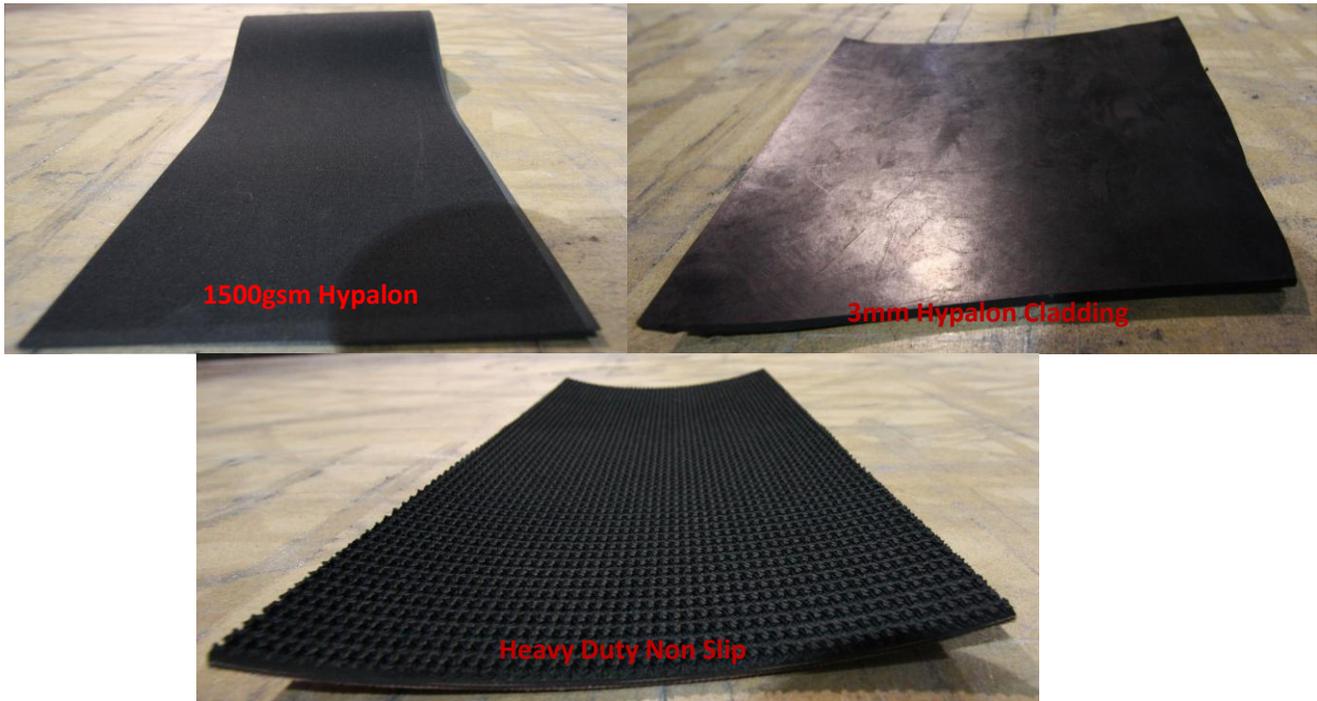
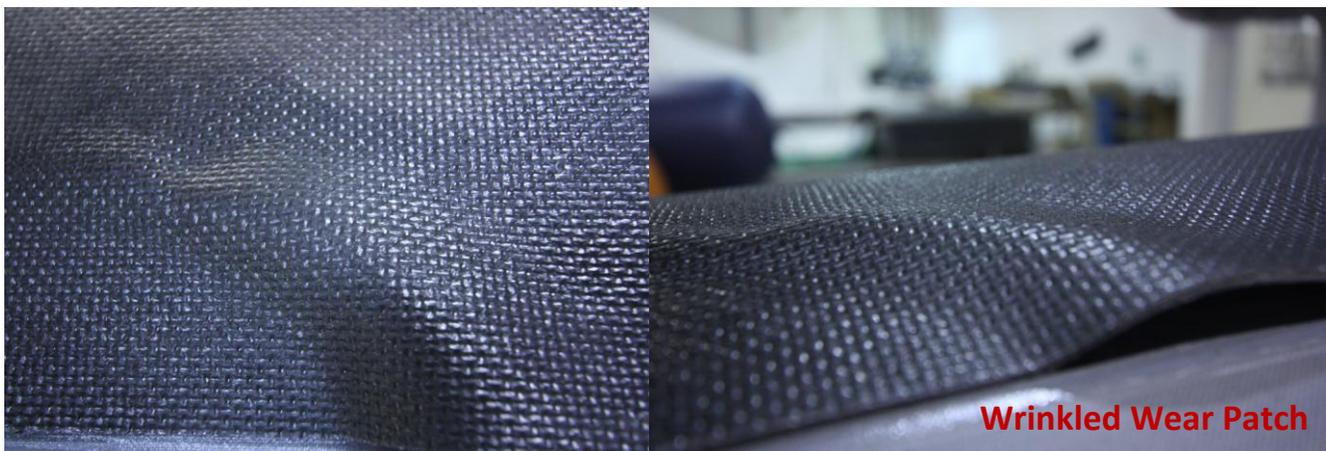


# Wear and abrasion

Worn areas are repaired in the same manner as slashes and tears (see external patching instructions), but usually with larger patches. When fitting wear patches be sure to choose an appropriate material. If the area of Hypalon is subject to lots of wear then it would be advisable to fit heavy duty (1500gsm) Hypalon, 3mm Hypalon Cladding or Heavy Duty Non slip.

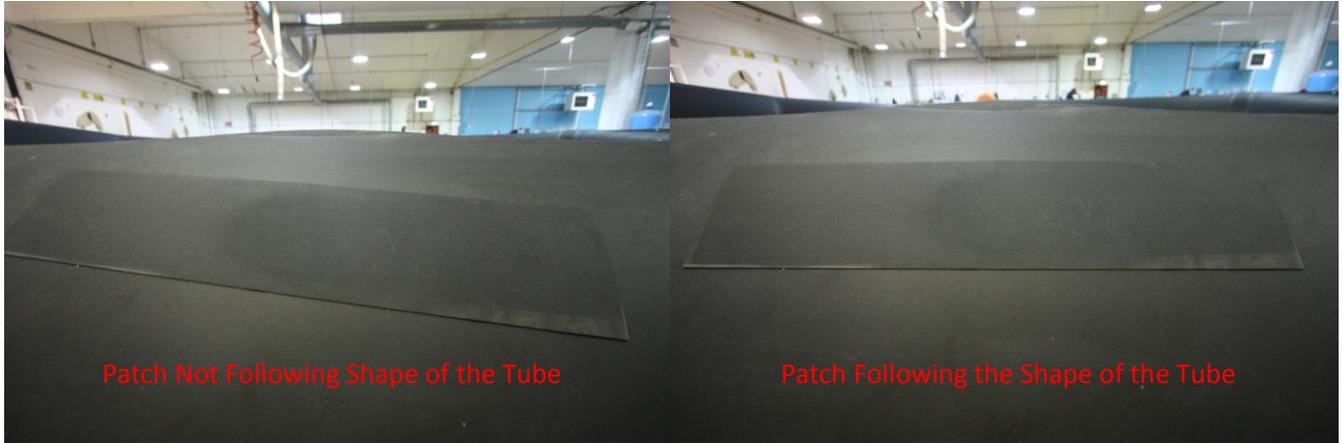


Wear patches are usually fitted with the tube inflated. Doing it this way will provide a much more aesthetically pleasing patch. Wear patches bonded to a deflated tube are much more susceptible to wrinkle and bubble when the patch is bonded.



### Patch size

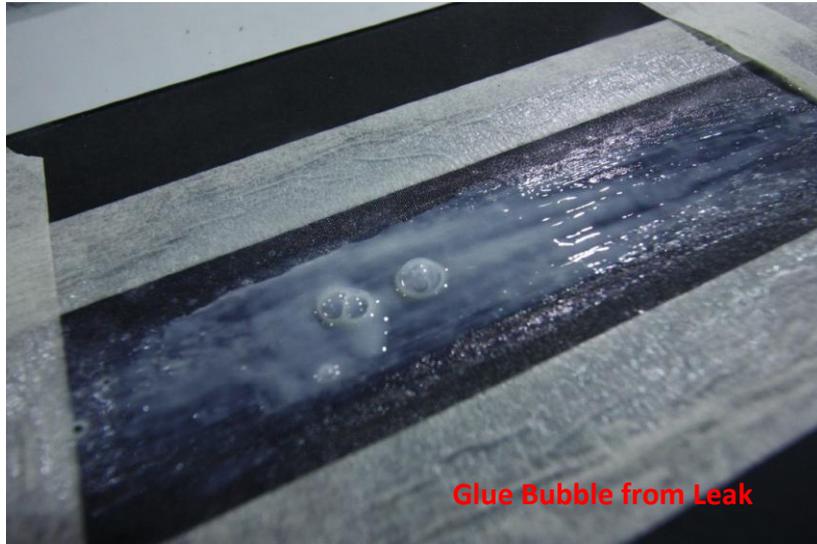
More care must be taken when buffing the fabric to prevent unnecessary further damage to the weave. The worn area will need to be buffed carefully. Allow a minimum of 75mm around the area where the weave is showing. In most cases it will look better to cut a rectangular patch that follows the direction of the tube.



## Checking and re-sealing weave

As the area is worn extra priming coats may be needed to reseal the weave.

1. Applying the initial priming coat and wait to see if air bubbles appear in the glue on the surface of the open weave. If this occurs deflate the tube immediately and leave the priming coat to dry for at least 12 hours.
2. With the tube still deflated apply another priming coat. Once this is dry inflate the tube and continue fitting the patch.
3. If bubbles appear when apply the final coat of glue then repeat with another priming layer as before.



## Sticking large patches

Larger patches are harder to put down so when it comes to sticking them patch it is advisable to have two people one to hold the patch and one to place it on the tube. When applying the patch stick the edge going down the length of the inside of the tube first. Once the edge is down, use a mutton cloth with thinners to push the patch down, working in a left to right 'zigzag' until the whole patch is down. Roll the edges/roll the whole patch.

