



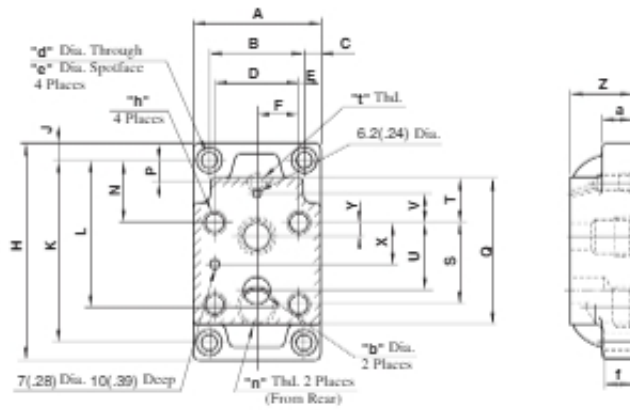
Pressure relief valve □BG-03-32

URL:<https://www.sxplc.com/pressure-relief-valve-bg-03-32>

Product data sheet

BGM-03,03X-20 / 3080 / 2090
 BGM-06,06X-20 / 3080 / 2090
 BGM-10,10X-20 / 3080 / 2090

DIMENSIONS IN
 MILLIMETRES (INCHES)



Model Numbers	Dimensions mm (Inches)													
	A	B	C	D	E	F	H	J	K	L	N	P	Q	S
BGM-03	86	60	13	53.8	3.1	26.9	149	13	123	86	32	26		
BGM-03X	(3.39)	(2.36)	(.51)	(2.12)	(.12)	(1.06)	(5.87)	(.51)	(4.84)	95	(1.26)	21	(3.82)	53.8
BGM-06										106.5		27.2		
BGM-06X	108	78	15	70	4	35	180	15	150	(4.19)	51	(1.07)	121	66.7
	(4.25)	(3.07)	(.59)	(2.76)	(.16)	(1.38)	(7.09)	(.59)	(5.91)	(3.74)	(2.01)	18	(4.76)	(2.63)
BGM-10										138.2		30.2		
BGM-10X	126	94	16	82.6	5.7	41.3	227	16	195	(5.44)	62	(1.19)	154	88.9
	(4.96)	(3.70)	(.63)	(3.25)	(.22)	(1.63)	(8.94)	(.63)	(7.68)	158	(2.44)	17	(6.06)	(3.50)
										(6.22)		(.67)		

Model Numbers	Dimensions mm (Inches)										
	T	U	V	X	Y	Z	a	b	d	e	f
BGM-03	19	47.4	0	22	22	32	20	14.5	11	17.5	19
BGM-03X	(.75)	(1.87)	(0)	(.87)	(.87)	(1.26)	(.79)	(.57)	(.43)	(.69)	(.75)
BGM-06						40					
BGM-06X	37	55.5	23.8	33.4	11	(1.57)	25	23	13.5	21	24
	(1.46)	(2.19)	(.94)	(1.31)	(.43)	50	(.98)	(.91)	(.53)	(.83)	(.94)
BGM-10						50					
BGM-10X	42	76.2	31.8	44.5	12.7	(1.97)	32	28	17.5	26	31
	(1.65)	(3.00)	(1.25)	(1.75)	(.50)	63	(1.26)	(1.10)	(.69)	(1.02)	(1.22)
						(2.48)					

Model Numbers	Japanese Standard "JIS" Design "20"			European Design Standard Design "3080"			N. American Design Standard Design "2090"		
	"h"	"n" Thd.	"t" Thd.	"h"	"n" Thd.	"t" Thd.	"h"	"n" Thd.	"t" Thd.
BGM-03	M12 Thd. 20(.79) Deep	Rc 3/8	Rc 1/4	M12 Thd. 20(.79) Deep	3/8 BSP.F	1/4 BSP.F	1/2-13UNC Thd. 22(.87) Deep	3/8 NPT	1/4 NPT
BGM-03X		Rc 1/2			1/2 BSP.F			1/2 NPT	
BGM-06	M16 Thd. 25(.98) Deep	Rc 3/4		M16 Thd. 25(.98) Deep	3/4 BSP.F		5/8-11UNC Thd. 27(1.06) Deep	3/4 NPT	
BGM-06X		Rc 1			1 BSP.F			1 NPT	
BGM-10	M20 Thd. 28(1.10) Deep	Rc 1-1/4	M20 Thd. 28(1.10) Deep	1-1/4 BSP.F	3/4-10UNC Thd. 28(1.10) Deep	1-1/4 NPT			
BGM-10X		Rc 1-1/2		1-1/2 BSP.F		1-1/2 NPT			

