

Floc Hog 500G484 Quick Guide

The Floc Hog® systems are designed for easy setup and quick deployment. They can be used with many different types of pumps and connections and will deliver many hours of operation. Please check that all the parts are present and only use this equipment with approved polymers and tools. Patent Pending

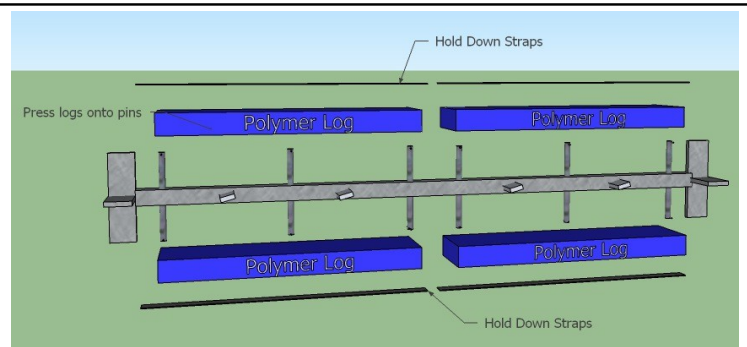
Parts List:

- ⌚ Main body 8" diameter with 8" camlock
- ⌚ Male/Female 4" camlock fittings
- ⌚ Floc Hog insert consisting of
 - Aluminum frame with deflectors
 - Polymer Hold down bar with pins
 - Space for 4 polymer logs

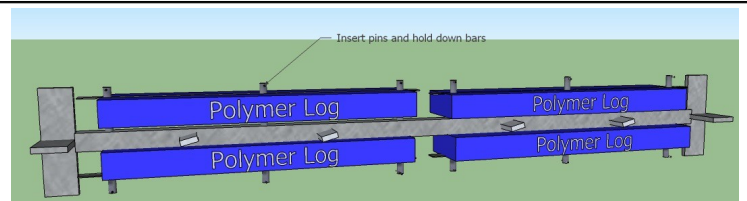


Step 1: Assemble the Floc Hog insert with appropriate polymer logs manufactured by Applied Polymer Systems. Remove and disassemble Floc Hog insert. Place "hogger logs" onto spindles, securing them with the hold down bars and pins.

Guidance: Selection of the right polymer log is critical and may require jar testing water samples. For assistance please contact IH2O (616-931-5584) .

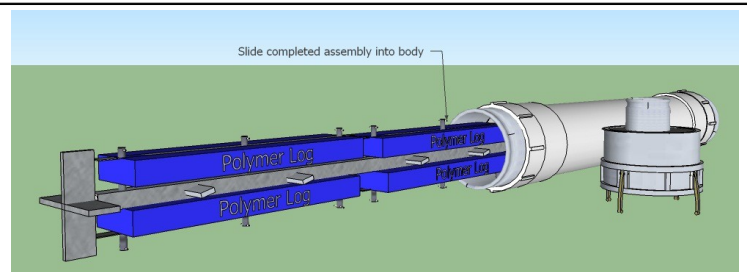


Completed Floc Hog Insert



Step 2: Remove the end cap of the Floc Hog by removing the 8" camlock fitting. Slide the assembled Floc Hog insert into 8" main body.

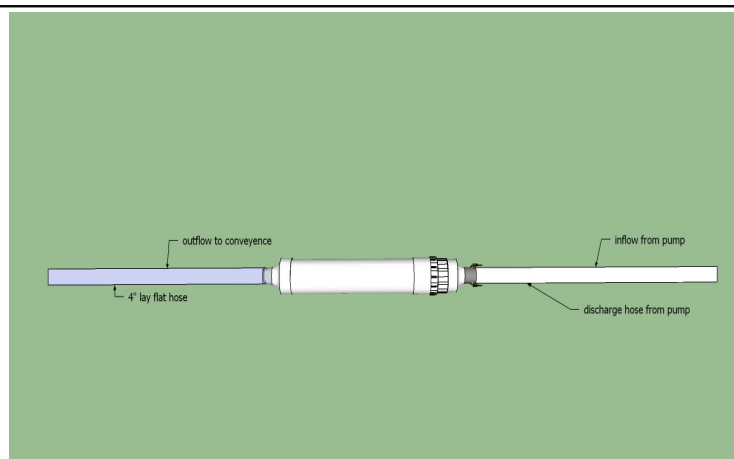
Reattach 8 " camlock fitting and make connections to your hoses using the 4" camlock fittings.



Step 3: Connect Floc Hog to your pumping system. If you use a smaller pump discharge than the 4" provided you will have to get an adapter that will allow your pump to connect.

Connect discharge hose to opposite end of Floc Hog and position the hose to discharge appropriately.

Hint: The longer the discharge hose the more mix and reaction time the polymer will have to work. The more bends and twists will also enhancing the mixing effect making the polymer work more effectively.



Specifications

- Flow capacity up to 500 GPM
- Holds 40 lbs of polymer
- Multiple Floc Hogs can be used with a single pump.
- Weighs 40 lbs (without polymers)
- Easy to store and clean
- Made to handle various pump pressures.
- Can be used with centrifugal or plunger pumps
- Patent Pending

