

Know Your

Welding & Cutting Equipment

Regulator

- Standard ISO 2503
- Labelled with manufacturer's name
- Within the recommended service life or under 5 years old.
- Pressure adjustment screw winds fully in & out, staying fixed to body.
- Bull nose & outlet is free from oils, greases & PTFE tape.



Regulator

- ✓ Incorrect for gas type in use
- Unauthorised modifications
- **X** Exceeds the maximum outlet pressure
- X Shows damage to:
 - Gauges
 - Pressure adjustment screw
 - Bull nose
 - •Regulator Outlet.

Flashback Arrestors

- Standard BS EN 730
- Labelled with manufacturer's name
- Within the recommended service life or under 5 years old.



Flashback Arrestors

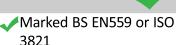


- **X** Damaged
- Unauthorised Modifications
- X Unsuitable for gas types /pressure
- X Out of service life.



- Valves leaking
- Pipework bent or discoloured
- ✓ Incorrect, worn or damaged nozzle.

Hoses



- Correct hose clips or ferrules.
- Uncoiled from cylinders when in use.
- Correct hose for the gas.
- Clean & uncontaminated from oils & greases.
- ✓ Correct size length for the task.



XHose incorrectly secured to fitting.

Hoses

- X PTFE tape used on connections.
- 💢 Damaged bulges visible; cuts, burns or abrasions expose the inner liner.
- Incorrect standard for welding or cutting.

Cylinder



- Cylinder label is present & legible.
- Upright & secured by chain or strap.
- Cylinder is in test date.
- ✓ Valve outlet is free from PTFE tape, oils & greases.

Cylinder



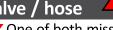
- No label attached
- Out of test date
- Y PTFE tape, oils & greases on valve outlet.

Non return valve / hose

- One per hose
- ✓ Undamaged



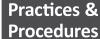
Non return valve / hose



- **X** One of both missing
- X Damaged or leaking

Practices & Procedures

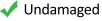
- Safety Data Sheets are available
- Pre light-up & shut down procedures are available & adhered to.

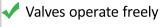




- Unit let under pressure when not in use:
 - Cylinder valve open
 - Torch valves open
 - Regulator not wound down.









- Evidence of flashback damage