

GUARDIAN

EVERYONE SHOULD



HAVE A GUARDIAN.

Guardian Pumps



G412



G413



G414



G415



G721



G781

G412 PLASTIC BUCKET

5-gallon capacity. Dispenses on down stroke. Complete with fixed curved metal spout and bung adapter.

G413 LIFT-ACTION PLASTIC PISTON W/STEEL TUBE

Fits all drums with 2" bung opening. 16- to 55-gallon drum capacity. Includes 3' flex hose and bung adapter. Features a drain-back nozzle that prevents spills and accidents.

G414 LIFT-ACTION STEEL PISTON W/FIXED SPOUT

Zinc-plated steel drum pump for use with non-corrosive liquids. Fits all 2" drum openings on 16- to 55-gallon drums. Features die-cast head and curved metal spout.

G415 LIGHTWEIGHT SIPHON DRUM

Fits 55-gallon drums. Easily dispense small amounts of fluid.

MATERIALS

Model Materials (can be pumped)

G412 Alcohols, antifreeze, automotive additives, benzene, chloride water, cleaning solutions, diesel fuel, heating oil, kerosene, lacquer thinner, motor oil, oils (heavy & light), petroleum products (other), soaps, solvents, thinners, transmission fluid, water (cold & hot), water-based fluids, waxes

G413 Alcohols, antifreeze, automotive additives, benzene, chloride water, cleaning solutions, diesel fuel, heating oil, kerosene, lacquer thinner, motor oil, oils (heavy & light), petroleum products (other), soaps, solvents, thinners, transmission fluid, water (cold & hot), water-based fluids

G414 Lacquer thinner, motor oil, oils (heavy & light), petroleum products

G415 Acetone, acids (strong & weak), alkalis (weak), alcohols, antifreeze, automotive additives, benzene, chemicals (aggressive, mild, inorganic), cleaning solutions, corrosive fluids (mild), detergents, diesel fuel, disinfectants, farm chemicals, fertilizer, herbicides, insecticides, motor oil, oils (light), soaps, water (cold)

Additional Accessories

G721 UNIVERSAL BEARING PACKER

Will pack any bearing up to 4 1/2" ID while forcing out old grease. Can be used with any manual grease gun.

G781 WASTE OIL DRAIN

5-gallon capacity, telescopic drain pan tube.