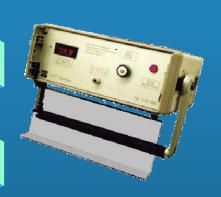
SF₆ Maintenance Equipment Fundamentals



Eric Campbell
DILO Company, Inc.
11642 Pyramid Drive
Odessa, FL 33556
(727) 376-5593





SF₆ Is...

- Indefinitely reusable
- Easily maintained



Maintenance Equipment Is...

Affordable

Efficient



Reasons for Testing....

- Compliance with OEM
- Establishing benchmarks
- Increase maintenance intervals



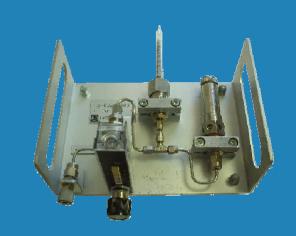
Off-Site Testing

- Sample drawn from GIE
- Shipped to lab
- Specific results



On-Site Testing

- Instant results
- Less accurate
- Lower cost





Test Equipment

- Moisture
 - PPM_V, PPM_M, dew point
- Decomposition
 - SO₂, SOF₂, HF
- Purity
 - Volume percentage

Recovery Equipment Uses

- Storing SF₆
- Filtering SF₆
- Consolidating SF₆
- Transporting SF₆





Recovery Equipment Type

- Sizes
- Technologies
- Capabilities





Liquid vs. Gaseous Storage

Cubic Foot Volume



Liquefied

Gaseous

Liquefaction Technologies

- Heat-exchanged liquefaction
- Refrigerated liquefaction
- Direct high-pressure liquefaction

Low-Pressure Liquefaction

- Faster operation
- Temperature dependent
- Limited to refrigerated storage
- Not DOT-approved
- Constant power requirement

Heat-Exchanged Liquefaction

- Hybrid design
- Temperature dependent
- Requires circulation
- Not DOT-approved

High-Pressure Liquefaction

- Liquefy directly into any uncooled vessel
- DOT-approved storage
 - -49 CFR 173.115(b):
 - Any Class 2.2 gas which exerts in the packaging an absolute pressure of 40.6 PSIA or greater at 68° F must be in a DOT approved vessel with a working pressure of at least 1000 PSIG.

High-Pressure Liquefaction

- Temperature independent
- Simplified and unsupervised operation
- Direct cylinder consolidation

Compressor Designs

- Direct-drive
- Belt-drive
- Pneumatic-drive
- Oil-lubricated
- Oil-free
- Oil-less

System Considerations

- 100% recovery
- Automation
- 100% refill

Components

- Main compressor
- Vacuum/booster compressor
- Filter
- Vacuum pump

Summary

- Recovery equipment for all sizes
- Equipment pays for itself
- Easy to use
- Constantly evolving