



Polyester Sling Inspection

Always inspect web slings for the following types of damage before use:

Abrasion Damage

Caused by friction between the sling and an abrasive surface. Can also result from the sling being pulled from under the load.



Cut Damage and Tensile Break

A clean break in the webbing caused by contact with a sharp edge. If the cut exposes the inner red safety core yarns, remove the sling from service. Sling overload can stretch the sling to its breaking point. A Tensile Break is identified by fraying at the point of failure.



Acid Damage

Acid or caustic vapors break down the filaments, destroying their integrity. Slings should be promptly discarded if they show any signs of acid damage.



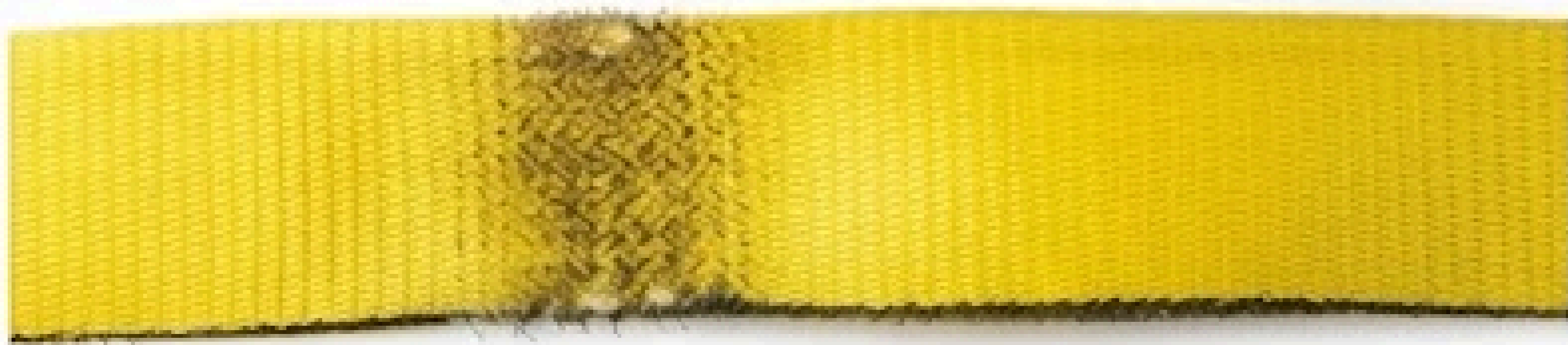
Snags & Punctures

Sharp objects can cause damage to sling webbing by snagging or puncturing it. Though this type of damage may appear minor, it is impossible to determine the true amount of sling loss. The sling should be discarded.



Heat Damage

Temperatures above 194°F (90°C) damage a sling's structure and cause it to lose its efficiency. If a sling is exposed to this temperature, it should be removed from service.



Broken or Worn Stitches

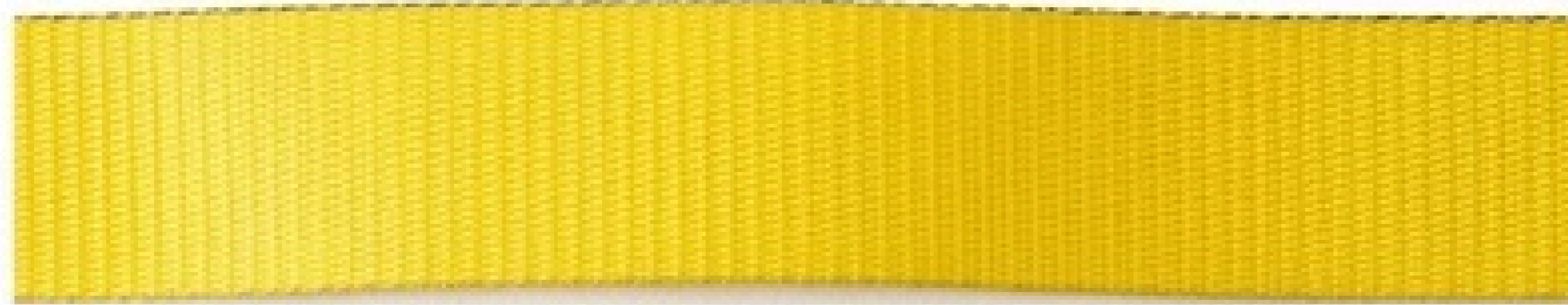
Web sling splices rely on thread and the stitch pattern to carry the load properly. Remove slings from service if splice stitches are broken or worn.





VISUAL INSPECTION GUIDE

Abrasion Damage



Cut Damage and Tensile Break



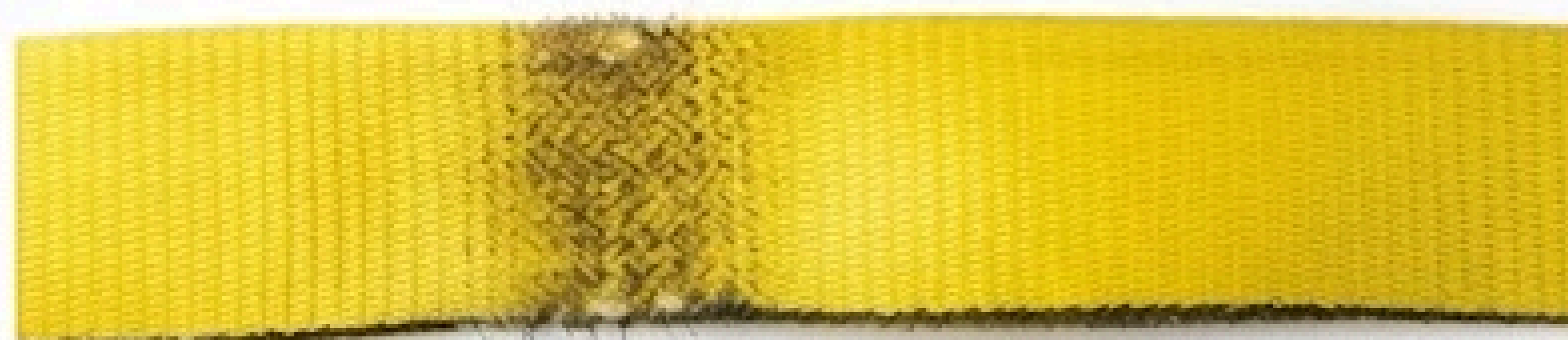
Acid Damage



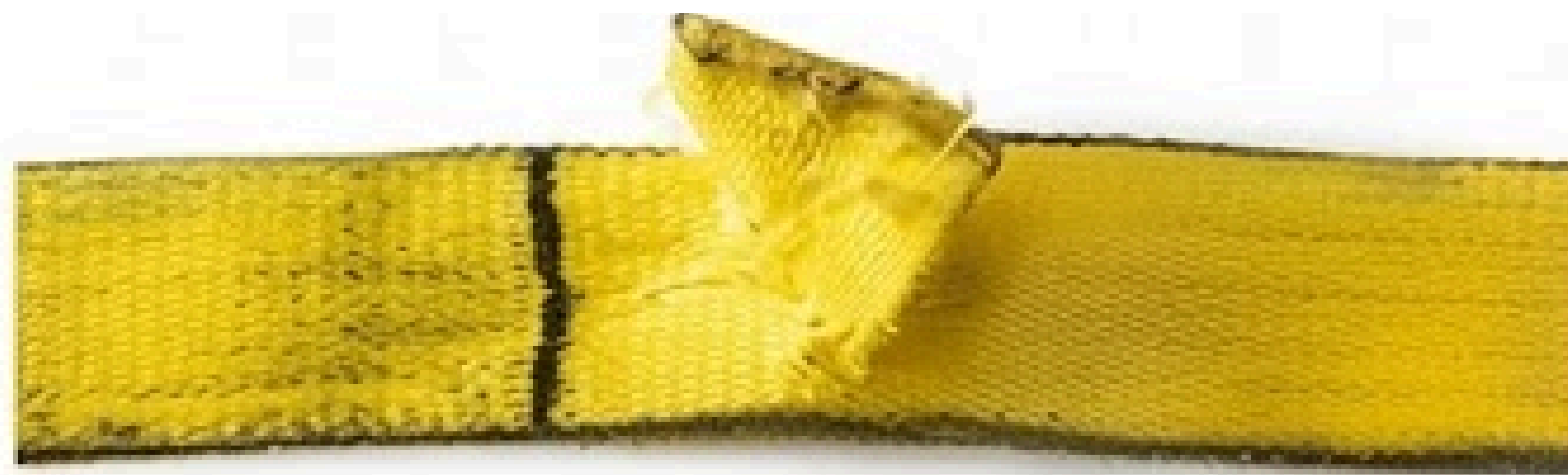
Snags & Punctures



Heat Damage



Broken or Worn Stitches



The POLYESTER SLING INSPECTION guide serves as a critical resource for identifying life threatening equipment damage such as acid degradation, structural heat damage, or core yarn exposure. At BILCO, we maintain that no amount of damaged webbing is acceptable when safety is on the line. If you encounter a sling with any of the defects illustrated above, or if you are simply unsure of its integrity, you should err on the side of caution and **remove it from service immediately.**