

## EXL-350-LF

### Wax Emergency mixing valve

1. EXL-350-LF Wax Emergency mixing valve for Eyewash/Facewash applications
  - A. Mixing Valve shall comply with National Low Lead Laws @< .25% Lead
  - B. High Performance Emergency Mixing Valve designed for eyewash/facewash applications
  - C. Mixing valve will be 1071 certified
  - 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. EXL-350-LF shall:
    1. Have ½" inlet and ½" outlet connections with integral stop/check valves
    2. 1 – 13.5 GPM (13.3 – 51.1 l/min)
    3. Have primary mixing valve close down on failure of cold water supply
    4. Include special internal Cold-Water Bypass at 30psi drop of 7gpm (26.5L/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
    1. IT Suffix
  - 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