

Snyder Industries Tank Heat Maintenance System

Snyder Industries Tank Heat Maintenance Systems are designed to meet specific requirements such as tank material type, tank size, low ambient temperature, and desired maintenance temperature.

All control components of the heating system are mounted in water tight, high impact plastic box(es) with a gasketed cover.

All heating system components shall be Nema 4 rated and factory pre-wired for 110 VAC. All connections shall be labeled to prevent errors in field installation.

Each control box shall carry a decal attached to the inside surface of the cover, on which an electrical wiring diagram will be printed.

Each control box shall contain two temperature controls. One control shall regulate the maintenance temperature setting and the other control shall regulate the high temperature setting. The maintenance temperature setting should be set at the desired maintenance temperature. The high temperature setting shall be adjusted to 10 degrees above the desired maintenance temperature to a maximum of 130 degrees Fahrenheit. All control systems must be designed with a power off failure mode.

The heating panels shall be designed to wrap around and lie flat against the surface of the tanks. The heating panels shall have a maximum heating density of 0.022 watts per square centimeter. All heating panels and sensor bulbs shall be attached to the tank with 2" wide duct tape. Under no circumstances shall cable type heaters be used with polyethylene tanks.

Insulation used is a polyurethane foam with a density of 2.0 - 3.0 lb./ft³ with a "R" value of 8.33/in. The foam shall be applied with a nominal thickness of 2" to all external tank surfaces except the tank bottom shell.

Upon completion of application and curing of the insulation, two full coverage coats of latex mastic coating are applied to the surface of the insulation in such manner as to seal the insulation from the outside environment. The latex mastic can be ordered in gray (standard) or white in color.

