

PELLETIZING SYSTEMS >

DURO belt dryer

Efficient pellet drying technology for abrasive pellets

AUTOMATIK

The DURO belt dryer in combination with the underwater pelletizing systems from Gala and Automatik is the perfect solution for the production of abrasive or brittle pellets such as compounds highly filled with fiber glass or minerals. The drying process does not use any rotating parts and thus is a very gentle process reducing costs related to wear to a minimum.

Your benefits

- Most gentle pellet handling due to the lack of relative movements of the pellets against the dryer components
- Minimized life cycle costs due to reduced wear and extended lifetime of the components in direct contact with the pellets
- Minimum dust
- High product quality

DURO belt dryer The solution for abrasive pellets

Functioning

The slurry of water and pellets is fed through through the pre-watering chute **01**, which removes up to 95% of the process water.

The pellets are then evenly distributed onto the perforated conveyor belt **02**. Suction through the perforated belt **03** at high airspeed removes surface water from the pellets. The residual heat of the pellets assists in the evaporation of the remaining surface moisture.

The pellets may be further cooled in subsequent components, e.g. a spiral cooling conveyor. The collected water **04** is recirculated back to the process loop.



DURO belt dryer



Conveyor belt with pellets





Functional diagram of DURO belt dryer

Technical data:	DURO 1000	DURO 3000	DURO 6000
Throughput rates:	1,500 kg/h	3,000 kg/h	5,000 kg/h
Water throughput:	25 m³/h	45 m³/h	80 m³/h
Motor power (belt):	1.1 kW	1.1 kW	1.1 kW
Pellet temperature at the end of dryer (with spiral conveyor):	100-140 °C (60-80 °C)		

Technical specifications:		
SPHERO [®] and PEARLO [®]		
Abrasive or brittle compounds		
Gravitational separation through a slotted screen		
Airflow (suction) through perforated conveyor Evaporation section on the conveyor/spiral conveyor		
Pellets rest on conveyor belt		
Up to 6,000 kg/h		

