

# RSDD04 SEPARATOR

THE RSDD04 ADDS UNMATCHED DURABILITY AND HIGH-CAPACITY VERSATILITY TO YOUR PROCESSING LINE.



THE BEEHIVE® RSDD04 SEPARATOR IS DESIGNED TO DELIVER THE ABSOLUTE BEST PRODUCT TEXTURE IN THE INDUSTRY.

With a 4" (102 mm) plate and twin-screw rotary design, the Beehive® RSDD04 consistently delivers the most premium product texture in the industry – perfect for your deboning and desinewing applications. And all with the versatility to handle a broad range of raw products that competitive equipment simply can't match.

With the same heavy-duty construction that makes Beehive® equipment the preferred choice for the biggest names in food, the Beehive® RSDD04 Separator will maximize the value of your processing line. Precise operating controls. Rugged stainless steel. Gentle handling of your raw material. High-volume capacity. Low maintenance costs. And customized textures to create the perfect bite. Plus, we stand behind the quality and reliability of our equipment with world-class service and support that keeps you running at peak performance.



# BEEHIVE® RSDD04 SPECIFICATIONS & FEATURES

## APPLICATION

- Deboning
- Desinewing

## RAW MATERIAL

- Pork
- Chicken
- Beef
- Turkey
- Fish
- Mutton
- Lamb

## CAPACITY

- In-feed hopper capacity 9.8 cu. ft. (0.28 cu. m)
- Capacity: 1,000-3,500 lbs/hr (454-1,588 kg/hr)\*

\*Actual capacity will depend on application

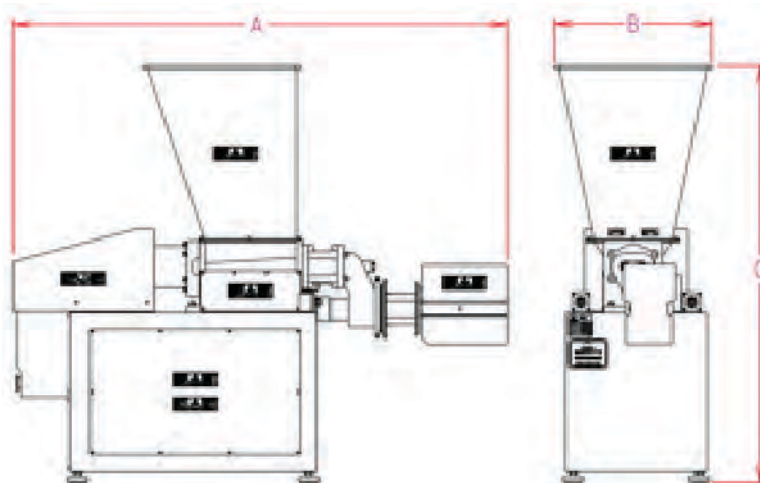
## TECHNICAL

- Dual motor 27.5 hp (20.5 kW) total
- Twin feed-screw pump
- Mechanical variable speed pump



**BEEHIVE® ENGINEERING INNOVATIONS CONTINUE TO CHANGE THE WAY THE WORLD PROCESSES FOOD.**

Our innovative and patented arcuate tapered steel chamber allows for repeated adjustments due to wear compensation, resulting in exceptional industry-leading durability. And with thick-walled steel chambers and a powerful feeding mechanism, the Beehive® RSDD04 is able to handle even your most challenging meat processing assignments.



## DIMENSIONS

A. 93.7 in. (2,379 mm)

B. 30.0 in. (762 mm)

C. 79.9 in. (2,029 mm)