

20:1 ratio, pilot-to-close check valve

Capacity: **.11 in. (2,8 mm)**

Functional Group:

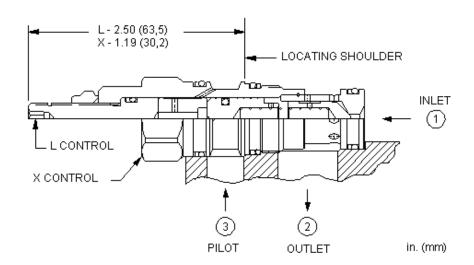
Products: Cartridges: Circuit Saver: 3-Port: Pilot-to-Close Check Valve, 20:1 Pilot Ratio

Model: CODD

Product Description

This valve is a spring biased closed, pilot-to-close check cartridge that has a 20:1 pilot ratio. The valve allows flow from port 1 to port 2 and blocks reverse flow. Pressure at the pilot (port 3) opposes pressure at port 1 at a ratio of 20:1.





Technical Features

- Pressure at the port 2 area directly opposes pilot pressure.
- Reverse flow through the valve from port 2 to port 1 is not possible under any condition.
- The valve is a poppet design that results in very low leakage of stored fluid from the accumulator.
- With equal pressures at all ports the valve is closed.
- Capacity is the equivalent of a .109 in. (2,8 mm) diameter orifice.
- 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	.11 in.	2,8 mm
Maximum Operating Pressure	5000 psi	350 bar
Maximum Valve Leakage at 110 SUS (24 cSt)	1 drops/min.	0,07 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	0.29 lb.	0.13 kg.

Control: X

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

please contact Sun.

CODD-XDN

Control	Cracking Pressure	Seal Material	Material/Coating Modifier
Standard Options	Standard Options	Standard Options	Preferred Options
X Standard Pilot	D 50 psi (3,5 bar)H 200 psi (14 bar)	N Buna-N V Viton	No modifier (standard material with no special coating) Special Options
			/AP Stainless Steel, Passivated

Additional Options

Control

L Manual Override

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