



External smoke generators (REZe)



Goliath F (Friction smoke)

The smoke is generated by pressing a **hard log** against a specially designed friction wheel. The special surface coating on the wheel ensures a long life time. The smoke generation process guarantees constant low temperatures. The PAH-content is very low.

The patented proportional controls (contact pressure regulation) ensures a steady smoke density. It is reasonable to perform the smoking process with friction smoke in a closed (hermetic) system. The system therefore produces hardly any exhaust emissions during the smoking process.



Goliath CW (Smouldering smoke)

The smoke is generated by smouldering **wood chips** in controlled conditions. The smoke generation process with smouldering air control guarantees constant smoke generation temperatures. The PAH-content is thus low.

Controlled wood chip supply and smouldering air control ensure a steady smoke density. Smoking can be performed in exhaust smoke reduced operation. The system therefore produces very low exhaust emissions during the smoking process.

External smoke generators



Goliath 1 and Goliath 2 (Smouldering smoke)

The smoke is generated by smouldering **sawdust** in controlled conditions. The smoke generation process with smouldering air control guarantees constant smoke generation temperatures. The PAH-content is thus low.

Controlled sawdust supply and smouldering air control ensure a steady smoke density. Smoking can be performed in exhaust smoke reduced operation. The system therefore produces very low exhaust emissions during the smoking process.



Goliath S (Steam smoke)

The smoke is generated by smouldering wood chips in controlled conditions with the addition of compressed air and **low pressure saturated steam**.

The smoke generation process guarantees constant smoke generation temperatures. The PAH-content is thus low.

Controlled wood chip transport as well as the injection of steam and compressed air ensure a steady smoke density. Short smoking times are achieved by high humidity thanks to the addition of steam. Smoking can be performed in exhaust smoke reduced operation. The system therefore produces very low exhaust emissions during the smoking process.



Goliath L (Liquid smoke)

The smoke is generated by spraying **liquid smoke**. The manufacturing process guarantees a minimum PAH-content.

Very fine spraying via two-component nozzles ensures a steady smoke density. Short process times are achieved by rapid colouring. It is reasonable to perform the smoking process with liquid smoke in a closed (hermetic) system. The system therefore does not produce any exhaust emissions during the smoking process. A wide range of flavourings can be achieved with various liquid smoke products.

Sizes	Goliath F			Goliath CW	Goliath 1	Goliath 2	Goliath S	Goliath L	
								TG 1100 / 3000	TG 1200 / 4000
Weight (kg)	350	400	450	300	350	300	400	100	150
Total electrical power output (kW)	5,0	7,5	12,0	2,5	2,3	2,3	9,0		1,0
Storage volume	4 pcs.	4 pcs.	3-4 pcs.	240 litre	200 litre	140 litre	110 litre		20-40 litre
Liquid consumption (kg/h)								0,2-2,0	0,4-4,0
Wood consumption (kg/h)	0,5 -3,0	3,0 -5,0	5,0 -8,0	8,0-10,0		4,0-8,0	4,0-10,0		
Automatic cleaning	smoke generator and pipes			smoke generator and pipes		pipes	smoke generator and pipes		system
System size (Hot smoking/ Air conditioning)	1-3 / 1-15	3-6 / 15-30	4-12 / 30-50	1-12 /-50	4-12 /-50	1-6 /-12	1-12 /-	1-6 /-	2x1-6 /-
Security device	proportional controls door lockout			overtemperature protection smouldering area temperature regulation currentless fire-extinguishing device	overtemperature protection currentless fire-extinguishing device		low pressure monitoring	not required	
Wood specification	knot-free hardwood			beechwood, class 2/16 (other types of wood possible as well)	beechwood, grain size 0.1-3 mm (other types of wood possible as well)		beechwood, grain size 2-3 mm		
Liquid specification								Red Arrow recommendation	
Standard wood dimensions (in cm)	8 x 8	x							
	8 x 10		x						
	10 x 10			x					
	10 x 12			x					
	12 x 12			x					