

## Comparison between Bladder-tank and FIREMIKS<sup>®</sup>-system




Bladder-tank system	FIREMIKS <sup>®</sup> -system
A time-limited system. When the bladder is empty, the system must be stopped for refilling.	An uninterrupted system as long as water and concentrate are available. If the concentrate tank turns empty, the concentrate can be sucked from a separate drum without interrupting the water flow and the fire fighting.
The rubber bag inside the pressure tank may be sensitive after a couple of years. May also be damaged if not care is taken when filling.	No rubber bag is needed.
A separate proportioner is necessary to define the admixture.	The admixture is immediately correct without any adjustments, within the given flow and pressure limits.
A sensitive pressure balance system.	Driven by water flow, no calibration or pressure balance required.
Initial start-up may be complicated.	Very easy start-up.
Pressure range in general 6-12 bar.	Wide pressure range 2-12 bar(-GP), 2-16 bar (-PP)
Maintenance can be complicated as it is a pressure vessel.	Very little maintenance necessary. A simple system that is easy to understand. Needs only a regular atmospheric container for foam container from the foam supplier.
Complicated and often expensive procedure to refill the bladder.	Easy filling of more concentrate.
<u>Not</u> possible to test without consuming concentrate. (Some new models have this option)	Possible to add a dosing return valve to enable easy and quick testing of system without consuming concentrate = large cost saving and environmentally beneficial

Disclaimer: The information in this document is based on our knowledge for the time being. For updated information please check with manufacturers directly.

**FIREMIKS<sup>®</sup> is a registered trademark owned by Firemiks AB in Sweden.**

We reserve the right to make changes in the specifications without prior notice. Production is made according to

European Directive 2006/42/EC  and conforms to applicable parts of NFPA 11 and NFPA 1901.

