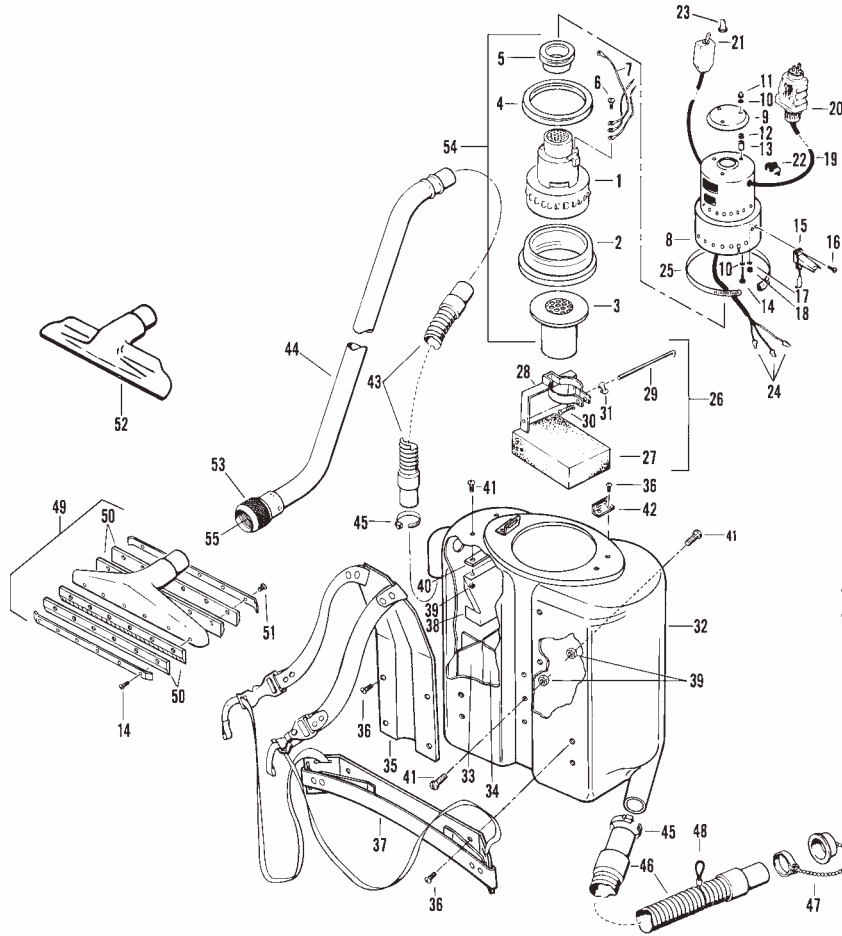


# Salvage-Master®



Your  
Fire Departments  
Best  
Public Relations  
Tool

Part	Description
970200	<b>Salvage-Master®</b>
1	970242 Motor
2	970004 Motor Gasket, Lower
3	970015 Flange & Screen Assy.
4	970230 Motor Gasket, Upper
5	970241 Air Intake Gasket
6	832002 Screw, #10 x 9/16"
7	Deleted
8	970009 Motor Housing
9	970011 Air Intake Cover
10	956604 Lock Washer #8 (6 req.)
11	940106 Acorn Nut #8-32 (3 req.)
12	956029 Nut, Plain, #8-32 (3 req.)
13	970080 Spacer (3 req.)
14	955037 Screw, #8-32 (3 req.)
15	970014 Catch (2 req.)
16	955016 Screw, #6 x 1/4" (4 req.)
17	956603 Lock Washer #6 (4 req.)
18	956028 Nut, Plain, #6-32 (4 req.)
19	970086 Wire Assy.
20	970085 GFI
21	970256 Switch Assy.
22	970243 Strain Relief Bushing
23	970022 Toggle Boot
24	970006 Connector (3 req.)
25	970013 Clamp
26	970237 Bracket & Float Assy. (Contains #'s 27 - 31)
27	970208 Float
28	970205 Bracket
29	970222 Retainer Wire
30	833019 Screw, #10

Part	Description
31	81809 Wing Nut #10-32
970217	Tank Assy. (Incl. #'s 32 - 42)
32	970244 Tank
33	970247 Splash Baffle (2 req.)
970209	Splash Baffle (2 req.)
34	970249 Partition Baffle (2 req.)
35	970219 Upper Bracket Assy. (Order w/Lower Bracket Assy., #37)
36	955049 Screw, #10-24 x 5/16" (12 req.)
37	970218 Lower Bracket Assy. (Order w/Upper Bracket Assy., #35)
38	970202 Tank Baffle
39	956030 Nut (2 req.)
40	970207 Gasket
41	955053 Screw #10-24 x 5/8" (2 req.)
42	970206 Motor Clip (2 req.)
43	970215 Intake Hose (44 inches)
44	970032 Wand Assy. (Incl. #'s 53 & 55)
45	970240 Clamp (2 req.)
46	970216 Disposal Hose (26.25 inches)
47	970040 Cap Assy.
48	970064 Hose Retainer Assy.
49	970033 Squeegee Assy.
50	970034 Rubbers (Set of 4)
51	955037 Screw, #8-32 x 5/8" (12 req.)
52	970052 Carpet Adapter (Optional)
53	970036 Nut, Plastic
54	970246 Motor Assy. (contains #'s 1 - 25)
55	970035 Snap Assy. (Old Model with metal nut)
970220	Disposal Hose Assy. (contains #'s 46 - 48)

### Legend

<sup>1</sup> Used on units made after 10/1/75.

<sup>2</sup> Used on units made before 10/1/75.