

COUNCIL BLUFFS WATER WORKS OF THE CITY OF COUNCIL BLUFFS, IOWA

DRILLING MACHINES — To make cuts into mains under pressure for connecting laterals and installing inserting valves.

TAPPING SLEEVES AND VALVES — To provide laterals or branch main connections to mains under pressure.

INSERTING VALVES — To add extra control valves anywhere in the distribution system without shutting-off the water supply.

SPLIT REPAIR SLEEVES — To provide fast, permanent repair of cracked or broken mains.

FIRE HYDRANTS — To provide instantly-available supplies of water in large volumes for fire-fighting purposes.

GATE VALVES — To control the supply of water throughout the distribution system by permitting the shut-off of any section at any time.

VALVE BOXES — To provide easy access to gate valves with shut-off rod.

REGULATORS — To reduce high, fluctuating inlet water pressure to lower, constant pressures for home use.

LAWN FAUCETS — To provide hose connection specifically designed for outdoor use.

RELIEF VALVES — To prevent pressures and temperatures from building up beyond a set limit in hot water heaters, heating systems, etc.

STOPS AND DRAINS — To permit shut-off of water supply and complete draining of downstream piping system at any point.

METER SETTING EQUIPMENT — To protect meters from piping stresses and to simplify meter installation.

CURB BOXES — To provide easy access to curb stops with water works shut-off rod.

CURB STOPS — To permit the water works to shut off individual services.

METER STOPS — To provide easily accessible shut-off for householder's use in case of emergency, plumbing repairs, etc.

TAPPING MACHINES — To drill a hole, tap a thread and insert Corporation Stop into main under pressure.

CORPORATION STOPS — To provide service connections to mains under pressure.

SERVICE CLAMPS — To permit service connections to mains under pressure without installing corporation stops directly into main.

COPPER SERVICE PIPE & FITTINGS — To provide easily-installed, long-life piping from main to house.