

MSB8800 Bracket Mount Full-Size Polypropylene Float Switch

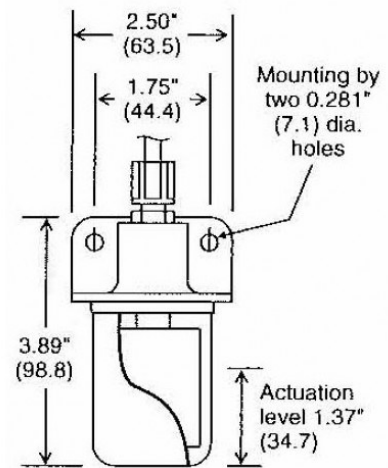
Full-Size Plastic Float Level Switch

The MSB8800 bracket-mounted liquid level float switch is made of polypropylene for a wide variety of open tank and sump applications. With these wetted materials, the float switch is ideal for NSF applications, clean waters, and other uses like food equipment. This liquid level float switch is good for sumps and bilges, where chemical resistance is required. This float switch holds up well in acidic environments like chemical processing and electropolishing. The MSB8800 float switch is provided with extended length leads enclosed in polypropylene tubing for outdoor, submersible, or remote tank level detection. The polypropylene float switch construction stands up to the most demanding salt water environments, most often encountered in marine applications. This bracket-mounted float switch is a good choice for high or low level point sensing.



Specifications

MSB8800 – Bracket Mount Plastic Float Switch	
Stem Material	Polypropylene
Float Material	Polypropylene
Max. Temperature	105°C
Max. Pressure	100 PSIG
Float SG	0.75 – 0.77 SG
Switch Rating	60 Watt, 240V max. (AC/DC), SPST
Lead Wires	72", 22 AWG, MTW Insulated (Standard), Enclosed in 3/8" OD Polypropylene Tubing
Approvals	NSF, CE
Availability	Stock



Custom configurations available. Contact Madison Company or your sales representative to discuss your application.

Note: SPST = Single Pole, Single Throw Float Switch Operation

Applications

- ◆ Marine tanks and salt water bilges
- ◆ Open sump applications
- ◆ Level monitoring in storage tanks containing acids, chemicals and other caustic materials

Electrical Ratings

Switches are rated for resistive loads. The table below represents the UL guidelines for current (Amperes resistive) at different voltages.

AC Voltage		
60 VA Nominal	at 120 VAC	0.50 amps max
60 VA Nominal	at 240 VAC	0.40 amps max
DC Voltage		
60 Watt Nominal	at 24 VDC	0.50 amps max
60 Watt Nominal	at 120 VDC	0.20 amps max