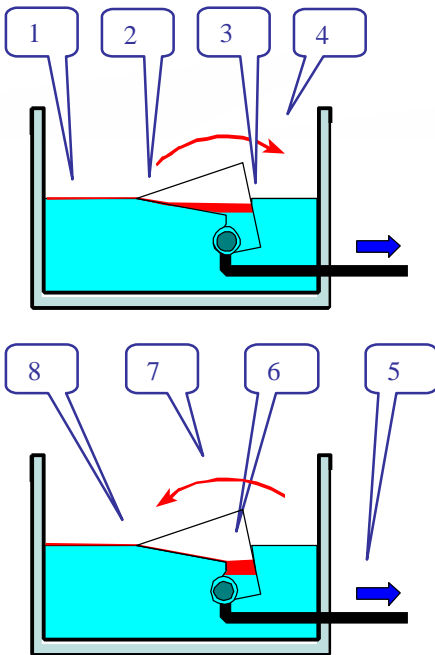


The Suparskim® principle

HOW IT WORKS



THE FUNCTIONING

The sketches above show a skimmer trough in cross sectional view, partly submerged in a liquid.

When the liquid level (1) is high enough relative to the nose (2) of the skimmer, the trough will fill up with liquid. The weight of the liquid (3) in the trough changes the balance and will cause the trough to tilt backwards (4).

If the liquid is evacuated from the skimmer (5) the level in the trough will drop (6). The balance is again disturbed but now in the opposite direction (7) and the nose of the skimmer will drop below the liquid level (8) allowing more liquid to flow into the trough.

SIMPLE AND RELIABLE

Suparskim® skimmers make use of a simple and reliable principle.

The skimmer automatically seeks a position whereby the same amount of liquid flows into the trough as is being evacuated. This way the skimmer responds to both changes in the liquid level and in the amount of liquid being evacuated. Its range is limited by the construction of the skimmer.

Suparskim® skimmers support optimal separation performance and eliminate problems with floating layers from oil, grease or other light substances.

By continuously removing the top layer from a bath or tank, and separating the oil from this fluid, an optimal result is achieved. Floating layers can no longer be formed; Suparskim® skimmers don't even leave an oil film behind!



92/075/104E in low level



92/075/104E in high level

LEVEL VARIATIONS

To skim off the top layer from a body of liquid continuously, Suparskim® skimmers must follow the liquid level.

The level variation a Suparskim® skimmer can accept is limited by the dimensions and construction of the skimmer. For level variations beyond 90 mm, floating versions are used, whereby one or more Suparskim® troughs are mounted to one or more floats.

The float will cause the skimmer to follow the liquid level. The skimmer trough, exactly as with fixed mounted versions, takes care of skimming off the top layer only.

