



Back-to-back check/shuttle valve with signal at port 2

Capacity:
2.5 gpm (10 L/min.)

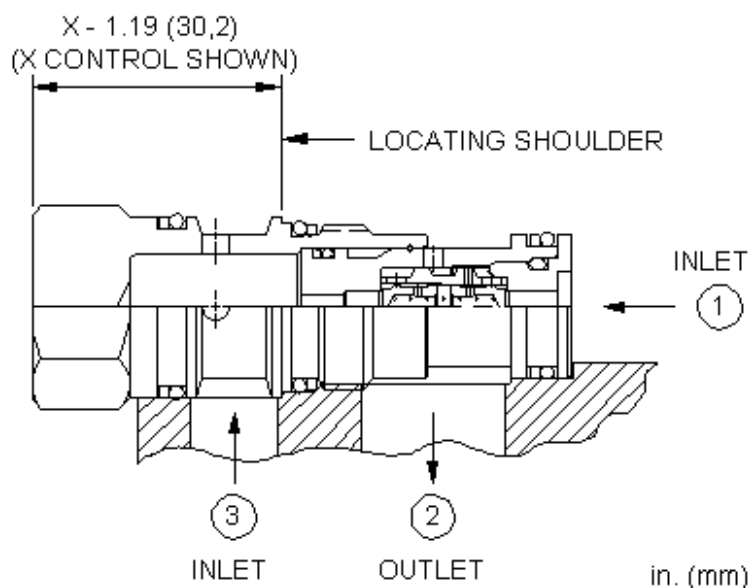
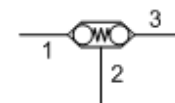
Functional Group:

Products : Cartridges : Shuttle Valve : 3-Port : Back-to-Back Check, Signal at Port 2

Model:
CDAD

Product Description

The back-to-back check valve combines two simple check valves into a single cartridge. It connects the work port with the higher pressure to the signal or common port. The signal is sensed at port 2.

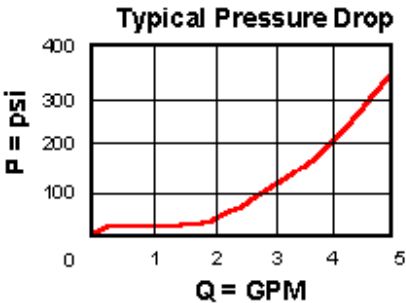
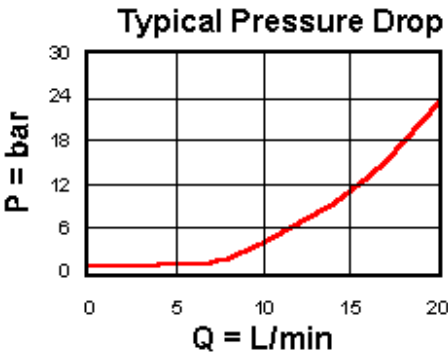


Technical Features

- Back-to-back check cartridges feature hardened, spherically lapped, guided poppets and a lightly stressed helical spring that result in excellent wear characteristics and extremely low leakage rates.
- The back-to-back checks do not provide a means of lowering a signal. They will trap a high signal if the load pressures drop to a lower pressure. Some means of bleeding off the signal should be provided.
- Incorporates the Sun floating style construction to minimize the possibility of internal parts binding due to excessive installation torque and/or cavity/cartridge machining variations.

Technical Data

	U.S. Units	Metric Units
Cavity	T-11A	
Capacity	2.5 gpm	10 L/min.
Maximum Operating Pressure	5000 psi	350 bar
Maximum Valve Leakage at 110 SUS (24 cSt)	5 drops/min.	0,3 cc/min.
Series (from Cavity)	Series 1	
Valve Hex Size	7/8 in.	22,2 mm
Valve Installation Torque	30 - 35 lbf ft	40 - 50 Nm
Seal Kits - Cartridge	Buna: 990-011-007	
Seal Kits - Cartridge	Viton: 990-011-006	
Model Weight	0.25 lb.	0.11 kg.



CDAD-XBN

Control

Standard Options

X Not Adjustable

Cracking Pressure

Standard Options

B 15 psi (1 bar)

Seal Material

Standard Options

N Buna-N
V Viton

**Material/Coating
Modifier**

Preferred Options

No modifier (standard material with no special coating)

Special Options

/AP Stainless Steel, Passivated

Control: X

Our corrosion resistant product line is growing! If you are interested in a corrosion resistant option for this model, please contact Sun.

When the modifier is /AP, the control must be X