



Push Buttons

PL-L3M-B



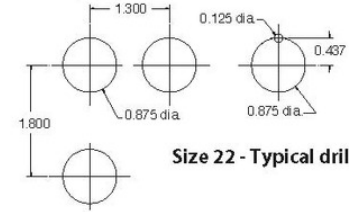
Color	Black
Mount	30 mm Thread
Product Line Brochure	Mechanical Valves
Style	Auto Push/Turn Mushroom
Unit	Imperial

Clippard offers push button actuators for use with a large variety of stem-operated valves. They can be used on individual stem valves or in panel mounting applications. These actuators are available in a variety of colors, allowing you to color code, or easily differentiate between valves when designing control systems. The design allows complete actuation of the valve with no over-travel or side load to the valve assuring superior performance and long life.

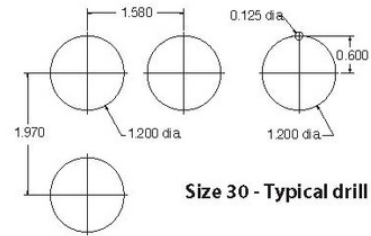


Mounting Clippard Manual Actuators

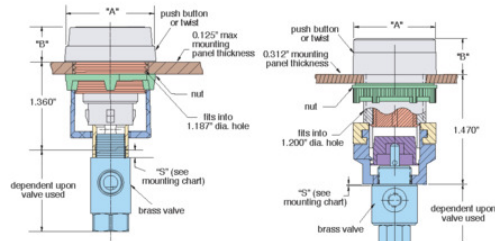
These drill plans are for units fitted with optional anti-rotation ring



Size 22 - Typical drill plan



Size 30 - Typical drill plan



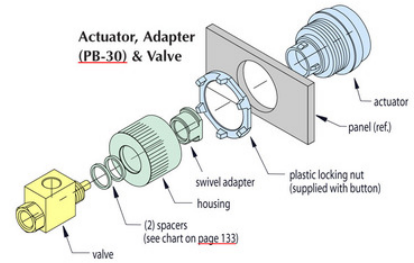
PB-30 Aluminum Adapter

Actuator	"A"	"B"
PL-P21-	1.440"	0.580"
PL-P21-	1.440"	0.880"
PL-P21M-	1.560"	1.050"
PL-L3M-	1.560"	1.050"
PL-P4K-	1.440"	1.400"
PL-L4M-	1.580"	1.300"
PL-T21-	1.440"	1.070"
PL-T31-	1.440"	1.070"
PL-T3K-	1.440"	1.200"
PL-K3K-	1.440"	1.200"

Part No.	Description
PB-30	Aluminum Adapter
PB-85	Plastic Adapter

PB-85 Plastic Adapter

Actuator	"A"	"B"
PL-P21-	1.440"	0.550"
PL-P21-	1.440"	0.960"
PL-P21M-	1.575"	1.043"
PL-L3M-	1.575"	1.043"
PL-P4K-	1.440"	2.280"
PL-L4M-	1.575"	2.280"
PL-T21-	1.440"	1.403"
PL-T31-	1.440"	1.043"
PL-T3K-	1.440"	2.280"
PL-K3K-	1.440"	2.280"



1. Insert actuator into hole in panel
2. Thread panel locking nut onto actuator
3. Align actuator, tighten up to panel
4. Insert swivel adapter into hole in housing
5. Slide spacers onto thread of valve (if needed)
6. Thread valve onto swivel adapter
7. Thread housing onto button
8. Align as needed, tighten all connections

Clippard Valve	Spacer
MAV-2, MAV-2P, MAV-2R, MAV-3R, MAV-3, MAV-3P	None
MAV-2, MAV-2P	None
MAV-2, MAV-3, MAV-2D, MAV-3D	1/8"
MAV-4, MAV-4D, MAV-4, MAV-4D	None
ES-1	None
FV-3, FV-3P, FV-3D, FV-3DP	1/8"
FV-4, FV-4P, FV-4D, FV-4DP	1/8"
FV-5, FV-5P, FV-5D, FV-5DP	1/8"