

Sludge mixer MBV



Waste water

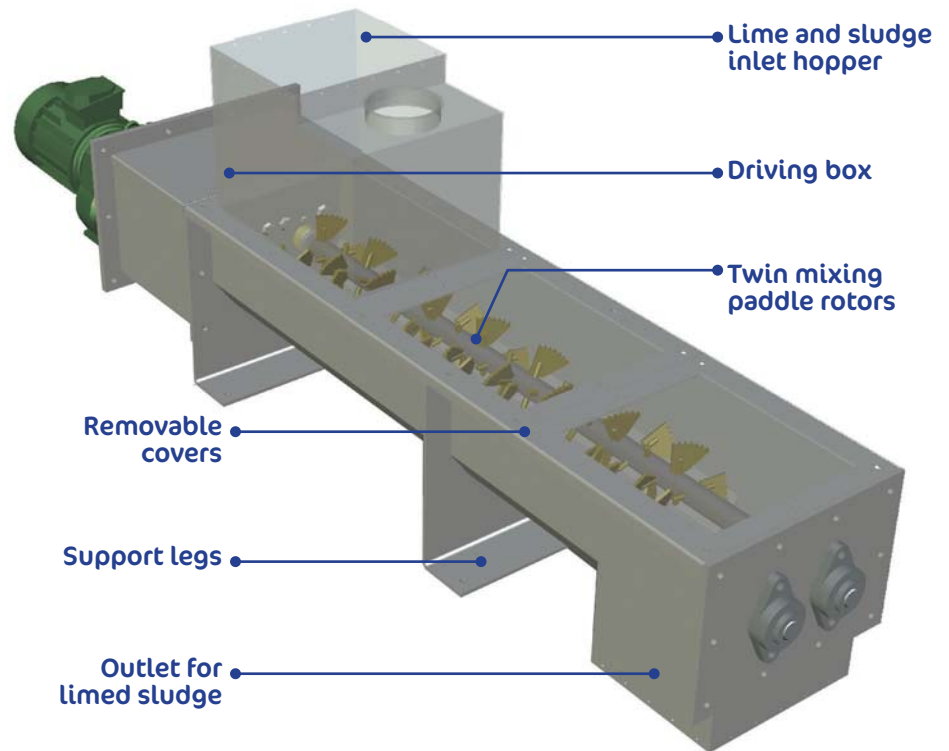


Drinking water

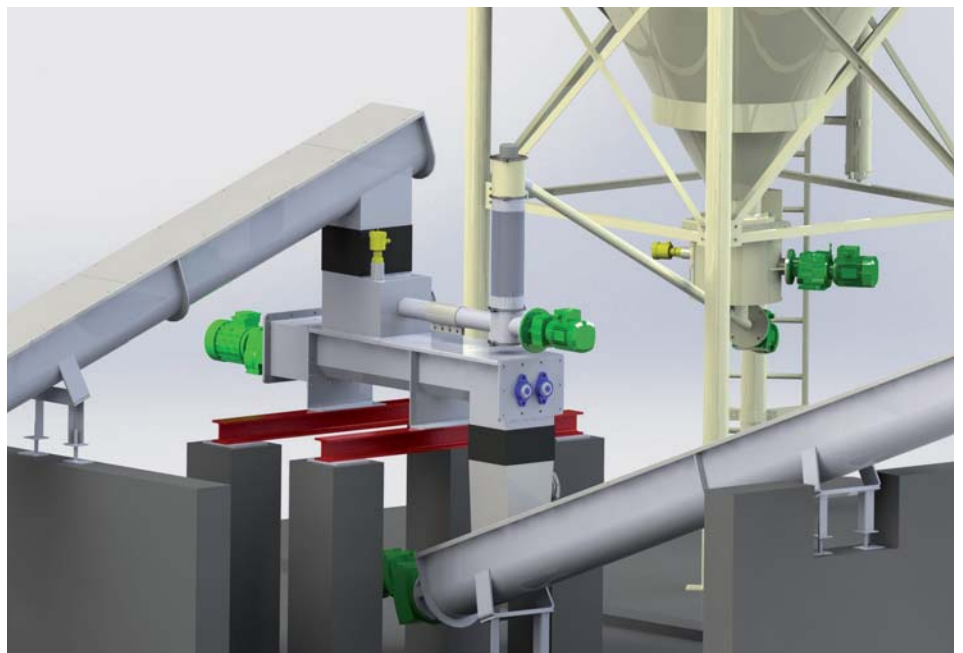
Dewatered sludge and lime dynamic mixer:

The dynamic sludge mixer MBV design is simple, robust and compact. It can be easily adapted in existing or future sludge stabilization process (for odour removal and / or agricultural purposes) of any water and waste water treatment plant.

The sludge mixer is fed with hydrated lime or quick lime by a mechanical discharge and metering unit.



Example of setting-up :



Advantages :

- Homogeneous and intimate mixture
- Cranked paddles avoiding fouling of the unit
- Low speed for better mixture
- Adjustable paddles
- Granular aspect of the end product



Waste water



Drinking water

Operation :

The double counter-rotating rotors are fitted with intersecting and adjustable paddles. They optimise the quality of the mixture as the sludge progresses through the body of the mixer.

The cranked shape of the paddles, specifically designed for this application, ensures that the sludge is mixed for the time necessary according to its properties.



Applications :

The sludge mixer is integrated into sludge stabilization process, where Sodimate can propose a package including the lime storage, discharge and metering unit system, the mixing unit and the dewatered/limed sludge conveyors.

The obtained granular mixture is ideal for agricultural purposes : it can be easily handled and spread for land application in case of acid soil.



Specificities :

- Metalwork material (stainless steel 304 /316)
- Inlet hopper adapted to the equipment upstream
- Sludge level detection with isolated capacitive sensor
- Geared motor driven by frequency inverter
- Special supports upon request

Type	rotor Ø	Length (centreline)	Total length	Motor power	Max throughput*
MBV 150	150 mm	1000 mm	2100 mm	1,1 kW	2 m ³ /h
MBV 240	240 mm	1500 mm	3000 mm	2,2 kW	7 m ³ /h
MBV 350	350 mm	2200 mm	3700 mm	4 kW	15 m ³ /h
MBV 500	500 mm	3300 mm	5100 mm	7,5 kW	24 m ³ /h

* the throughput can vary according to the product and the site design