



# Stick Water Evaporation

**RG - General Industry and Power Generation**

## Rendering Process

Rendering is a process for separating fat from animal tissue. Rendering serves the invaluable function of converting what would be otherwise a waste materials into useful products. The remaining liquid from rendering process, called "stick water", contains the protein materials. The stick water is typically evaporated and added to animal feed. Stick water from the rendering process is concentrated into a suitable dry product suitable for drying and hence a conversion to a saleable product.



## Application : Stick Water Evaporation

PUMP: RGL 65-31AR 4C11 C181 3  
 PERFORMANCE: Flow 10 m<sup>3</sup>/h – head 31 m – NPSHr 1 m  
 LIQUID: fish stick water concentrate 80°C

Multiple effect evaporator operates under vacuum to lower the boiling point temperature, with steam used as the indirect heat source to facilitate the evaporation. The circulation pumps are one of the key points of the plant as they must ensure the movement of the product in heavy conditions, in terms of vacuum, viscosity and specific gravity of the product (in particular for the final product).

## RG SERIES

Centrifugal pumps built according to ISO 2858/ISO 5199 norms.  
 Impeller type: **semi-open with wear plate and external adjustment.**  
 Discharge sizes: **from DN 32 to DN 125.**  
 Maximum working pressure: **16 bar**  
 Flow rate: **up to 300 m<sup>3</sup> /hr.**  
 Differential head: **up to 95 m.**  
 High hydraulic efficiencies and low NPSH value (investment casting impellers).

