

## DRUM DRYER BOŠKA

The pushing auger paddles move the materials inside the drum from the feeding to the discharge section. The flow rate of the material can be controlled by varying the slope and revolutions of the drum. Dry material leaves the revolving drum through the outlet chute. The flue gases are mixed with air in a combustion chamber of the automatic gas burner, providing thus sufficient quantity of the heat carrier. The required temperature of the heat carrier can be controlled by adjusting both the amount of air passing through and output of the burner. The used heat carrier mixed with dust fractions of the dried material is exhausted in the air-exhaust system mounted to the upper opening of the dryer. The drum rotates on two pairs of supporting rollers. The driving rollers are arranged in a common axis on that side of the drum that is more loaded, and each of them is driven with a worm gear unit and the electric motor. The drum revolutions can be set continuously with a frequency converter that controls the revolutions of the motors in the gear units. The drum and all the dryer sections coming in contact with the dried material are made of alloyed stainless steel.



The revolving drum dryer has been designed for drying of loose or lump materials, such as sand, ceramic frits or crushed cullet, with mixture of flue gases with air. The drying process is continuous. The wet material is fed in the drum dryer via a chute in the dryer inlet section. A uniform distribution of the material in the dryer is guaranteed by the inside paddles, arranged conveniently in a zig-zag pattern.

↪ New dryer **Double 6M**

TECHNICAL DATA



		6M	9M	10M	Double 6M
Drying power	[t/h]	3	10	15	20
Input humidity	[%]	6			
Output humidity	[%]	0,1			
Max. power of the burner	[kW]	250	800	1200	1600
Exhaust power	[m³/h]	1600	5100	7700	15500
Driving power	[kW]	2x1,5	2x5,5	2x7,5	2x15
Dimensions: Length	[mm]	8000	12500	13500	9000
Height	[mm]	2000	2900	3100	4000
Width	[mm]	1650	2100	2700	3000
Weight	[kg]	2500	7000	9000	13000

