

Inflator Systems

UML Pro Sensor Inflator or Mk5 Inflator for Deckvest Pro Sensor 170N & Deckvest Lite

Water sensitive activation system

Uses a compressed paper capsule that dissolves and releases a spring to puncture the gas cylinder. (Pro Sensor has indicators to show status of cap and cylinder)

The cap is designed so that only water flowing upwards through the unit will cause it to activate. Water, spray and rain running down jacket will not cause activation.

Benefits

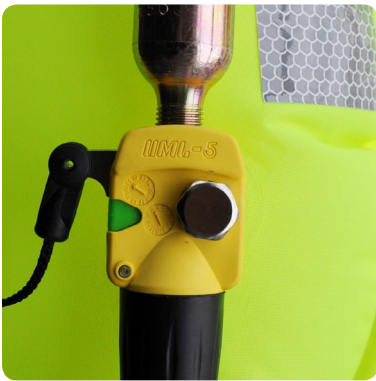
- Very reliable
- Easy to check and re-arm
- Rearming kits are inexpensive and stocked by most marine stores
- Easy to convert to 'manual firing' only

Considerations

- Can be prone to accidental inflation in heavy breaking sea conditions or if stored in a damp, unventilated location
- Cylinder can work loose over time so needs checking regularly
- Cylinder can corrode/leak if stored damp
- 3 year replacement date printed on firing cap



UML Pro Sensor Inflator



UML Mk5 Inflator



Hammar MA10 Inflator

Hammar MA10 Inflator for Deckvest Hammar 170N & Deckvest Hammar 275N

The Hammar system is activated by water pressure and will not inflate until the cap is approximately 10cm underwater

Benefits

- Will not accidentally inflate in very wet conditions
- Cylinder is glued to firing head so will not work loose
- Cylinder is contained inside the bladder so will not corrode
- Single indicator clearly shows if unit is armed
- 5 year expiry date on firing head

Considerations

- More expensive rearming kit (more than double the cost of Pro Sensor kit)
- Must use a Spinlock rearming kit as the manual handle is sewn into the head
- More technical and more critical to rearm and repack
- For reliable water access at 10cm depth, all air must be removed from the bladder. Air trapped in either the bladder during rearming or in the cover around the firing head can delay, or in extreme cases prevent the head from activating
- Delayed inflation can also be caused if full immersion of the firing head is delayed by buoyant foul weather gear