

WETBLAST FLEX™ ALL-IN-ONE WETBLAST SYSTEM

Our all-in-one WETBLAST FLEX™ system gives you convenience you don't get from traditional slurry systems. Its design and simplified set up and operation make for easier end-of-shift shutdown. By mixing the abrasive and water after it leaves the blast machine, you never have to empty a machine of a messy water/abrasive mix.

Flexible set up options allow you to position the water injector either at the base of the blast machine or at the nozzle – your choice. With the injector at the nozzle, you can adjust the water/abrasive mix at any time.

You can dry-blast with the FLEX, simply remove the injector adaptor mounted at the base of the machine, and turn off air to the pump.

SKID MOUNTED

All in one convenient design with fork lift pockets and lifting eyes.

WATER SOURCE

Use the on board water tank or connect the system to a municipal water source.

ABRASIVE CUT OFF SWITCH

With injector and ACS at the nozzle, you can control wash down and surface blow off without a trip to the blast machine.

NO POT TENDER NEEDED

With the injector adaptor and ACS mounted at the nozzle, there's no need for a pot tender.

CLEMCO®

Stock No. 28426

www.clemcoindustries.com
© 2015 Clemco Industries Corp.

0115 Rev.A 03/15

FLEX - *BASE UNIT

6 ft³ Blast Machine with Pneu Remotes and 50 ft Control Line
120 Gallon Water Tank
Wetblast Injector™ Pump Module
Base-Mount Wetblast Injector™ with 50' Hose
Standard Wetblast Injector™ with 50' Hose
Abrasive Cut-Off Switch
Blast Machine Screen & Cover
1 ½" Pressure Regulator & Air Filter
Contractor Thread : Stock No. 28434
1-1/4" Thread: Stock No. 28436

FLEX - PACKAGE

Base Unit
#8 Long-Venturi Nozzle
Clem-Cool Air Conditioner
CPF-20 (installed on skid)
Contractor Thread : Stock No. 28435
1-1/4" Thread: Stock No. 28437
50' Coupled Supa Hose
Apollo 600 HP DLX
50' Respirator Hose
Nominal Spares
Dimensions: 68" L x 46" W x 52" H
Base Weight: 1450 LBS
Package Weight: 1550 LBS

* Systems differ with choice of nozzle injector adaptor – contractor or fine thread.

