

RUPTURE DISC & DUAL STAGE PRESSURE RELIEF VALVE (PRV)

Rupture Disc Features:

Increases Plug Life

- Disc activates at 60% over required inflation pressure
 - Helps prevent “non-visible” damage
 - Rupture disc won't burst until well over stated inflation pressure
 - No more catastrophic plug failures due to faulty gauges
 - Discs can be replaced in field

Improves User Safety

- Reduces the possibility of plug explosion due to over-inflation

Superior components/design

- Aluminum housing - will not rust
- Graphite rupture disc
 - Leak-free design
 - Precision calibrated



240008

Rupture Disc for Test Balls and Air-Loc Plugs with inflation pressures of 22-25 psi.



240068

Rupture Disc for Muni-Balls with inflation pressure of 22-25 psi.

220028

Rupture disc for Test Balls, Muni Balls, and Air-Loc Plugs with inflation pressure of 11-12 psi.



250028

Rupture Disc for High Pressure Plugs with inflation pressure of 200 psi.

Dual Stage Pressure Relief Valve Features:

- Industry first Dual-Stage Pressure Relief Valve (PRV) engineered specifically for pipe plugs
- Precision open and close
- Wide open when pressure is released
- Resets quickly and securely at or just above inflation pressure
- Internal filter assemblies prevent debris from causing damage or preventing reset
- Made of aluminum and stainless steel
- Field replaceable
- Left-hand threads for tamper resistance & to prevent misuse
- Prevents against over inflation & under inflation
- Overcomes high CFM air compressors

DUAL STAGE PRESSURE RELIEF VALVE (PRV)



PART NUMBER	DESCRIPTION
240078	PRV for plugs with inflation pressure up to 12 PSI
240088	PRV for plugs with inflation pressure up to 25 PSI
240098	PRV for plugs with inflation pressure up to 45 PSI
240108	Replacement kit to change from Rupture Disc to PRV on I-Series Test-Ball®

* If PRV is desired on 15"-32" and larger diameter Air-Loc® plugs made before 4/1/2019, the plug will need to be converted from Rupture Disc to PRV at the plant. Contact customer service for more information.