MESH SIZE TABLE

U.S. MESH	INCHES	MICRONS
4	.187	4760
6	.132	3360
8	.0937	2380
10	.0787	2000
20	.0331	841
30	.0232	595
40	.0165	420
60/30*	.0098	250
100/30*	.0059	149
200/30*	.0029	74

*The "30" stands for the mesh size of the support screen.

Suction screens can be used for straining oil, chemical liquids, and water. They will not rust. They're made of tough glass-filled nylon resins with stainless steel wire cloth elements. With male or female NPT connectors, to thread into or onto pipe. There are ten wire mesh sizes to choose from. The finer 60-, 100-, and 200-mesh size screens are backed up with a heavier 30-mesh inner support.

HOW TO ORDER

NUT STYLE STRAINERS

PART	NPT (Dine	SCREEN AREA	DIMENSIONS			
NO.	(Pipe Size)	(Sq. in.)	A	в	с	HEX
F-01 F-02 F-03 F-04	1/8 1/4 3/8 1/2	3.1	1-1/2	1-5/8	1	1-3/8
F-1 F-2 F-3 F-4 F-5	1/8 1/4 3/8 1/2 3/4	6.5	1-1/2	2-1/4	1-1/2	1-3/8
F-6 F-8 F-10	3/4 1 1-1/4	14.75	2-1/8	3-3/16	2-1/2	1-3/8 1-5/8 2
F-12 F-16	1-1/2 2	27.5	2-5/8	4-3/16	3-1/2	2-1/4 2-3/4
F-20 F-24	2-1/2 3	46	3-1/2	5-3/16	4-1/2	3-1/4 4

NIPPLE STYLE STRAINERS

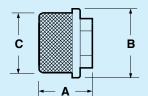
PART NO.	NPT (Pipe	SCREEN AREA	DIMENSIONS		
	Size)		Α	в	с
M3 M4 M6	3/8 1/2 3/4	6.5	2-1/2	2-1/4	1-1/2
M8 M16 M20	1 2 2-1/2	11.2 27.5	2-1/2 4-1/4 2-7/8*	3 4-3/16	2-1/8 3-1/2
M24	3	46	4-5/8	5-3/16	4-1/2

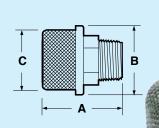
* No hex between nipple and strainer on this part

Choose a part number from the nut or nipple table and add the mesh size desired from the mesh size table located above.

Example:

A 2-in. nut-style strainer is part number F-16, and ordering it with a 20-mesh wire screen would add "20" to the part number, making it F-16-20.





ALL STAINLESS STEEL SUCTION SCREEN

Perfect for straining paint, petroleum based fluids, chemical liquids, or water. Not affected by temperature, will not strip, pull loose, or crack. 2-1/4" OD x 1-1/2" tall

HOW TO ORDER:

Example: F6 - 30/8 - SS Model No. 1/2" NPT = F4 3/4" NPT = F6 1" NPT = F8

Mesh Size: 16 over 8 mesh = 16/8 30 over 8 mesh = 30/8 60 over 8 mesh = 60/8

Stainless Steel = SS -

