

## **SV30 Portable Solids Vacuum Pump**





#### **Features**

- CE conformity ( €
- Portable and Compact
- Lightweight robust construction
- Multipurpose Vacuum pump
- 100% compressed air operation
- Intrinsically safe
- Fully automatic
- Versatile
- No internal moving components
- Minimal maintenance
- Recovers material from up to 30 metres (98 ft)
- Delivers up to 300 metres (984 ft)

#### **About**

## **Applications**

## Waste management solids control

- Effluent transfer
- Drilling mud waste
- Agricultural product and waste transfer
- Food and beverage
- Corrosive slurries
- Spillage recovery and transfer
- Sump cleaning and desilting
- Tank sludge extraction
- Municipal waste
- Garnet sludge

### **New Options**

- Next Generation Pneumatics Control box retro fit kits to upgrade existing pumps
- Low (adjustable) discharge pressure
- Reduced air consumption
- Spare parts kit includes quick change control box, reducing down time.

#### Height 55 cm (22")

**Technical Data** 

- Width 45 cm (18")
- Length 129 cm (51")
- Weight 66 kg (146 lb)
- Throughput capacity up to 14 m<sup>3</sup>/hr (61USGPM) @ SG1.0
- Air consumption options 80 cfm at 102 psi (38 L/sec at 7 bar) 125 cfm at 102 psi (59 L/sec at 7 bar)
- Air supply connection 25 mm (1")
- Up to 22"Hg (75 kPa) vacuum at 102psi (7 bar)
- Suction 50 mm (2") BSP/Type B camlock
- Discharge 50mm (2") BSP/Type A camlock
- Handles solids to 35 mm (1.3")
- Carbon steel vessel, 316SST Optional

# The SV30 Portable Solids Pump

is a one person vacuum loading, pressure discharge pump capable of recovering and transferring almost any flowable sludge or slurry.

The SV30 Portable Solids Pump is 100% air powered and operated, generates up to 22"Hg+ of vacuum combined with high airflow which allows the unit to transfer materials typically considered unpumpable.

For almost 30 years, SupaVac Solids Pumps have been employed worldwide servicing oil & gas, drill rigs, marine tank cleaning, mining, municipal, industrial, agriculture, and construction industries.