

# The Original BOA (Bearing Oil Analyser)

### The Problem

Water in the bearing housing of oil lubricated pumps reduces bearing life significantly - tests indicate that 0.002% of water mixed with oil reduces bearing life by 48%.

## The Solution

#### The BOA

The BOA is an inexpensive assurance to save costs on overhauls and to assist in improving the running of the rotating equipment. Designed in 1991, there are now 11,000 units in operation throughout the world. To improve the life time of the pumps the bearing oil must be in good condition. The BOA gives you an insight into what is happening with the oil in the bearing chamber.



Water sinking below the oil.

#### **How the BOA Works**

Contamination of bearing oil occurs when condensation forms as the pump cools down and heats up, such as being subjected to a hot day and cool night. Most pumps installed outside will be subject to condensation. 0.002% of water in the bearing housing oil can be found due to condensation and this significantly reduces the bearing's lifespan.

With the BOA attached it is easy to see when there is water or contamination to the bearing oil. The BOA is installed in the sump/drain plug tapping and, as water is heavier than oil, the water will sink to the bottom of the BOA where it can be viewed and drained away or samples taken for testing.



## **Benefits**

- Early warning of contamination before overheating occurs
- Reduces maintenance costs
- Instant oil sampling
- Made in Western Australia
- Glue-free construction
- Will not yellow in sunlight
- Easy cleaning, just dismantle
- Designed for temperatures between minus 15°C to 100°C

#### More Than One Use:

- The BOA can be mounted as an oil sight glass. This gives a better view from a distance than the current small oil level gauges.
- BOA can be used in conjunction with an oil mist system to trap water in the pipe line.
- The BOA can be used as an inexpensive level gauge, by increasing the acrylic glass' length and installing a breather where the valve is located

