

RB-362, a 60,000PPH Low Nox Mobile Boiler

One (1) 60,000 lb./hr. Nebraska mobile boiler, Model NOS-2-52-SP, Serial 02348, combination natural gas or No. 2 fuel fired, design pressure 350psi, capable of producing 60,000 lbs. of steam per hour from and at 125psi to 325psi. Minimum operating pressure 125psi. Based on 1000' elevation.

<u>Emissions</u>	<u>Natural Gas</u>	<u>#2 Fuel Oil</u>
NOx	30ppm w/ 17% FGR	80ppm w/ 17% FGR **
NOx	100ppm w/o FGR	160ppm w/o FGR*
CO	200ppm	200ppm
Particulate	.008#/MM BTU	.05#/MM BTU***

* **Based on .05% fuel bound nitrogen in #2 oil**

** **Based on .1% sulfur in #2 oil**

*** **Based on .05% ash**

The boiler comes complete with gas train, (less gas pressure regulator), oil train, No. 2 fuel oil pump, second low water cut off, pressure controls, flame safeguard control, relief valves, feedwater valves, blowdown valves, and a fully modulating Todd Combustion Low Nox burner with AutoFlame controls.

Also included:

-Electrical switch gear

-One (1) main steam stop valve

-One (1) stub stack section, flanged, height 6 ft.

-One (1) operator's manual

-Gas pressure regulators may be purchased for specific applications

The unit is prepped and mounted on a 50' trailer. Gooseneck and rear axles are detachable and may be removed at the request of Ware.

Relief valves are preset at 350 psig.

Connection Sizes:

-Main steam outlet - 8", 300# flanged

-Natural gas connection - 3", 150# flanged

-Regulated inlet gas pressure - 15 PSIG

-Oil inlet - 1-1/4", Oil return - 3/4"

-Pilot gas connection, if oil fired - 1/2" F.P.T.

-Blowdown - 1-1/2" 300# flanged

-Feedwater connections - 2-1/2" 300# flanged

-Atomizing air - 1" FPT

NOTE: When firing on oil, atomizing air must be provided during start up period and any time steam pressure drops below 150 psi.

Fuel Requirements:

-Natural gas consumption - 80,000 SCFH

-No. 2 fuel oil - 553 GPH

-Air atomizing - 250 SCFM at 100 psig

-Steam atomizing - 800 lbs./hr. at 125 psig

Voltage and Amperage Requirements:

-480 volts, 150 amp service, 3 phase