

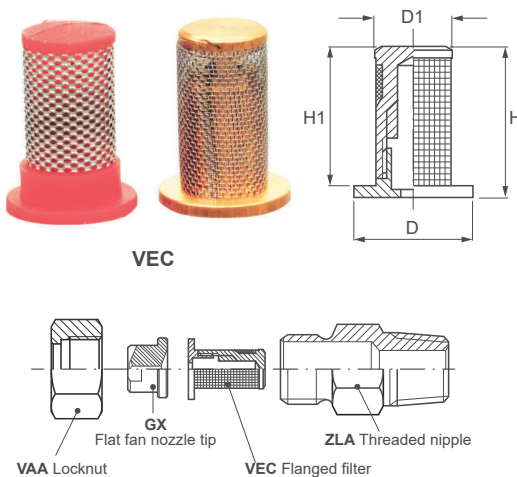
HAT FILTERS

VEA series hat-shaped check-valve filters are specially designed for 3/8" flanged nozzles. They are drip-free and protect the nozzle tips. We recommend to assemble filters with check-valve on small capacity nozzles to avoid clogging and enhance their performance.

- **Mesh number** 50, 75, 100 mesh
- **Materials** Collar **T9** Copper
Wire net **B3** AISI 316 Stainless steel
- **Typical application** Filtering before spraying liquids

Code	D mm	D1 mm	H mm	H1 mm	M mesh	Nozzle code
VEA 0138 T9	14.5	9.5	8.5	7.3	100	GX
VEA 0238 T9					75	BX
VEA 0338 T9					50	FX KX

VEC (FLANGED FILTERS)



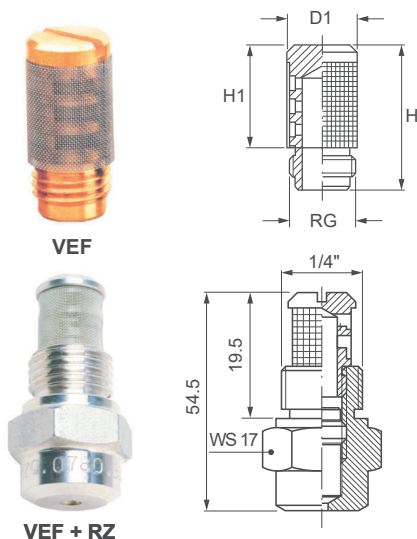
FLANGED FILTERS

VEC check-valve filters are specially designed for 3/8" flanged nozzles. They are drip-free and protect the nozzle tips. We recommend to assemble these filters on small capacity nozzles to avoid clogging and enhance their performance.

- **Materials** Body **B1** AISI 303 Stainless steel
B31 AISI 316L Stainless steel
D3 Nylon
T1 Brass
Wire net **B2** AISI 304 Stainless steel
- **Typical application** Filtering before spraying liquids

Code	D mm	D1 mm	H mm	H1 mm	M mesh	Nozzle code
VEC 0138 xx	15.0	10.0	20.0	18.5	100	GX
VEC 0238 xx					75	BX
VEC 0338 xx					50	FX KX

VEF (THREADED FILTERS)



THREADED FILTERS

VEF threaded filters are specially designed for 1/4" J series flat fan nozzles and RX/RZ hollow cone nozzles. They provide a top filtering action and protect nozzle tips. We recommend to assemble threaded filters on small capacity nozzles to avoid clogging and enhance their performance.

- **Thread size** 3/8" UNF
- **Mesh number** 50, 75, 100 mesh
- **Materials** Body **B1** AISI 303 Stainless steel
B31 AISI 316L Stainless steel
T1 Brass
Wire net **B2** AISI 304 Stainless steel
- **Typical application** Filtering before spraying liquids

Code	D1 mm	RG poll	H mm	H1 mm	M mesh	Nozzle code
VEF 0112 xx	10.0	M8	16.0	12.0	100	RX, RZ
VEF 0138 xx	10.2	3/8"UNF	21.0	15.0	100	JB(1/4")
VEF 0238 xx					75	
VEF 0338 xx					50	
VEF 0411 xx	8.1	M7	15.7	13.2	120	JA(1/8")