

Food Truck Cylinders 2.4.3.

2.4.3.1. LPG cylinders installed on Mobile Food Trucks shall comply as per Table 11.3. and other relevant sections of this chapter. Material requirements shall be as per Section 2.3. and section 6.

Table 11.3: Food Truck LPG Cylinder Installation Guideline	
ITEMS	REQUIREMENTS
1. LOCATION OF FOOD TRUCK CYLINDERS	Cylinders shall be placed in a permanent, fixed manifold at the back of the Mobile Food Truck in a metal ventilated cabinet, fully isolated from the Truck interiors. It can be single cabinet or two separate cabinets. See Figure 11.5. i. Compartment shall be of steel construction with ventilation on the front side. ii. Cylinders compartments are not allowed on the sides or on the Truck top.
2. QUANTITY ALLOWED ON FOOD TRUCKS	 Maximum quantity allowed is 2 cylinders of 12 kg in one group in the enclo- sure. 1 cylinder shall be main and 1 cylinder shall be reserve in a common man- ifold with isolation valves. Additional / spare LPG cylinders are not allowed to be stored in the truck.
3. SAFETY PROVISIONS FOR FOOD TRUCK CYLINDERS	 i. Food truck owners shall produce certificate from manufacturer confirming the load carrying capacity of the truck. ii. There shall be twin tires for the truck rear. iii. Cylinders shall be composite type only. iv. Piping shall be welded steel and up to as close as possible to cylinders with flexible hose connections as minimum as possible. v. Provide emergency shut-off switch at both doors of truck interior. vi. Steel guard shall be provided at the exterior of cylinder enclosure. vii. LPG Leak detectors shall be installed at the enclosure and inside the truck near cooking platform. viii. Battery operated Heat detectors shall be installed for the Truck interior covering cooking platform. ix. All electrical wiring, lighting wiring, equipment wiring shall be concealed in a metallic containment pipe. x. Kitchenhood suppression system shall be provided for the hood. xi. Civil Defence NOC shall be obtained only after inspection of the Food Truck.

