

Potable Water Remineralisation





Background

Water can become corrosive due to its characteristics, particularly in waters with low pH and Alkalinity. The level of corrosiveness of water is measured using the Langlier Saturation Index (LSI). LSI is calculated based on the temperature, pH, Alkalinity, Hardness and Conductivity of the water. When LSI indicates corrosive water (LSI < 0), it can dissolve copper from pipes causing pinhole leaks, lead to bluish-green stains, metallic-tasting water, and potential health issues.

Our Services



Parts and Consumables

- Domestic Remineralisation Filters
- Commercial Remineralisation Filters
- Replacement media for filters (25kg bags)
- Post Remineralisation Sediment and Carbon filters
- Replacement Sediment and Carbon filter elements



Maintenance Requirements

- 6-Monthly media checks and water quality testing (pH, Alkalinity, Hardness)
- 3-6 Monthly Sediment and Carbon Filter changes
- 12-Monthly media replacement and refills

How our system works



Remineralisation of Soft Waters

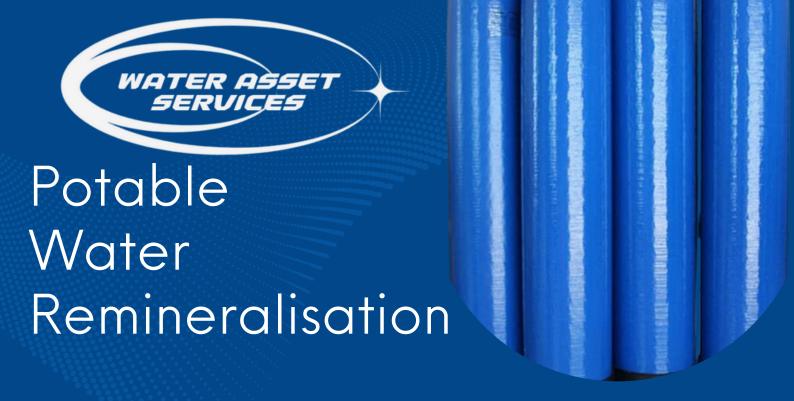
- Corrosive water is plumbed through the remineralisation vessel
- 2. The acidity of the water slowly dissolves the media in the vessel causing pH and Hardness to rise
- The pH and Hardness reach a point of balance and no more media is dissolved
- 4. The water then passes directly to the end user or for further treatment with sediment and carbon filters.

Call for more information and pricing 02 8582 7081











Ordering Information

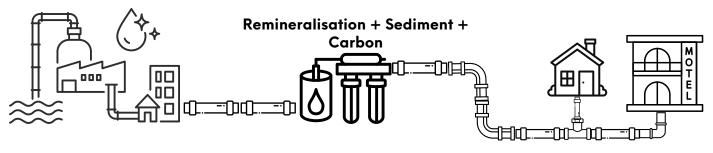
Remineralisation Filters

Sizing	Remineralisation		
	flow rate Ipm	Weight (approx)	Part #
Domestic	20lpm	100kg	RM-20
Small Commerical	60lpm	300kg	RM-60
Large Commercial	130lpm	750kg	RM-130

Sediment and Carbon Filters

Sizing	Sediment		Carbon	
	Flow rate lpm	Part #	Flow rate lpm	Part #
Domestic	20lpm	SF-20	20lpm	CF-20
Small Commercial	60lpm	SF-60	60lpm	CF-60
Large Commercial	130lpm	SF-130	130lpm	CF-130

Utility Water Provider



Call for more information and pricing 0418 600 727



Domestic or Commercial Users