



Vacuum Reclaim tools for Flood Cleanup applications

Our patented **SGV** series gas engine vacuums can lift water out of basements and elevator shafts with multiple hoses from up to 500 ft. in different directions. While the vacuum runs, our unique automatic pump-out will discharge to 100 gpm to the landscaping, sanitary sewer, a holding tank, filtration for re-use, multiple Hot Pressure Washers, with vacuuming surface cleaners, etc.

Master the final **clean-up**... production style, and **Enviro-friendly**.

Sirocco Performance Vacuums are the **smart solution**... with substantial **work-speed**.

Compliance with strict **environmental** laws is not an option! So, **profit** with the **environment**.



Sump pumps only pump to 1" of the floor...

Our vacuums can draw from 12" to dry!

Carpet cleaners can only pump to 5 gpm.

Our patented system does everything in-between, then converts to a multiple wand carpet extraction system, or a hard-surface cleaning monster with a vacuuming surface cleaner, as the one shown to the left.

With hi-temp water it can **sanitize** at up to 7000 psi, at a fast walk, with an amazing dry time.

This is the **fastest** cleaning system for flood restoration work **EVER**.

And being multifunctional, you will profit from several different cleaning applications, with work-speed UNmatched.

You can even **clear drains** with it !!

And it's all modular, reliable, and affordable.



for more info, e-mail... info@PressureWasher.net
or Call !!! 1-800-400-CLEAN (2532)

tools...

VacuBerm reclaims to 15 gpm

Vacuuming surface cleaner rated 7 gpm 5000 psi

Vacuuming **scrub wand** is rated to 4000 psi

SandSnake sand bags will barricade water

SewerCover-Mat will block drains to 4ft. x 20ft.

systems...

reclaim to 5 gpm to 100 gpm

filter to 100 microns oil, and to 10 microns particulate

carbon filters and oil skimmers optional, Quick Couplers on everything.

waterblast & steam systems from 2 - 20 gpm, 200 - 7000psi

carpet cleaning and drain jetting attachments available !