

SAVE YOUR GYM FLOORS

Before you replace flooded gym floors, call on BELFOR to help you dry and restore them. BELFOR has successfully dried and restored countless hardwood gym floors that have been flooded by acts of Mother Nature or by man-made accidents. The drying and restoring process requires specialized training and equipment, The qualified professionals at BELFOR have the necessary knowledge and tools to successfully save your gym floor after a damaging flood.







THE PROCESS

Most hardwood gym floors are built with some amount of cavity space underneath. After a thorough investigation of the gym floor assembly and careful inspection of the damage, BELFOR water technicians will recommend a drying plan.

Using the cavity below the floor, BELFOR water damage technicians will inject warm, pre-dried air into and under the flooring system. Specialized equipment forces this preconditioned air underneath the entire wet area. This process will slowly remove the excess moisture from the floor and prevent any further damage.

BELFOR technicians will use moisture meters and thermal hygrometers to monitor and document the drying process, and to ensure the floor is returned to normal moisture levels. The drying process typically only takes a matter of weeks.



In many cases, the floor will not require any additional work. However, sometimes the floor will need to be refinished. In either case, downtime is months shorter than removal and replacement.

If it is determined that the floor cannot be properly dried for some reason, the BELFOR team can also provide safe demolition services.

DRY AND RESTORE VS. REMOVE AND REPLACE

MORE SAVINGS The cost of

drying and restoring an existing floor can be significantly less than replacing the complete floor.

LESS DOWNTIME

The drying and restoration process normally requires far less time than it takes to order, install and replace a floor.



DAMAGED GYMNASIUMS

BELFOR can also rebuild and restore gyms that are damaged by fire, storms or other disasters.









