



BERITECH

Solutions Driven by People.



BE-1516 | Double By-Catch Separator of Small Fish from Shrimp

- Synchronous drum motor.
- Plug Connection IP69 K.
- Individual speed control.
- Electric tilting system.
- Cost-effective shrimp production.

BE-1516

Double By-Catch Separator

The automatic separation of small fish is pivotal for achieving an efficient and cost-effective shrimp production process onboard. Beritech's double separator model BE-1516 surpasses the capacity of manual

separation methods, which are not only less efficient but also require more manpower. This advanced unit ensures a significantly cleaner shrimp product, greatly simplifying further onshore processing.

The separator's effectiveness is due to the different surface textures of shrimp and fish. Fish are transported upwards while shrimp slide downwards, making this separator also ideal for the separation of soft-shelled shrimp during peak seasons.

Equipped with an electric cylinder, the BE-1516 allows for rapid adjustment of the conveyors' angles, enhancing time efficiency. Its unique tilting system ensures an even distribution of product across the conveyors,

even in conditions of heeling, leading to a more effective separation process. The durability of the system is bolstered by rubber drive drums on the conveyors, which guarantee a much longer lifespan.

Designed with maintenance and cleaning in mind, the separator's open construction facilitates optimal production hygiene by providing quick access to essential areas.

Machine



Model	BE-1516.30	BE-1516.31	BE-1516.32	BE-1516.33	BE-1516.34
Dimensions LxWxH	3300 x 1300 x 2200 mm	3300 x 1550 x 2200 mm	3300 x 1800 x 2200 mm	3300 x 2050 x 2200 mm	3300 x 2300 x 2200 mm
Belt Width	1000 mm	1250 mm	1500 mm	1750 mm	2000 mm
Capacities	3000 kg/h	4000 kg/h	5000 kg/h	6000 kg/h	7000 kg/h
Water Consumption	3 m ³ /h	4 m ³ /h	5 m ³ /h	6 m ³ /h	7 m ³ /h
Power 3x440V, 60 c/s	2.0 kW/10A	2.0 kW/10A	2.0 kW/10A	2.0 kW/10A	2.0 kW/10A
Weight Approx. (kg)	900 kg	1200 kg	1500 kg	1800 kg	2100 kg