

PL-122 Filter

The PPL-122 is the original Polylok filter. It was the first filter on the market with an integrated automatic shut-off ball on every filter. When the filter is removed for regular serving, the ball will float up and prevent any solids from leaving the tank. Our patented design cannon be duplicated.

Features:

- 1.6mm filtration slots
- Accepts 1/" PVC pipe for handle extension
- Has a flow control ball that shuts off the flow of effluent when the filter is removed for cleaning.
- Has its own gas deflector ball which deflects solids away.
- Installs easily in new tanks, or retrofits in existing systems.
- Comes complete with its own housing. No gluing of tees or pipe, no extra parts to buy.
- Has a modular design, allowing for increased filtration.

PL-122 Installation: (should be completed by a suitably competent person)

Easy to install in a new or existing septic tank or treatment system chamber on the 110mm (4") outlet pipe.

- 1. Locate the outlet pipe pipe
- 2. Remove the access cover and pump down the liquid level in the tank if necessary
- 3. Glue the filter tee housing (& reducer bushing) to the outlet pipe. If the pipe is too short the Polylok extend & lok can be used
- 4. Insert the PL-122 filter cartridge into the tee housing
- 5. Replace and secure the access cover

PL-122 Maintenance: (should be carried out by a suitably competent person)

The PL-122 cartridge should be removed and cleaned as required to ensure efficient operation. Typically in normal residential applications this is require once per annum.

- 1. Do not use the plumbing system when cleaning
- 2. Remove the PL-122 cartridge
- 3. Wash the filter until clean over the tank ensuring all solids fall back into the tank.
- 4. Insert the filter cartridge back into the tee housing



Polylok Offers the only filter on the market where you can get more flow by simply joining our filters together

- 1 Filter = 5700 ltrs/day
- 2 Filters = 11400 ltrs/day
- 3 Filters = 17100 ltrs/day

Patent Numbers 6,015,488 & 5,871,640

