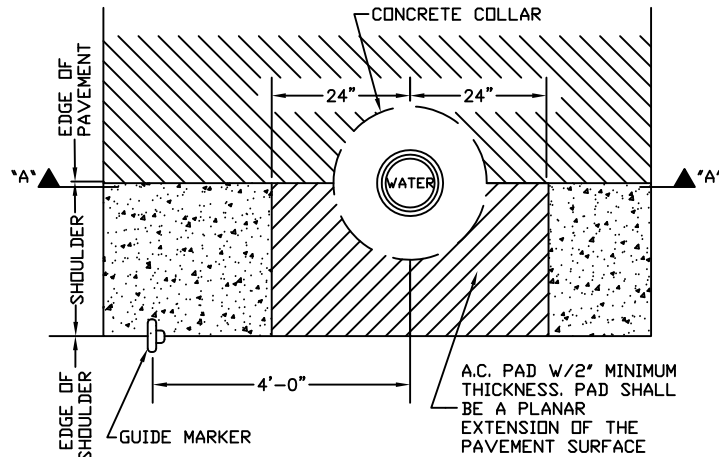
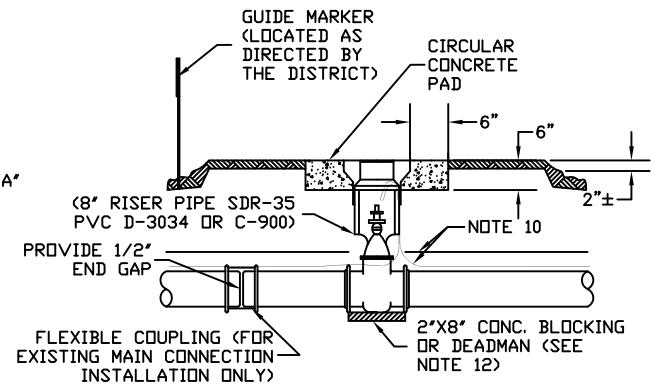


**NOTES:**

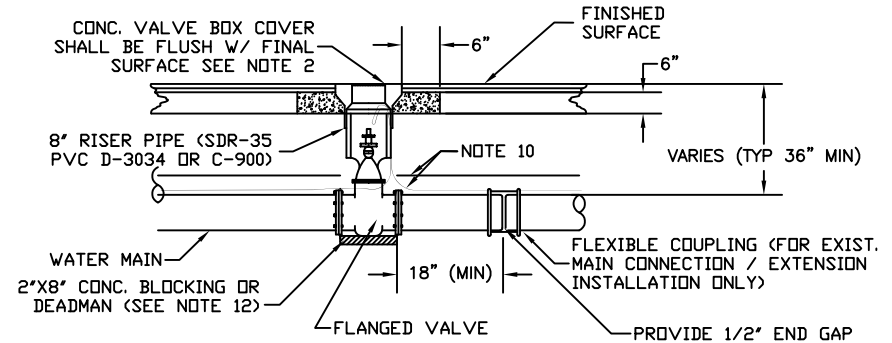
1. GUIDE MARKER SHALL CONFORM TO THE STANDARD GUIDE MARKER DETAIL (SEE SHEET 16).
2. VALVE BOXES SHALL BE TRAFFIC TYPE CHRISTY G5 OR APPROVED EQUIV. W/LID MARKED "WATER".
3. VALVE BOX RISER PIPE SHALL BE SET PLUMB AND CENTERED OVER NUT AND NOT TRANSFER ANY LOADS TO THE VALVE.
4. GATE VALVES SHALL CONFORM TO AWWA C500 OR C501 FOR VALVES 10" AND SMALLER.
5. BUTTERFLY VALVES SHALL CONFORM TO AWWA C504 FOR VALVES 12" AND LARGER.
6. THE BUTTERFLY VALVE OPERATING MECHANISM SHALL BE SET TO CURBSIDE, DISTANCE FURTHEST FROM ROADWAY CENTERLINE, UNLESS OTHERWISE DIRECTED BY SJWD REPRESENTATIVE.
7. ALL VALVES TO BE FLANGED (BOLTED) TO TEES AND CROSSES, UNLESS PRE-APPROVED BY SJWD ENGINEER (SUCH AS FOR IN-LINE LOCATIONS OR IN CURB RADIUS).
8. ALL PE BY PE JOINT FLEXIBLE COUPLINGS FOR DIP TO DIP AND C900 TO C900 USE MJ x MJ CAST OR DUCTILE IRON SLEEVE WITH EBAA IRON MEGALUG (OR APPROVED EQUIV.) ON BOTH SIDES. FOR DIP OR C900 TO A.C. PIPE USE ROMAC 501 WITH 12' LONG BARREL (OR APPROVED EQUIV.).
9. VALVES AND COUPLINGS SHALL BE POLY ENCASED PER AWWA C105.
10. PIPE ENDS SHALL BEAR UNIFORMLY AGAINST HUB END SEAT, LONGITUDINAL AXIS OF THE PIPE ON EACH SIDE OF VALVE SHALL BE PARALLEL AND CONCENTRIC.
11. PROVIDE TRACING WIRE AND BLUE LOCATION TAPE.
12. PROVIDE VALVE STEM EXTENSION IF DEPTH TO VALVE NUT EXCEEDS 48 INCHES. TOP OF EXTENSION TO BE 12-IN TO 24-IN FROM FINISHED GRADE.
13. DEADMAN BLOCK MAY BE REQUIRED BY DISTRICT (PER SHEET 13 OF 27).
14. PROVIDE BOND JUMPERS AND CATHODIC PROTECTION COMPONENTS PER SPECIFIC PROJECT SPECIFICATIONS OR PER DISTRICT REQUIREMENTS.



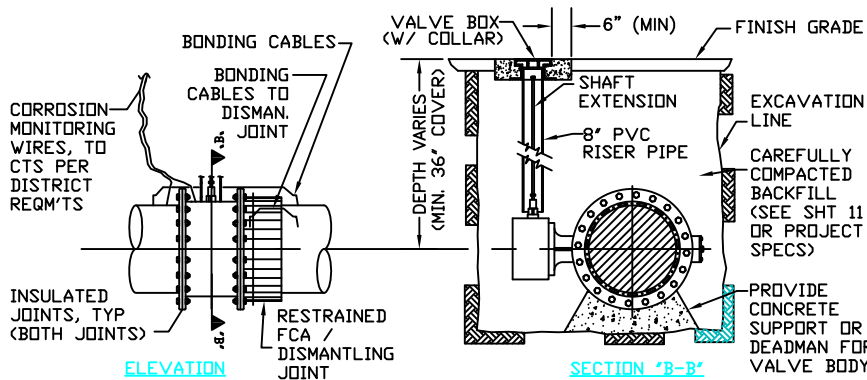
**VALVE BOX PAD IN PLAIN SHOULDER  
PLAN VIEW**



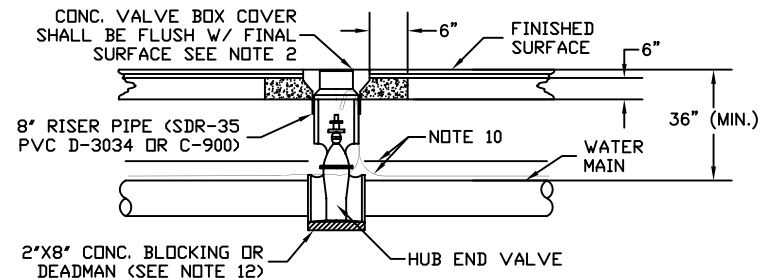
**SECTION "A" - "A" VALVE ASSEMBLY  
OUTSIDE TRAVELED AREA**



**SECTION - FLANGED VALVE ASSEMBLY**



**BUTTERFLY VALVE ASSEMBLY (BURIED)**



**SECTION - HUB END VALVE ASSEMBLY**



**MAIN VALVE ASSEMBLY  
SAN JUAN WATER DISTRICT**

APPROVED

SCALE: NTS PRINT DATE: 07/24/07 DETAIL NO: SHT 8 OF 27

NO	DATE	REVISIONS	APP	BY