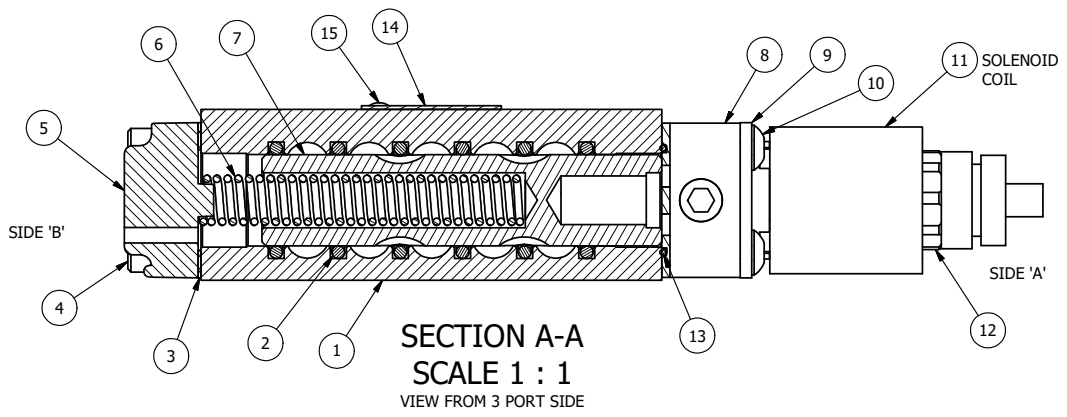


PILOT HOLE

PILOT HOLE

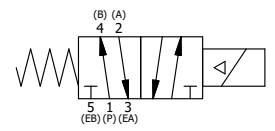
POSITION GASKET TO SEAL PILOT HOLE SIDE 'B' ONLY.

ALIGN PILOT AND SLOT IN ADAPTOR WITH GASKET IN BETWEEN SIDE 'A' ONLY FOR EXTERNAL PILOT OPERATION - ROTATE ADAPTOR 180 DEGREES. REMOVE 1/8" NPTF PLUG AND SUPPLY 50-150 PSI TO 1/8" NPTF PILOT PORT IN ADAPTOR.



FLG	QTY	PART NO	DESCRIPTION
15	2	V-212	SCREW, #2 X 3/16 DRIVE, TYPE U, OVAL HEAD, STAINLESS STEEL
14	1	AN-114	NAMEPLATE, BLANK, FOR VALVES WITH SPRINGS OR DETENTS
13	1	EMG3	GASKET - END MOUNT SOLENOID, BUNA-N, 1/4" & 3/8" VALVES
12	1	V-556	NUT, SOLENOID, TOP EXHAUST, KNURLED
11	1	V-612-3	ATEX COIL 24 VDC WITH 3 METER CORD. NASS # 1215 30.1-001/6896.
10	4	V-584	SCREW, 10-24 X 1, BUTTON HEAD SOCKET CAP WITH MICROSPHERE APPLIED TO THREADS.
9	1	SEC3-7	PLATE, RE-INFORCEMENT, SOLENOID, STAMPED, 304 STAINLESS
8	1	V-550-1	SOL OPER, END MOUNT, NON-LOCKING ORIDE
7	1	S3	SPOOL - STANDARD, 2 POS, CLSD CTR, 1/4" & 3/8" VALVE
6	1	CS3	SPRING - RETURN, (EXCEPT HO, KO & PO) 1/4" & 3/8" VALVES
5	1	SEC3-A	END CAP, VENTED, SPRING BOSS, 380 AL, 1/4" & 3/8" VALVE
4	4	V-38	SCREW, 10-24 X 3/4, SOCKET HEAD CAP
3	1	ECG3	GASKET - END CAP, 1/4" & 3/8" VALVE
2	6	V-39	O-RING, VITON, STD BODY, 1/4" & 3/8" VALVES
1	1	B3-1E	BODY - SOLID, BUTTON BLEEDER, ANODIZED, 3/8" SIDE PORT VALVE

NOTES:
 1) ALWAYS GIVE VALVE MODEL AND PART NUMBER WHEN ORDERING PARTS.
 2) FOR DIFFERENT VOLTAGES OTHER THAN 24VDC, CONSULT FACTORY.



LIMITS ON DIMENSIONS UNLESS OTHERWISE SPECIFIED		2-PL DECIMAL ± .01 3-PL DECIMAL ± .005 FRACTIONAL ± 1/64 ANGULAR ± 1/2°		AAA PRODUCTS INTERNATIONAL 7114 Harry Hines Blvd Dallas, TX 75235
DRAWN: RMckenna	DATE: 3/30/2015	CHECKED: KWaite	DATE: 5/31/2015	
SCALE: 1 : 1	SHEET: 1 OF 1	RELEASED: HWomack	DATE: 5/31/2015	
TITLE: 3/8" SIDE PORT, SNGL SOL, 2 POS, SPRING RTRN, ATEX, 24VDC			PART NO.: ESO3T 24VDC	REV.:

THE INFORMATION CONTAINED WITHIN THIS DOCUMENT IS PROPRIETARY TO AAA PRODUCTS AND MAY NOT BE DISCLOSED WITHOUT PRIOR WRITTEN CONSENT

P:\Engineering\Product Valve Assembly\Standard ISO DWG\ESO3T 24VDC.dwg