

## **Long Term Storage of Valve/Actuator Assembly**

When valves are to be stored for an extended period of time, these procedures must be followed for the valves to be covered by any special warranty. Following these procedures ensures that all the various components will work properly once the valves are placed into service. If a product is referred to by name, it is only for the purposes of clarity, and it is not necessary for that particular product to be used. Any product that is the equivalent may be used, as long as it is an exact equal in purpose.

1. Dry inside of valve and spray all accessible areas with Ashland Tectyl 502C or Houghton Rust Veto 377 rust preventative.
2. Inject Shell B-B grease into secondary seat seal ports
3. Install Shell VPI #300 or Cor-Tab tablets into valve body cavity. See Table 1 for recommended quantity of tablets to be used.
4. Brush or spray rust preventative on machined surface of the end connections.
5. Install plastic or plywood end protection on flanges and tape edges with duct tape to provide an air tight seal
6. Valve should be operated on a monthly basis and valve stem left in a different position each month. When stroking the valve, use filtered dehydrated and lubricated air to operate the actuator.
7. For the actuators, any fluid port or connection must be plugged to prevent ingress of water or dust. The coupling parts (adapter and coupling joint, flange, etc.) must be protected with grease or protective oil.
8. The tightness and functionality of the seals should be checked every six months. If valve assembly is to be stored for 3 years or longer, seals must be changed after 3 years of storage.
9. Valve should be stored in a dry, weatherproof building. A climate controlled facility is preferred but not considered to be required.
10. For gear operators, inject EP type grease in all fittings provided.
11. Any associated instrumentation, such as solenoid, limit switch, air filter regulator, etc., must have all conduit & tubing ports plugged with plastic plugs.