

## **ZetaPol HC-50**

## Reactant, release agent and flocculant in powder form The new chemical formula

ZetaPol HC-50 is a multi-component mixture of highly active, inorganic and organic compounds. The user receives an easy-to-use product that simultaneously performs several functions. Splitting procedures, adsorption and flocculation are carried out. A clear water phase with a very well drainable sewage results.

ZetaPol HC-50 is a universal product that obtains good properties of water clarification, flake formation and shear stability. Due to the novel composition, ZetaPol HC-50 provides customers an optimal price-performance ratio with high efficiency. ZetaPol HC-50 is also particularly suitable for the use in circuit operations. Big variations in waste water composition do not affect the functions of ZetaPol HC-50.

Technical Properties		
Bulk density (g/cm³) at 20°C	0,60 - 0,65	
pH-value	Not applicable	
Application temperature (°C)	20 - 50	
Water solubility (%)	< 5	
Operation concentration kg/m <sup>3</sup>	/m³ 0,1 - 1,0	
Recommended dose kg/m <sup>3</sup>	0,5 - 0,7	

Applications			
Galvanic Companies	++	Lacquer Factories	++
Printed Circuit Boards	++	Anodizing Companies	++
Sewage Plants	+	Cracking Industry	++
Waste Diposal	++	Chemical Industry	++

++ very recom-	+ recommended	o possible	- not recommended
mended			

General Indications		
The product is used as delivered.		
Reaction time is approx. 15 minutes.		
The product must not be prediluted in water.		
Recommended pH-value: 3,0 - 13,0; optimum at 7,0 - 9,0		
The pH is not significantly changed by addition of the product.		
Removes suspended and colloidal solids from treated waste water.		
The resulting sludge can dewater very well.		
Removes turbidities		
The formed flake is extremely shear stable and can sediment quickly and easily.		
Oils, fats and emulsions are securely tied in mud.		
Depending on the dosage COD-AOX reductions are possible.		
No dangerous goods.		
Protect from moisture. Use up opened containers as quickly as possible.		

