

## INSTALLATION INSTRUCTIONS

### Sweat Fitting Installation

Part #'s: 316, 317, 582, 5826, 629, 630, 631, 635

**JACLO**<sup>®</sup>  
Confidence from start to finish.™



### READ INSTRUCTIONS CAREFULLY PRIOR TO INSTALL

1. Shut off water supply. **Pipes must be dry for this process.**
2. Check tubing for dents, bends, putty or burrs and make sure it is cut square. Also stub should only come out of wall no more than 1.5 inches, to allow for a half inch penetration into the valve tube. Fix/cut accordingly.
3. Clean the end of the pipe that is being soldered with plumber's abrasive cloth or similar, removing loose particles. Also clean the inside of the tube of the supply valve with a metal brush. Can use emery cloth, steel wool, etc.
4. Slide the escutcheon on the valve tube with the small end facing the valve (shown in Images 11 & 12). Apply a light amount of flux (soldering paste) to clean end of pipe with a small brush. Also put flux on inside of the cleaned valve tube.
5. Attach the supply valve tube to the end of the water supply pipe for a minimum 1/2" and wipe off excess flux. Use a propane torch to heat the area where the pipes join uniformly. Do not apply heat directly to the flux and do not overheat the copper (will become discolored).
6. To tell if copper is hot enough, touch the solder to the pipe. If the solder begins to run into joint, the pipe is at soldering temperature. Apply a little bit of solder to pipe where it joins the fitting (solder should be applied on the opposite side of the flame). Solder should flow easily into the fitting. Keep soldering until solder appears completely around the circumference of the fitting. Do not apply excess amounts of solder; more is not necessarily better in this case.
7. After solder joint is completed, wipe away excess solder with a towel/rag and allow fitting to cool thoroughly.



1



2



3



4



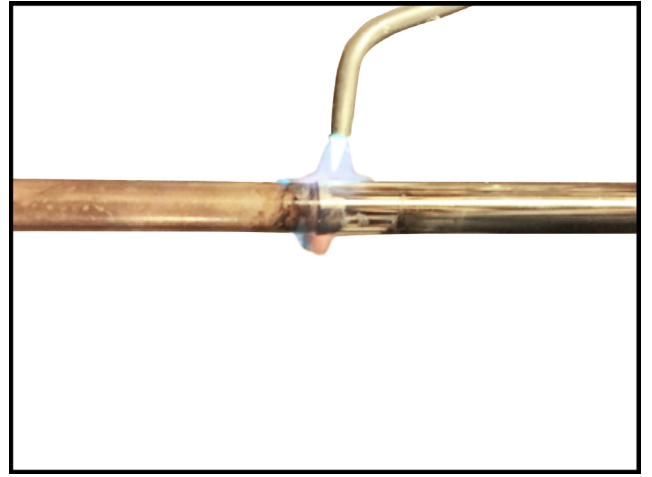
5



6



7



8



9



10



11



12

To learn more about JACLO's warranty, please visit [\*\*jaclo.com\*\*](http://jaclo.com)