HOW MUCH IS A 2-MINUTE TEST COSTING YOU?



PROBLEM 1:

Some aerosol spray testers don't quickly activate the smoke or CO detector so there is waiting time, respraying and waiting again for results.



PROBLEM 2:

Electronic detector testers require repeated calibrations and set up time that ties up staff time when there are many detectors to be tested.



Functional testing smoke and CO detectors on high ceilings with ladders to access the devices takes set-up time or 2-man crews that add to the testing time.





HOW MANY DO YOU **NEED TO** TEST IN A TYPICAL **MONTH**?



WHAT 2 MINUTES PER TEST LOOKS LIKE

Testing smoke and carbon monoxide detectors within large facilities like government offices, universities, housing complexes, hotels and hospitals:

250 Smoke/CO Detectors

Looking at just the time actually AT the detector location, not the travel time between each one you have:

500 Minutes or 8.33 Hours

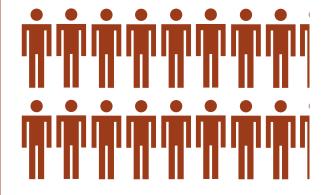


At \$25/Hour = \$208

500 Smoke/CO Detectors

Looking at just the time actually AT the detector location, not the travel time between each one you have:

1000 Minutes or 16.66 Hours





Cutting actual testing time to **15 seconds** results in:

250 Smoke/CO Detectors

37 Minutes TOTAL

Looking at just the time actually AT the detector location, not the travel time between each one you have:

87% time savings

At **\$25**/Hour = **\$15**

FAST, RELIABLE TESTING

Save time and money with products from HSI that speed testing time with a 1-2 second spray and instant alarm activation – and provide higher value with more tests per can. Equipment kits provide safe testing – no ladders!





FIRE FACTS:

- Each year in the United States, fires claim more lives than all other natural disasters combined.
- Smoke and toxic gases kill more people than flames do.
- Temperatures in a fire can be 100 degrees at near the floor and rise to over 600 degrees at eye level.

• Children face a greater risk of injury or death from a fire, with the risk to children under 5 yrs of age almost doubling.

