

## Example of a Successful Application

### Leaking Pipework

A major area of concern for both manufacturing industry as well as the service industry is LEAKING PIPEWORK. Normally, to repair leaking pipework involves either the removal and replacement with new pipe or welding metal supports around the leaking area.

Both of these methods are expensive and can cause major disruption whilst they are carried out.

Unique Polymers and Thistlebond have developed a simple and cost effective alternative to the above methods.

By using THISTLEBOND RESIN and HARDENER (TRK 19000), combined with THISTLEBOND GLASS TAPE (TRK 19006/7/8/9), we can effectively repair and seal worn and leaking pipe work and associated equipment.

A THISTLEBOND distributor has recently carried out a MAJOR repair operation by utilising this tried and proven method.



The problem lie in old and worn / leaking pipes in a SEWAGE treatment station. To REPLACE / REPAIR with conventional methods would mean a MAJOR CIVIL contact for the owners and a COSTLY application.



By using THISTLEBOND GLASS TAPE (TRK 19006 - supplied 38mm X 50 m up to 100mm X 50 m) combined with THISTLEBOND STANDARD RESIN and HARDENER (TRK 19000) -

the pipes can be effectively wrapped and sealed to prevent any further leakage and to take away the need for costly replacements!



Two engineers can easily work the process. This involves painting on to the surface the THISTLEBOND RESIN and HARDENER and then WRAPPING around the THISTLEBOND GLASS TAPE. This process is carried out THREE TIMES (3 complete wraps). Temperatures up to 180°C can be sealed with this process.



The WRAP technique can be used in ALL areas of PIPE WORK, straight pipe runs, bends, elbows, flange joins and other areas that leak!!



A good example of pipe work that JOINS and BENDS! This REPAIR is a PERMANENT REPAIR that will give a long lasting leak-free life to all applications.



All repair work carried out and is SATISFACTORY!!



A picture showing the WRAP being utilised on a LEAKING FLANGE area.