



Molten Splash-Away Sleeve HL

...

Equipped with a hook and loop self gripping closure, our Molten Splash Sleeve is easily field installed (or removed for maintenance) without cable disconnection. Designed to protect flexible hoses and cables from intermittent 3000°F molten metal or glass splashes and spills to help protect the integrity of a mechanical/electrical system and maintain production through to the next available maintenance period.

Worbo Technology

- Equipped with a hook and loop self gripping closure, Molten Splash Sleeve is easily field installed (or removed for maintenance) without cable disconnection.
- High Shear and Peel Hook and loop self gripping closure is designed specifically for this product to enable use in dynamic flexing or tight bend radius static applications.
- The hydrophobic, low surface energy, non-stick properties of the thick silicone coating sheds large random but potentially hazardous amounts of 3000°F molten metal splash to help protect critical cooling hoses, hydraulic hoses, pneumatic hoses and electrical cables.
- Combination of Heavy duty silicone shield coating on thick high temperature fiberglass substrate helps insulate and defend against intermittent bouts of flame impingement, burning airborne debris and high temperatures.
- Will help protect low temperature rubber hoses or cables from external occasional flame impingement and short intermittent durations of extremely high temperatures up to 3000°F.

Dimensional Data

Available in a wide range of standard diameters from ¼" to 10" or even larger on a custom manufactured "per project" basis.

Temperature

Base weave of heavy fiberglass is rated to 1100°F continuous, heavy smooth silicone shield coating will protect against short duration temperature extremes of 3000°F and 500°F continuous.

Environmental Resistance

Excellent resistance to ozone, oxidization, UV, corona, cosmic radiation, ionizing radiation and weathering in general.

Flammability

Non-flammable – Self extinguishing.



...

www.worbo.com