

6A Air Vent

The 6A Air Vent has both a float and a thermostatic bellows for use where air, condensate and steam may be present (as in one pipe steam heating systems.) The 6A will discharge air, while preventing the escape of either condensate or steam. An outlet check valve prevents the re-entry of air.

Limiting Operating Conditions

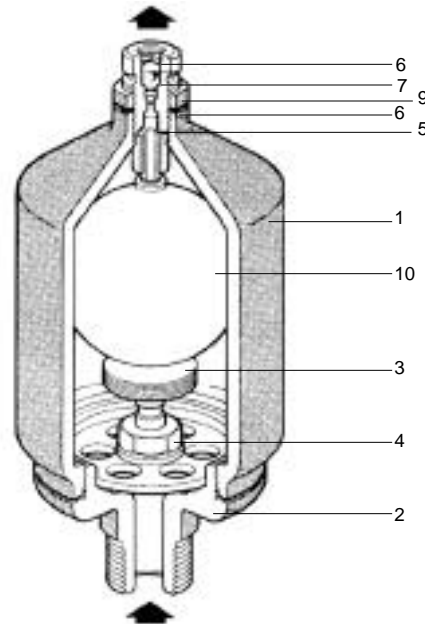
Max. Operating Pressure (PMO) 15 psig (1 barg)

Complete rebuild of all internals (except float) element set #3

- Remove 6A unit from pipe work.
- Loosen inlet cap #2 and remove from body.
- Remove thermostatic element #3-4 and discard.
- Remove valve head #5 from float #10.
- Loosen sealing nut #9.
- Remove valve seat #6 from body.
- Remove spring clip #8 from valve seat #6 and remove ball valve #7.
- Thread new thermostatic element #3-4 into cap, torque to 12-15 ft-lbs.
- Assemble new valve head #5 to float #10, snug up (do not over tighten).
- Thread new valve seat fitting #6 into body #1 a few turns.
- Back sealing ring #9 off so it doesn't bind on body.
- Holding 6A with valve seat fitting down. Take float/valve head assembly and place it in side the body. Make sure the valve head #5 slides into valve seat fitting #6.
- Thread cap assembly with thermostat on to body and torque to 110-120 ft-lbs.
- Turn valve seat fitting #6 clockwise until head and seat touch. (note: do not turn tight, which will compress thermostat)
- With valve head #5 touching the seat #6 (valve closed). Back off valve seat fitting 1-1/4 turns which will give you a travel of .078".
- Hold valve seat fitting in position and tighten sealing ring #9.

Installation

The air vent should be positioned with the inlet at the bottom at the highest point in the piping system or equipment where air collects. The valve will be closed when either condensate or steam enters the body. The discharge can be hot and wet, and the 6A should be positioned accordingly.



Spare Parts

Element Set*	3
Element	3A
Seat & Gasket	4 & 5
Float	6

* Part No. 3 Element Set converts Type 6T Air Vent to current Type 6A design.

