

Company Name: \_\_\_\_\_

Contact Name: \_\_\_\_\_

Mixing/Blending

Powder Dispersion

Solid Suspension

Dissolving

Gas Dispersion /Aeration

Other \_\_\_\_\_

Position: \_\_\_\_\_ Telephone #: \_\_\_\_\_ Fax #: \_\_\_\_\_

Address: \_\_\_\_\_

Name Quantity

Powder1

Powder2

Existing Vessel With these specs

Rectangular

Non-existing Vessel With these specs

Top Description

Non-existing Vessel with no Specs

Bulk Density

Does the powder flow?

Length \_\_\_\_\_

Width \_\_\_\_\_

Cylindrical

Open Flat

Bottom Description

ASME (dish)

Cone (a) \_\_\_\_\_ deg

Sanitary Design

Does the powder dust?

Straight Wall (sw) Diameter (d)

Flat ASME (dish)  
Cone (a) \_\_\_\_\_

Seal Options:

Explosion Protection

Initial Particle Size

Tank Height (h) \_\_\_\_\_

Ceiling Height (H) \_\_\_\_\_

Heating/Cooling Jacket

Min. Mixing Volume

L  
Gal L

Voltage: \_\_\_\_\_ Phase: \_\_\_\_\_ Frequency: \_\_\_\_\_

Motor Speed: \_\_\_\_\_

Desired Process Improvements (Check all)  
Powder container type

Name

Liquid 1          Liquid 2

Atmospheric Pressure   Positive Pressure \_\_\_\_   Vacuum \_

Max. Mixing Volume          Gal

Additional mounting inside vessel (Baffles, stirrers, etc). Please include drawings that apply)

Reduce Batch Time   Improve Product Quality  
Reduce Air Incorporation

Quantity   Temperature

Gal   L

QF   QC

Gal   L  
QF   QC

Reduce Cleanup Time   Improve Reaction Time   Improve Dispersion  
Viscosity

Specific Gravity  
cps          cps

304 SS (standard)

Product Contact Material:

316 SS

Name:

Finished Product Properties (Target)

Gal

Additional Notes: \_\_\_\_\_

Other \_\_\_\_\_  
Quantity: \_\_\_\_\_  
Batch Time: \_\_\_\_\_

L OF OF

Inlet and Outlet Connections:

Normal Process Temp:

Triclamp

Max Viscosity:  
oc Max Process Temp:

oc

cps

Other \_\_\_\_\_

Product Contact Elastomers:

Viton FDA (standard) EPDM

Other \_\_\_\_\_

Specific

Gravity: \_\_\_\_\_ Target Particle

Size

Average: \_\_\_\_\_ Target Particle Size D(90): \_\_\_\_\_

Check if applicable:

Abrasive

Tends to Foam

Sticky/Lumpy