

Type 567/568 Dual Big-Bore, Ball retained Auto-Fill valve Float Collar and Float

Shoe allow for automatic filling from bottom while the casing is being run in the hole, with a self-contained conversion ball for easy quick valve conversion.

The automatic filling action reduces casing running time and minimizes surge pressures on formations. The valve is converted to a conventional dual flapper style valve by applying pressure to an internally retained conversion ball to release both flappers and then extrude the ball out of the bottom of the valve. Until the valve is converted, the casing can be circulated at any time (3.5 bpm max¹) without affecting the fill-up operation.

Full conversion pressure for the valve is 750 - 1,000 psi above circulating pressure, which will shift the inner retention collet to release the valve flappers and then extrude the conversion ball.



Features & Customer Benefits

- For sizes 8-5/8" (ID dependent) and larger
- Equipment utilizes a 4" Dual Flapper valve system when converted
- API Specification 10F Rating: D24 R20 T400 P10²
 - o 24 hrs circulation @ 20 bpm
 - o 10,000 psi back pressure test @ 400 degrees
- PDC drillable materials

Options

- Side ports
- Up/down-jets
- Multiple concrete, aluminum, and composite nose options available

Size (inches)	Bump Pressure Rating (psi) ³	Back Pressure Rating (psi) ⁴
8-5/8	10,000	10,000
9-5/8	10,000	10,000
10-3/4	10,000	10,000
11-3/4	10,000	10,000
13-3/8	10,000	10,000
16	4,400	4,000
18-5/8	3,700	3,400
20	3,740	3,400

¹3.5 bpm tested with water and 12.0 ppg mud. Various mud weights and properties may affect the max circulation rate that can be achieved. Circulation pressure must stay below 375 psi (differential) to prevent valve conversion

²Highest rating for API Specification 10F is P7.5 (7,500 psi). These valves have been tested and verified to 10,000 psi backpressure holding ability

³Stated Bump pressure or 80% of casing burst pressure, whichever is lower

⁴Stated Back pressure or 80% of casing burst pressure, whichever is lower

