

#### The Story About Low Dust

Test data comparing conventional and Sponge Media<sup>™</sup> abrasives have shown that Sponge Media abrasive blasting suppresses up to 99.9% \* of what would normally become airborne dust. Sponge Media abrasives are manufactured with a tough, porous urethane sponge material, which controls or suppresses dust.

Sponge Media particles flatten as they strike the surface, then expose the abrasive where they cut into the coating and substrate, profiling (0 to 100+ microns [0 to 4+mils]) - if needed. As the Sponge Media abrasives rebound, the porous urethane creates suction, entrapping dust



paint, soot, corrosion and other contaminants. This process is known as Microcontainment.™ \*Test data available by contacting Sponge-Jet, Inc.

Visit Sponge-Jet, Inc. at www.Spongejet.com or call 603-431-6435 to learn more about the Sponge Blasting System

# Dry Abrasive Blasting With Up to 99.9% Less Dust

Control airborne dust near sensitive equipment or when removing hazardous contaminants and coatings.



 Control the Airborne Emission of Hazardous Surface Contaminants and Coatings

### New High Productions Systems

- Nozzle production comparable with sand and coal slag
- Automatic vacuum recovery, recycling and reloading

### Improved Safety

- Confined spaces are safer due to low rebound and high visibility
- Decreased dust levels means lower worker exposure
- Worker safety is enhanced due to high visibility and lower fatigue
- Risks such as skin abrasion and eye injury may be reduced

## Reduce Total Job Costs

- less freight
- less disposal
- less containment and air management
- less clean-up
- virtually eliminates facility damage due to low dust and low rebound

## Less Down Time

- Other trades can work during the blasting process
- Nearby process equipment can continue to operate
- Reduce total job time with less staging and cleanup

## Near perfect visibility

- No waiting for the dust to settle
- Inspect during the blasting process
- Enhanced visibility lessons the likelihood of rework

