

USE OF SASOLWAX BITUGLIDE ON COMPACTION PLANT DURING THE TRIALS

Sasolwax BituGlide™ is a heavy paraffinic oil-in-water emulsion providing the construction contractor with an efficient environmentally friendly option to other traditional release agents. It conforms to FAA standard AC 150/5370-10B, Item P-401, Paragraph 401-4.3 for use on airport runways and midfield surfaces and passes under the highest category of the Texas DOT Asphalt Release Agent test, Chapter 35 – Tex-239-T.

BituGlide™ was used on both the PTR's and Bomag & Hamm steel drum compaction rollers for the full duration of the trials. It was dosed from the water reservoirs of these rollers and initially used on the PTR' wheels according to the normal recommended dilution rate with water of between 1:5 and 1:10.

The diluted BituGlide™ was sprayed onto the wheels/drums with every pass when the compaction effort was initiated. In stead of a constant spray onto the wheels/drum as is customary when water is being used, the spray frequency was then reduced when no more "pick-up" of fine aggregate was evident and only resumed once it was noticed again.

Not only was it possible to reduce the application rate from constant spraying, to spraying only once every 3-4 roller passes after the pneumatic wheels became saturated, the product was later even diluted further to 1:20. Overnight the material was left in the reservoirs. No nozzle blockage was experienced over the full duration of the trial period.

The use of BituGlide™ proved to be very effective with a vast reduction in water usage on both the PTR and steel drums. Temperature differentials between mat and roller surface reduced from >50° Celsius [typical for when water is used as release agent] to <20° Celsius, thereby limiting cooling of the mat and improving compactability. Typical water cooling equates to approximately 2mm of rain, with all the associated negative side effects.

The photographic report [see appendix 10] contains visual evidence of the performance of Sasolwax BituGlide™.