

## REHEATER MODEL 253

### Main characteristic

Steam injectors VALFONTA are used to increase temperature of any liquid.

Steam injection aspires liquid to heat through the holes of the reheater's body where is mixed with the injection steam to get the required increase of temperature.

This procedure causes a constant recirculation inside the tank, which assures a good mixture and the uniformity of the temperature in the tank.

As this device has no mobile parts, noise and vibrations are very low and No maintenance is required.

Body PN16, Maximum pressure 16 bar to 200°C.

### Materials

Body: Nodular GGG40.3 (standard)  
Bronze RG10  
Stainless Steel A351 CF3M  
Nozzle: Bronze RG-10 (standard)  
Stainless Steel A351 CF3M  
Monel

### Conection

Standard construction flanges DIN PN16

### Most common applications

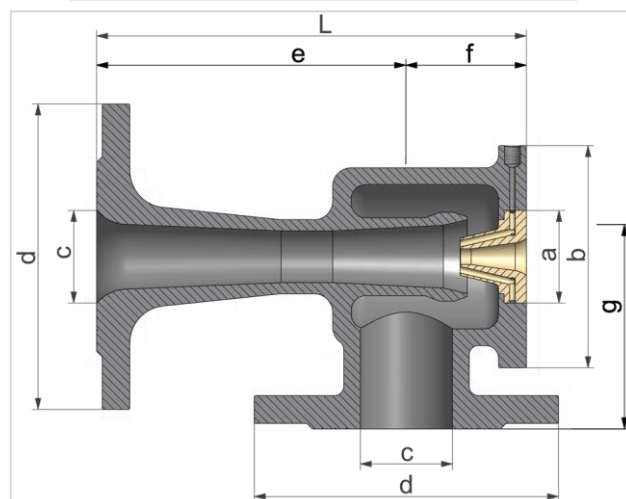
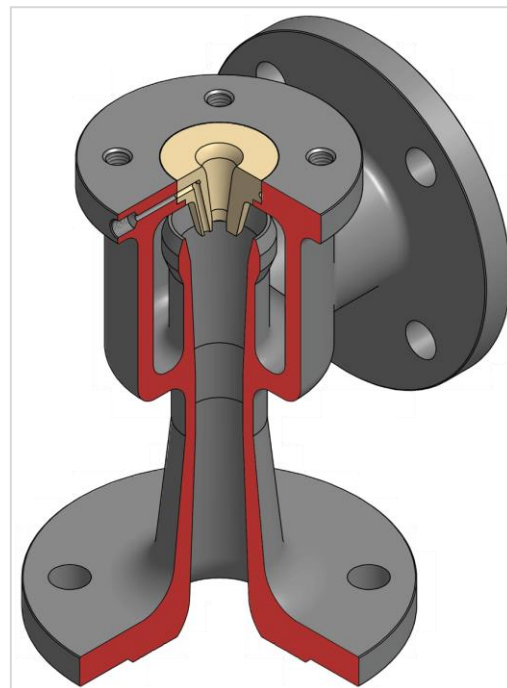
Water heating for washing barrels, tanks, drums,...  
installation in pipes where is possible to find frost, in  
breweries, sugar refineries, dry cleaners, chemical  
factories,...

### Test conditions:

Efficiency showed in table is calculated with following working conditions: Saturated steam at 3bar, increasing or decreasing these values depending on higher or lower pressure.

### Note:

If the pipes are of great length, it is advisable that tubes are larger diameter than the inner hole diameter.



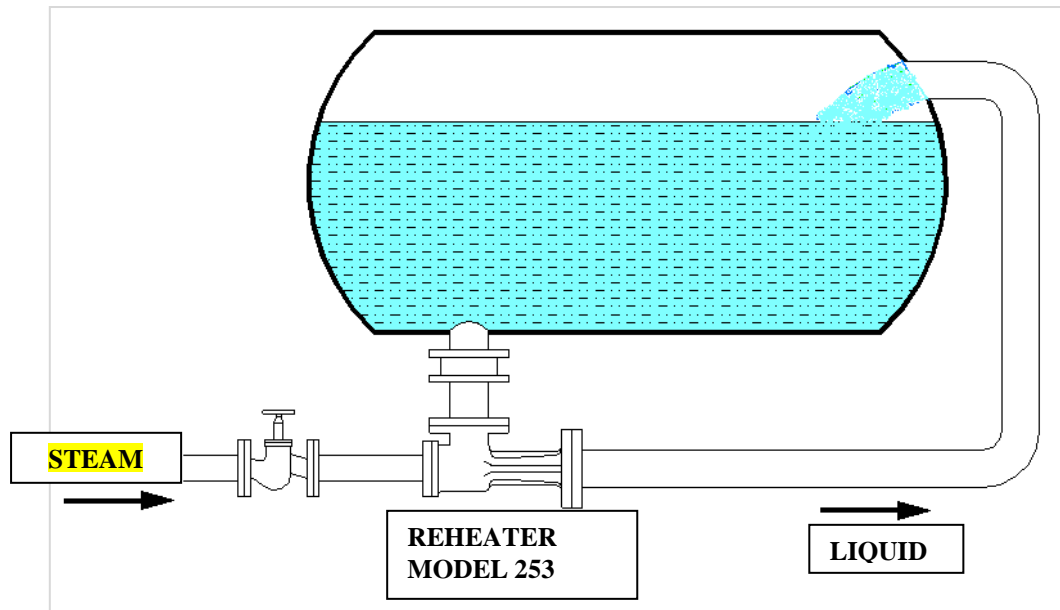
### Size table

Model	1	2	3	4	5	
a	40	50	56	60	70	mm
b	105	115	140	165	185	
c	40	50	70	90	120	
d	150	165	185	220	250	
e	161	168	236	274	344	
f	57	65	77	92	114	
g	85	93	100	115	135	
L	218	233	313	366	458	
Efficiency (Kcal)	50	100	200	300	500	

a= tube inner diameter for steam (mm)

c= tube inner diameter for liquid (mm)

### Common applications in the current industry



How it works:

Steam is injected to the input(a) of the reheater, installed outside the tank.

Due Venturi effect a suction of liquid is produced in a determined pressure drop conditions and this liquid is mixed with steam to heat rest of liquid in the tank.

**Distributor**

