WONDERFUL ON TAP



Installing private pipework for a fire/domestic split supply for a 25mm/32mm connection

This sheet explains what you need to do to pass a water regulations inspection for a 25mm/32mm fire domestic split in order to connect the property to the water network.

- **1.** The depth of the private fire service pipe should be between 750mm minimum and 1350mm maximum.
- 2. The pipe material needs to be either MDPE or barrier pipe. This will be highlighted on the customer sketch attached to the quote.
- 3. The private fire service pipe must be insulated and ducted at the point it enters the property. The duct should be a continuous non perforated duct at least 4" in diameter. This needs to be from the point of entry (where the pipe enters the property) to the floor level inside the property. Pipe insulation needs to be 19mm thick in closed-cell insulation material.
- **4.** A stop tap should be fitted internally in an accessible position.
- 5. Where the property boundary meets the highway as illustrated in the quote sketch a suitable mechanical cap end should be fitted to prevent ingress and contamination of the private fire service pipe. This cap end must be fitted when you install the pipe.
 6. Within 1000mm of the highway boundary, a SCVA (Single Check Valve Assembly), which complies with Section 4 of the Water Supply (Water Fittings) Regulations 1999 must be installed in a purpose built chamber (please see our Building a chamber customer quidelines).

Depending on the length between the SCVA and internal tap, another isolation after the SCVA may be required in order for you to maintain the SCVA without dewatering a long length of pipe. If this is required, we will discuss it with you onsite.

- 7. As both private domestic and fire service pipes are brought to the same location, the pipe tails should be labelled as domestic or fire and be a minimum of 300mm apart. This will ensure service pipes are not cross connected.
- **8.** Fire marker tape must be laid over the fire service pipe.





