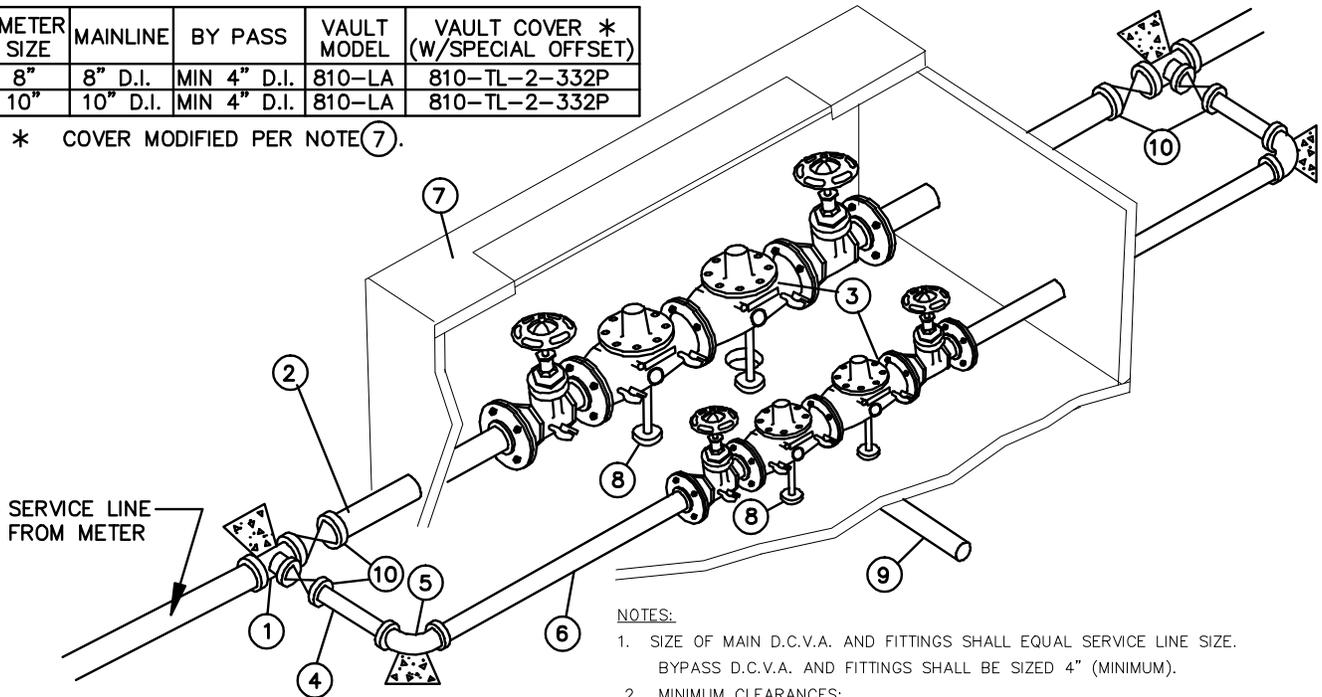


METER SIZE	MAINLINE	BY PASS	VAULT MODEL	VAULT COVER * (W/SPECIAL OFFSET)
8"	8" D.I.	MIN 4" D.I.	810-LA	810-TL-2-332P
10"	10" D.I.	MIN 4" D.I.	810-LA	810-TL-2-332P

* COVER MODIFIED PER NOTE ⑦.



NOTES:

1. SIZE OF MAIN D.C.V.A. AND FITTINGS SHALL EQUAL SERVICE LINE SIZE. BYPASS D.C.V.A. AND FITTINGS SHALL BE SIZED 4" (MINIMUM).
2. MINIMUM CLEARANCES:
 - 36" BETWEEN EACH D.C.V.A.
 - 12" BETWEEN D.C.V.A. AND SIDE OF VAULT.
 - 12" BETWEEN D.C.V.A. AND VAULT FLOOR.
 - 24" SOIL COVER OVER SERVICE LINE.
3. INSTALL PLUGS IN ALL TEST COCKS.
4. MUST BE TESTED BY A WASHINGTON STATE DOH CERTIFIED BACKFLOW ASSEMBLY TESTER UPON INSTALLATION.
5. PROVIDE LADDER AND LADDER-UP PER DETAIL W-19.
6. WHERE ACCESS OPENING DOES NOT EXPOSE SHUT OFF VALVES MIN. 24" CLEARANCE SHALL BE REQUIRED BETWEEN TOP OF VALVE AND UNDERSIDE OF VAULT COVER.
7. ALL FITTINGS OUTSIDE VAULT SHALL INCLUDE THRUST BLOCKING AND JOINT RESTRAINT DEVICES.
8. MINIMUM 2' OF LEVEL, UNOBSTRUCTED AREA AROUND HATCHES.
9. LOCATE HATCH PER DETAIL W-17.

- ① TEE, MJ, MAINLINE SIZE BY 4" MINIMUM BRANCH. *
- ② D.I. PIPE, P.E. X FL., LENGTH TO FIT. *
- ③ STATE APPROVED INTERNALLY LOADED DOUBLE CHECK VALVE ASSEMBLY, COMPLETE WITH (2) FULL FLOW BALL VALVE SHUT-OFF VALVES AND TEST COCKS.
- ④ 4" MINIMUM DI PIPE, PE X PE, LENGTH TO FIT. *
- ⑤ 4" MINIMUM 90° BEND, MJ *
- ⑥ 4" MINIMUM DI PIPE, PE X FL, LENGTH TO FIT. *
- ⑦ CONCRETE VAULT WITH 2 LOCKING ALUMINUM LW TYPE HATCH DOORS (PART NO. HHD-36"x72"), MIN HS-25 LOADING, WITH LIGHT BLAST 5086 SKID RESISTANCE APPLICATION. COVER TO READ "WATER". SIZE VAULT TO PROVIDE MINIMUM CLEARANCES LISTED IN NOTE 2.
- ⑧ ADJUSTABLE PIPE STANCHIONS, BOLTED TO FLOOR.
- ⑨ DRAIN, SLOPE TO DAYLIGHT OR STORM DRAINAGE SYSTEM (DO NOT CONNECT TO SANITARY SEWER). WIRE MESH RODENT SCREEN OVER DRAIN.
- ⑩ GATE VALVE, F.L.XM.J. (WITH VALVE BOX AND COVER).

* TYPICAL, EACH SIDE OF D.C.V.A.



City of
Bellevue

WATER UTILITY

TITLE

8" AND 10" DOMESTIC DOUBLE
CHECK VALVE ASSEMBLY
FOR CONTINUOUS SUPPLY
(OUTSIDE INSTALLATION)

NO. W-43