

# Why Use Directed Heat Drying™?

**TES** dries most water damages in 30 hours or less.

Drying fast is not just convenient; it's critical.

Drying water-damaged homes and businesses is important. But drying them fast is critical! The longer it takes to dry a water damaged building,



the more expenses and damages increase. For example: mold, floor and wall warpage, out-of-home-costs, and other repairs increase as the structure remains wet. Speed drying a water-damaged structure eliminates or greatly reduces these damages and expenses.

Conventional drying: Three to Seven days.

Conventional drying procedures (extraction, air movement, dehumidification) typically require three to five days to dry Class 1 and Class 2 water damage.

With TES technology: 30 hours or less.

New research shows that delivering heat and containing it to the water-saturated surfaces and materials will dry the same damage in 30 hours or less. Drying structures in record time will reduce stress and inconvenience for the owner, and reduce risk and damage costs for the insurance company.

TES utilizes the "Reets Evaporation Method," which forces a high volume of heat directly to the water-saturated area, rapidly evaporating the water. The vapor is then eliminated with air evacuation/dehumidification. All this boils down to: real dry, real fast. That means less damage, and less money lost.

## Advantages of TES

- Dry carpet/carpet cushion in place, saving carpet cushion replacement.
- Dry the walls, sill plates, and wall cavities without removing the wall boards.
- Dry hardwoods, substrates, tile and concrete with non-destructive tenting.
- Prevent mold, rot and decay from prolonged soaking.
- Quiet
- Containing heat/energy to the affected area allows inhabitants to live or work in unaffected areas of home or business.
- Inconvenience and out-of-home expenses are eliminated or greatly reduced.
- Drying without demolition—saves labor, hauling, replacement & repair.
- Less Electricity - total job usage 30-35 amps

*"The longer it's wet and stinky, the more I have to replace."*

*- INSURANCE ADJUSTER*