

POULTRY WATERING SYSTEMS

FLOOR WATERING QUICK REFERENCE SHEET

OPERATING DURING BIRD GROW-OUT

POST INSTALLATION CHECKLIST

Flush all lines at maximum pressure
Be sure filters are installed correctly
Check that Float Balls are installed in Brood-Grow Systems
Make sure that the cups sit upright
Check for any leaking or dripping pipe connections
Maintain house temperatures above freezing or drain lines and cups completely

INITIAL START-UP PROCEDURE

Clean all dirt out of cups
Flush all air out of lines
Check for any leaking or dripping pipe connections

WEEK 1

Start birds with Float Balls on all cups in brooding area. Set line pressure at 3-5 p.s.i. (20-34 kPa) on systems with short triggers and large float balls. Set pressure at 2-3 p.s.i. (14-20 kPa) on systems with spring valves and large float balls. Water lines should be resting on the litter for easy access by the birds.

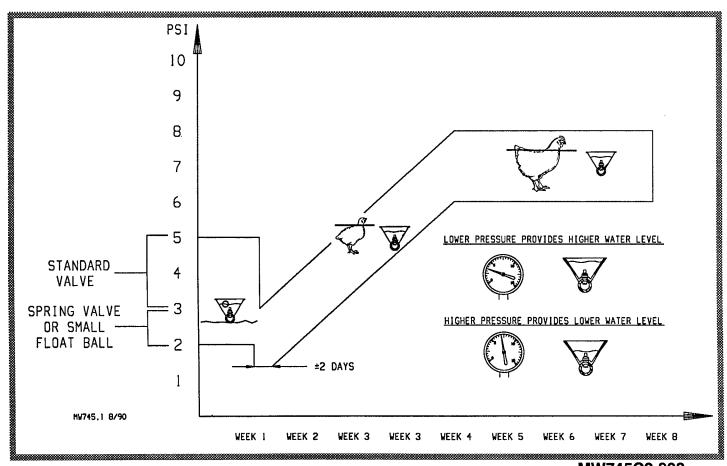
WEEK 2

Remove Float Balls at 7 to 10 days of age. Reduce pressure to 3-4 p.s.i. (20-34 kPa) for several days to allow easy triggering of the valves. Begin to raise the line off the floor. Keep the lip of the cup even with the bird's back.

WEEK 3 to full age Maintain proper water cup height throughout the grow-out. After 4 weeks, maintain water pressure at 6-8 p.s.i. (41-55 kPa) If a lower water level is desired on large birds, increase the water pressure slightly.

IT SHOULD NEVER BE NECESSARY TO OPERATE ABOVE 8 P.S.I. (55 KPA).

These are general recommendations. . . your specific needs may vary.



MAINTENANCE BETWEEN BATCHES

Flush all air out of the lines

Flush each line at full pressure for 20 minutes to remove deposits and sediments

Check pressure drop across water filter - clean or replace if necessary

Check pressure gauges, regulator, and shut off valves for proper operation

Adjust cable levelers so that the waterer lines sit evenly on the litter from end to end

Maintain house temperatures above freezing or drain lines and cups completely

WATER QUALITY

Water quality is very important for proper operation of the system.

Consider the following:

HARDNESS-(Calcium and Magnesuim) above 14 GPG (graines per gallon) a water softener should be used.

PH-under 6.5 a neutralizing filter is recommended.

IRON-above 0.5 ppm (parts per million) should be treated with a water softener, a mechanical filtration system, or chlorinating depending on raw water hardness.

TROUBLESHOOTING GUIDELINES

All cups running over:

Check for pressure drop from water supply Water Filter clogged Check for proper pressure regulator setting Check that control valves are fully opened Supply hoses pinched

Sections of cups running over:

Check for air in the line

Individual cups running over:

Usually trash in the valve. Trigger valve to flush particles out of valve. Replace valve if necessary.

Birds not getting enough water:

Restricted flow (see above)
Pressure set too high on young birds
Waterer cups adjusted too high

PRECAUTIONS

Do not over-chlorinate. The maximum concentration is 5 ppm (parts per million) for extended periods and 10 ppm for flushing only.

Do not chlorinate 2 days before or after medication is used.

To Chlorinate: Mix a stock solution of 3/4 ounce of household bleach (5-1/4% Sodium Hypochlorite) per gallon or 5.9 ml of bleach per liter of water. Set the proportioner to dispense at a rate of one ounce

per gallon or 7.8 ml per liter.

Some vitamins and medications are syrup type liquids or are sugar based. Avoid these types of compounds.

These compounds may leave a slimy deposit on the valve seals preventing them from sealing properly.

Some pumps and/or special purpose gas injectors may add excessive air to the water supply. For proper operation of the system in these cases. an Air Remover Kit is recommended to remove excess air from the system. Contact your local CHORE-TIME/SWISH distributor.

Contact your nearby CHORE-TIME/SWISH distributor or representative for additional information or parts

Please have the following information available when you call:

- 1. Year the system was purchased,
- 2. Line length and cup spacing, and
- 3. Trigger length and colors of components