

# SUCCESSFUL NEIGHBORHOOD DRAINAGE PROJECT MANATEE COUNTY (FLORIDA)

In 2020, the design of another drainage project with Proco Products commenced.

Civil engineers want to optimize a drainage system's performance. Part of the design included selecting the proper size pipe to handle what their calculations determine. Sometimes round pipes are not an option and elliptical concrete pipes (ERCP) are selected. ERCP, in the horizontal position, can be used for minimum cover projects or where vertical clearance is limited; it offers the hydraulic advantage of greater capacity for the same flow depth.

Preventing backflow through a drainage system is a major consideration when the receiving water is tidal. Stantec Engineering specified Proco Products inline Model 790 valves for their design that included both round and elliptical concrete pipes. Proco has been producing

an all rubber check valves for decades. As a standard, all of their drainage check valves are manufactured completely with a top-quality barnacle and algae resistant chloroprene rubber. Algae and Barnacle resistant rubber reduces maintenance intervals and prolongs the valve's useful life. These valves will never corrode – not even in salt water. They will not stick open or stick closed.

The Model 790 valves are a robust reinforced uni-body design with super low cracking pressure and headloss. The valve is installed fully inside the host pipe; nothing is protruding passed the pipe end. This is a great option for boat traffic, easement considerations and for aesthetics. Stainless band expanding clamps anchor these valves from the outfall cuff end or the clamps can be



moved to the valve's inlet side for structure/upstream installations. Proco offers their inline 790 valves from as small as 2" (50mm) up to 96" (2400mm) round and up to 68"x106" Elliptical sizes.

Check out at the inline check valve offering at Proco Products website:

<https://www.procoproducts.com/product/proflex-style-790/>



**LOW HEAD LOSS IN-LINE  
RUBBER CHECK VALVES**

