

COOLING TOWER WET LAY-UP

- 1. Turn off the chemical or acid feed pumps. Also stop feeding any chlorine or bromine to the system.
- 2. Increase bleed-off in the cooling system until the conductivity of the cooling tower water matches the conductivity of the make-up water.
- 3. Add one and one-half (1.5) gallons of **BOND** 8080 per 1000 gallons of system capacity or as recommended by your **BOND** representative.
- 4. Keep recirculating pumps running for 24 48 hours for thorough mixing of product, system distribution and best passivation process.
- 5. Turn off the recirculating pump. Make sure piping and or cooling towers are protected against cold with heat taping.
- 6. If possible, turn on recirculating pumps once a week for one (1) hour and add 32 ounces of **BOND** 8080 per 1000 gallons of system capacity or as recommended by your **BOND** representative.
- 7. When you are ready to use the system again, the Bond 8080 corrosion inhibitor does not need to be drained prior to Spring start-up.

Caution:

Without proper wet lay-up procedure, corrosion can occur during the time that the cooling system is off. Most of the corrosion will occur on the mild steel portions of the system. Some bacteria induced pitting corrosion can occur in all parts of the system.

Additional Information:

Ideally, cooling water systems should be stored dry when not in use for several months. However, some systems are left in wet storage as back-up systems or for winter month storage.

The reason for proper chemical treatment during a wet lay-up of your cooling system is to prevent corrosion. It is possible to have a well controlled chemical treatment program during the summer, but during the winter corrosion may occur in the system due to inadequate lay-up protection.

Use the wet lay-up application if the system needs to be brought up to operation periodically during the lay-up period or for speed. The dry lay-up procedure is preferred if the system does not need to be brought on line rapidly or for extended periods of time.