

Elite DBB5600 / DBB6600 High Performance, Double Block & Bleed Class 150 / 300 Knife Gate Valve

Brand: Elite Valve



Short Description

The DBB5600, and DBB6600, are high performance, double block and bleed knife gate valves specifically designed for critical shut-off applications in the pulp & paper, mining, oil & gas, and power generation industries. Bidirectional, perimeter seat, transverse seal design Dual gate shut-off with a single actuator WCB, SS or high alloy body Class 150/300 MSS SP-152 2" to 24" (larger on request)

Description

Technical Details & Standards • Perimeter style seat provides reliable, bidirectional flow/shutoff • Steel reinforced, replaceable seats ensure zero downstream leakage • Full port opening allows maximum throughput and minimizes pressure drop • Transverse seat design with scrapers reduces material build-up and provides reliable sealing • Positive gate stop ensures seat integrity is maintained • Flushing ports allow elimination of material buildup • Lockout pin provision ensures operator and maintenance safety • High visibility clevis provides easy identification of valve position • ISO 5211 mounting pattern allows direct mounting of various actuation options including bevel gear, pneumatic or hydraulic cylinders, and electric actuators • Grease fitting on handwheel bearing reduces operating torques Available Options • Higher alloy body materials such as 317SS, 2205SS, 2507SS, or titanium for improved corrosion resistance • Higher alloy or hardened seats and gates including 317SS, 2205SS, 2507SS, RC50, Inconel 625, 17-4PH, or titanium for improved corrosion and wear resistance • Resilient seat materials including Viton, Aflas, or Kalrez for process compatibility • Specialty gate and body

coatings including Nedox, Xylan, and hard chrome for improved corrosion and wear resistance • High temperature, live loaded, or energized packing systems for improved sealing in aggressive applications • Double block and bleed variants available in Class 150/300 • Proximity switches for gate position feedback