

# AdjustaPit™

## 250MM

# BASIC INSTALLATION INSTRUCTIONS

The Marley AdjustaPit™ comes with a unique adjustable riser that allows you to change the height of the silt pit to match the finished ground level. The riser can be adjusted by screwing up or down with a total adjustment of 140mm.

To connect pipework to the AdjustaPit™ outlet use a Marley Coupling - Product code: D156-44. It is recommended that Marley Couplings are tightened to a torque of 5.6Nm.

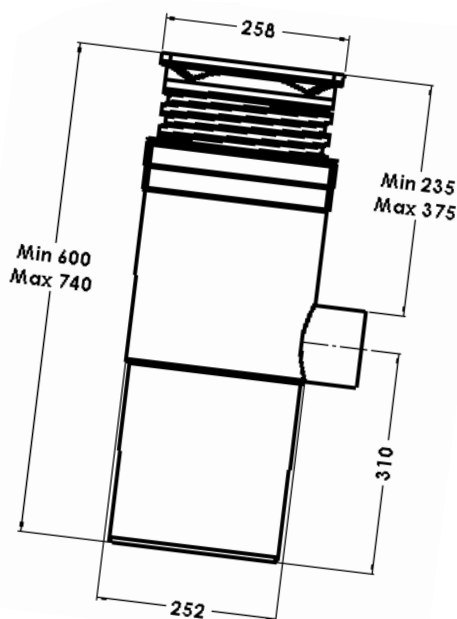
Additional inlets or outlets can be fitted to the AdjustaPit™ by creating the correct size hole and using the appropriate seal. Additional inlets should be kept at a similar level to the outlet.

## INSTALLATION INSTRUCTIONS

1. Excavate a hole large enough to accommodate the AdjustaPit™ to a depth of approximately 800mm below finished ground level. At 700mm depth this will be at the centre of the pit's adjustment once a 100mm deep support base has been put in place. Allow at least 200mm around the outside of the trap for aggregate backfill.
2. Provide a 100mm thick base of sand or aggregate to support the AdjustaPit™ and ensure the AdjustaPit™ is level
3. Fill the AdjustaPit™ with water until outlet level to hold the AdjustaPit™ in place and prevent flotation during backfill. Ensure the AdjustaPit™ is still level as it settles into the support base.
4. Connect the downstream waste pipe to the AdjustaPit™ outlet using a 100mm Marley Coupling (Product Codes: D156-44)
5. Carefully back fill around the AdjustaPit™ using the selected aggregate and compact as required
6. Adjust the height of the AdjustaPit™ by turning the riser up or down until the desired finished ground level is reached
7. A stainless steel screw may be placed into the side of the AdjustaPit™ to lock the riser into position
8. Support the AdjustaPit™ with a concrete collar 100mm thick x 150mm wide

**WARNING:** The AdjustaPit™ must always have the grate installed or be suitably covered to prevent falling or serious injury.

## DIMENSIONS



All measurements shown in mm