



## PRESSURE GAUGES

### GVNF

### GLYCERINE FILLED STAINLESS STEEL CASED



### Part No GVNF FREE-STANDING WITH VERTICAL CONNECTION

A DIAL SIZE	63	100
B	68	130
C	29	48
D	88	155
CONNECTION BSP	1/4	1/2

A high quality and robust stainless steel cased glycerine filled general purpose pressure gauge.

These gauges can be supplied with certification that confirms conformity to BS EN 837-1 :1998 (formally BS 1780) Accuracy Class 1.6

It is recommended that the pressure range should be chosen so that the working pressure is not more than 65% of the maximum scale value for fluctuating pressures or 75% for steady pressures.

Although primarily suited for use on air and water, if used on steam a suitable ring or u-syphon should be fitted and filled with water prior to use to prevent steam entering the gauge.

#### Features & Benefits

- Can be supplied with certification to BS EN 837-1 :1998 (formally BS 1780) Accuracy Class 1.6.
- Suitable for various duties.
- Economical & reliable.
- Weatherproof case.
- Glycerine filled for a dampening effect on vibration & pressure surges

#### Pressure & Temperature

Pressure range:-  
See table below

Temperature range:-  
0 to 60°C

MATERIALS	
Case	Stainless Steel
Wetted Parts	Brass (Stainless Steel on request)
Bezel	Stainless Steel
Window	Clear Polymer

#### STANDARD PRESSURE RANGES AVAILABLE

Vacuum & Compound	0 to 30" Hg Vac (-1 Bar)	30" Hg Vac (-1 Bar) to 15 PSI (1 Bar)	30" Hg Vac (-1 Bar) to 30 PSI (2 Bar)	30" Hg Vac (-1 Bar) to 60 PSI (4 Bar)
	30" Hg Vac (-1 Bar) to 100 PSI (7 Bar)	30" Hg Vac (-1 Bar) to 160 PSI (10 Bar)	30" Hg Vac (-1 Bar) to 200 PSI (14 Bar)	30" Hg Vac (-1 Bar) to 300 PSI (20 Bar)
Pressure	0 to 15 PSI (1 Bar)	0 to 30 PSI (2 Bar)	0 to 60 PSI (4 Bar)	0 to 100 PSI (7 Bar)
	0 to 160 PSI (10 Bar)	0 to 200 PSI (14 Bar)	0 to 300 PSI (20 Bar)	0 to 400 PSI (27 Bar)
	0 to 600 PSI (41 Bar)	0 to 1000 PSI (70 Bar)	0 to 1600 PSI (100 Bar)	0 to 2000 PSI (140 Bar)
	0 to 3000 PSI (210 Bar)	0 to 4000 PSI (270 Bar)	0 to 6000 PSI (410 Bar)	0 to 10000 PSI (700 Bar)