



The Patented HOOT® Treatment Process

The HOOT® treatment system is designed with several components: the pretreatment tank, aeration chamber, and a final clarifier.

The pretreatment tank, the first component of the system, begins the anaerobic decomposition of the influent. It also holds non-biodegradables inadvertently added to the system.

The aeration chamber, the heart of this activated sludge sewage treatment system, introduces oxygen by pump into the sewage. This aeration intimately mixes the organic materials of the sewage with the bacterial population, allowing the bacteria to attack and reduce the organic materials.

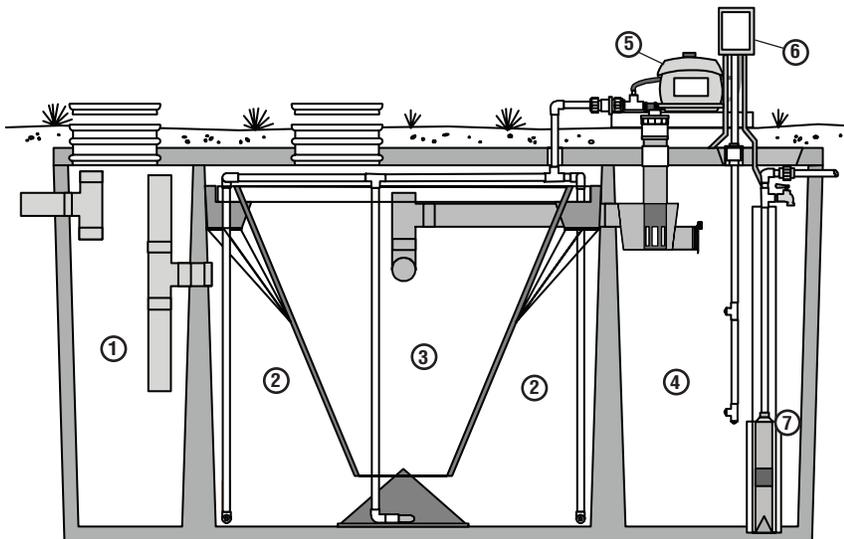
Any activated sludge settling in the final clarifier chamber is reintroduced into the aeration chamber by sewage movement.

As solids settle in the clarifier, effluent rises. The holding tank then stores the effluent for discharge through the chosen method of disposal.

HOOT® treatment systems give you all these advantages:

NSF tested and certified class I standard 40 2000 treatment unit.

Models that have been tested and certified to the NSF Nitrogen Reduction Standard 245 are available.



1. Pretreatment tank where influent enters.
2. Aeration chamber where oxygen is pumped into the wastewater.
3. Clarifier chamber where the clear odorless effluent rises.
4. Holding tank for effluent ready for discharge.
5. Extremely quiet, efficient aerator and pump.
6. Unique solid-state HOOT® Control Center monitors and controls the system.
7. Discharge Pump



Protecting the Environment

Protection of a pristine and safe environment is central to HOOT's® beliefs. The best way to preserve our future is through strong environmental regulation, enforcement and local involvement.

Site Specific

Design drawings and homeowner's operation manual provided with each HOOT® treatment system.

HOOT® Commitment to Quality

At the heart of our commitment to quality is a product designed and built to maximize the value of the HOOT® system because in the long run quality costs less.

