws @< .25% Lead
 - B. Mixing valve will be 1071 certified
 - **C.** DURA-trol® solid bimetal thermostat Directly linked to valve porting to control the intake of hot and cold water and compensate for supply temperature and pressure fluctuations.
 - **D.** Dual System with redundant thermostatic mixing valve providing Temperature Override Protection
 - 1. Stainless steel bellows thermostat factory set at 90°F(32°C), to allow cold water to enter the outlet side of the primary mixing valve.
 - 2. Remains fully closed until outlet temperature reaches 90°F(32°C).
 - **3.** Will keep maximum temperature at or below 90°F(32°C) should primary valve allow water in excess of 90°F(32°C).
 - **E.** TA-350-LF shall:
 - 1. Have ½" inlet and ½"outlet connections with integral stop/check valves
 - **2.** 2-9 GPM (7.6-34 l/min)
 - **3.** Close down on failure of cold-water supply
 - **4.** Include special internal Cold-Water Bypass at 30psi drop of 20gpm (76L/M) upon failure of hot water supply
 - 5. Adjustable high temperature limit stop set for 90 degrees Fahrenheit
 - **6.** Be checked weekly for performance in conjunction with the requirements of ANSI Z358.1
 - 7. Include Locking temperature regulator to prevent accidental movement
 - **8.** Control and maintain the temperature of the water to the station. Unit shall be self-contained and include a thermostatic water mixing valve, a dial thermometer on the outlet, checkstops, unit set for 85°F(29°C) and a maximum temperature of 90°F(32°C).
 - **F.** Finish
 - 1. Rough finish
 - **2.** Chrome plated options.
 - **G.** Shall have inlet thermometer option
 - H. Available with Cabinet Options
 - **1.** Exposed
 - A. Stainless Steel
 - 1. With or without viewport
 - B. Baked White Enamel
 - 1. With or without viewport
 - 2. Recessed
 - A. Stainless Steel
 - 1. With or without viewport
 - B. Baked White Enamel
 - 1. With or without viewport