



# Armstrong® Armstrong Universal Stainless Steel Connector

Steam Trapping and  
Steam Tracing Equipment

## IS-2 Stainless Steel Connector with Integral Strainer Provides:

- A full line stainless steel strainer in the connector eliminates leak points and reduces installation time
- A strainer that is not discarded when the trap is replaced
- Easy strainer screen replacement
- Optional blowdown valve
- Accommodates Armstrong's inverted bucket, disc, thermostatic, thermostatic wafer, bimetallic, and float and thermostatic traps. Any manufacturer's 2-bolt steam trap can also be applied to Armstrong's S-2 connector.

## Maximum Operating Conditions

Maximum allowable pressure:  
650 psig @ 600°F (45 bar @ 315°C)

## Connector Styles

- IS-2 connector with integral strainer
- IS-2 connector with integral strainer with blowdown valve

## Connection Sizes

- 1/2", 3/4", 1"

## Connection Types

Screwed NPT and BSPT  
Socketweld  
Flanged (consult factory)

## Materials

Connector Body: All stainless steel—304  
Strainer: 20 x 20 Mesh 304 stainless steel

## Weight

2 lbs (0.91 kg)

## How to Order IS-2 Connector with Integral Strainer

Specify:

- Connection style
- Connection size
- Connection type
- Inlet flow direction
  - Left to Right
  - Right to Left



## Standard 360° Stainless Steel Connector Provides:

- A compact, lightweight assembly
- Standardization, reducing inventory
- A compact design, simplifying piping
- Accommodates Armstrong's inverted bucket, disc, thermostatic, thermostatic wafer and bimetallic steam traps. Any manufacturer's 2-bolt steam trap can also be applied to Armstrong's standard connector.

## Maximum Operating Conditions

Maximum allowable pressure:  
650 psig @ 600°F (45 bar @ 315°C)

## Connector Styles

- Standard 360°

## Connection Sizes

- 1/2", 3/4"

## Connection Types

Screwed NPT and BSPT  
Socketweld  
Flanged (consult factory)

## Weight

1-1/2 lbs (0.70 kg)

## How to Order Standard 360° Stainless Steel Connector

Specify:

- Connection size
- Connection type

