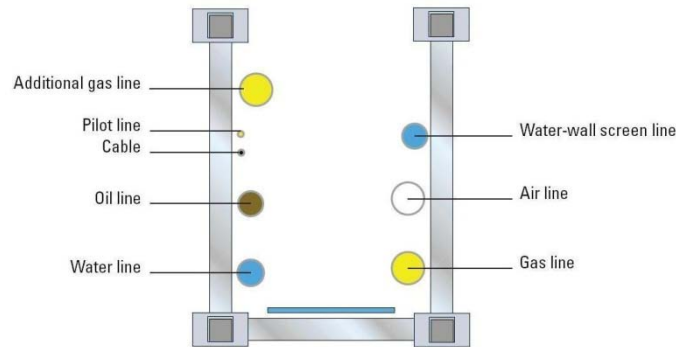


U Burner Boom



APPLICATIONS

- ✚ Provide support for the burner and piping.
- ✚ Allow access to the burner and piping.

BENEFITS

- ✚ Reduce heat radiation.
- ✚ Protect rig personnel.
- ✚ Limit burner noise on the rig.

FEATURES

- ✚ Modular design
- ✚ Suitable for H₂S service
- ✚ Available in two or three sections
- ✚ Piping for oil, water with filter, air with check valve, and propane, in addition to one gas flare

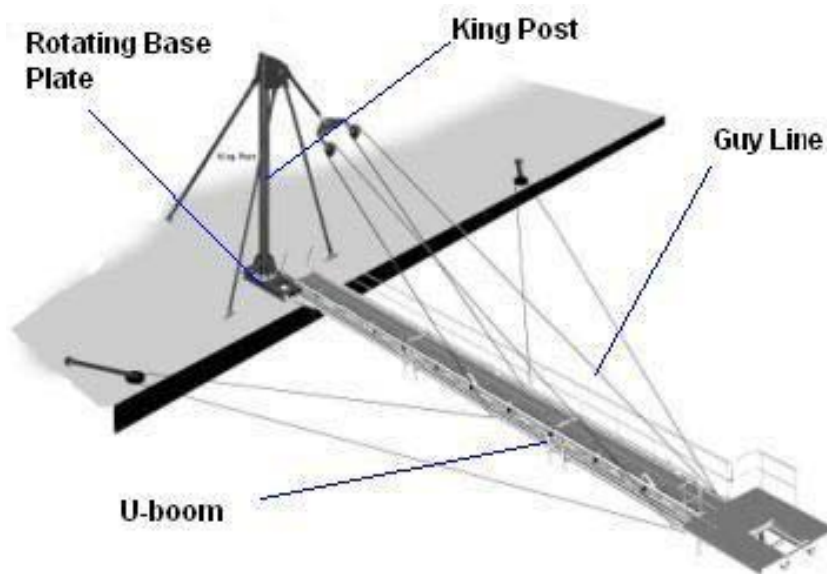
MODULAR DESIGN

U burner boom is a modular design, basically consisting of two sections that extend approximately 18 m [60 ft]. By adding one or two intermediate sections, the boom can be lengthened to about 27 m [90 ft] or 36 m [120 ft].

The structural design of the U-boom allows access to the burner and supports pipes that are laterally positioned on the boom sides. These pipes supply the burner with air, water, oil, and propane.

The U-boom is mounted on the rig with a rotating base plate and guy lines. Horizontal guy lines help orient the boom; and vertical guy lines, which are fixed to the rig's main structure, support the boom. The rotating base enables horizontal and vertical positioning of the boom and burner. The boom is positioned slightly above horizontal so that any oil left in the piping after flaring operations does not leak out and

cause pollution.



SPECIFICATION

Model	UBM-60	UBM-90	UBM-120
Service	H2S	H2S	H2S
Length, m [ft]	18 [60]	27 [90]	36 [120]
Width, m [ft]	0.89 [2.92]	0.89 [2.92]	0.89 [2.92]
Weight, kg [lbm]			
Working temperature Deg C [deg F]	0 to 100 [32 to 212]	0 to 100 [32 to 212]	0 to 100 [32 to 212]
lateral velocity, km/h [mi/h]	160 [99]	160 [99]	160 [99]
Connections, Fig. 602 female/male			
Air, mm [in]	101.6 [4]	101.6 [4]	101.6 [4]
Oil, mm [in]	76.2 [3]	76.2 [3]	76.2 [3]
Gas, mm [in]	76.2 [3]	76.2 [3]	76.2 [3]
Water, mm [in]	76.2 [3]	76.2 [3]	76.2 [3]
Applicable codes	ASME B31.3, DNV	ASME B31.3, DNV	ASME B31.3, DNV

Notes:

1. 101.6-mm [4-in] and 152.4-mm [6-in] gas connections are available.
2. Custom made is available