WEDA 30 (50 Hz)

Electric submersible pump

Specifications

Portable electric submersible pump for dewatering of construction sites, mines, flooded areas etc. Designed for handling liquid with abrasive particles. Prot class IP68

Pump Types

WEDA 30N Medium head, single-phase or 3-phase WEDA 30L Low head/High volume, single-phase or 3-phase

Electric Motor

Single-phase squirrel cage induction motor with built-in capacitor and contactor.

3-phase: Squirrel cage induction motor with built-in contactor. Insulation: Class F (+155C), IEC 85

Data	WEDA 30L/N	1~	3~
Rated Output	kW	2.0	2.0
Rated Current A	230v	12.0	7.3
	400v		4.5
	500v		3.5
Shaft speed	rpm	2900	2900

Other voltage upon request

Motor Protection

Thermal switch in each winding (+130 degree C)

Cable

Oil and wear resistant rubber cable type HO7RN-F

1~: 15m 3 x 2.5 mm²

3~: 15m 4 x 1.5 mm²

Shaft Seal

Double seals with oil compartment

Primary seal: Silicon carbide against silicon carbide.

Secondary seal: Lip seal against wear sleeve.

Bearings

Single-row ball bearing with C3 clearance.

Materials

Castings: Aluminium
Outer-casing: Aluminium
Shaft: Stainless steel
Fasteners: Stainless steel

Impeller: Cr-alloyed white cast iron

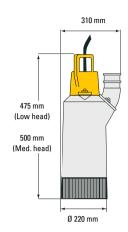
Wear parts: Nitrile rubber

Discharge connection

3" std, 4" opt, hose, BSP or NPT

Accessories

- Low suction collar
- Float switch
- Zinc anodes
- Stainless steel strainer
- · Epoxy coating
- Quick coupling type 1, 2.5"

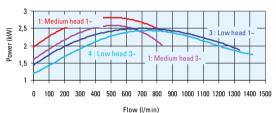


Weight : 20 kg Max. solid size : 7mm

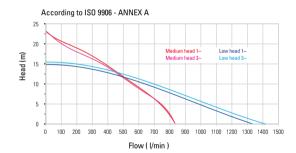
Dimensions (mm)

Power (kW)

According to ISO 9906 - ANNEX A



Flow Chart



Features

- Robust design
- Lightweight and user friendly
- Wear resistant wet end in CR-alloy steel and natural rubber
- Adjustable wear parts
- Built-in capacitor and contactor
- Easy installation

Designed for

- Heavy duty pumping of abrasive liquids.
- Max submersible depth of 20m.
- Max temperature of liquid +40C.
- Max density of liquid, 1.100kg/m³.
- pH of the liquid between 5-8.
- For special applications contact Weda pump.

