ZUMRO

AIR SHELTER SYSTEMS



Z-PASS 1600 IU



PASS – 1600 IU controller displays area and filter pressure simultaneously in real time to give Health care Workers and First Responders piece of mind.



Specifications

- Size (L x W x H): 41 x 18.5 x 36.5
- Weight: 236
- Airflow: 0 1600CFM
- HEPA Filter Capacity: 99.99% @ 0.3 Microns
- UVGI Lamps Front: 4
- UVGI Lamps Rear: 5
- Bulb Intensity: 120 Microwatts / CM2
- Ozone: 4.2 Micrograms per hour

Key Features

isolation protection.

- Positive Pressure Protective Isolation
- Negative Pressure Medical Isolation
- Continuous Pressure Monitoring of Isolation Area

shelter or building to create unmatched capability for medical

The PASS - 1600 IU Unit (Portable Air Safety Systems Isolation Unit) has been designed to meet or exceed the CDC guidelines for Medical

utilizing our patented technology to capture, contain and neutralize biological contaminants in all weather conditions. Most importantly the PASS - 1600 ISO unit can be use in conjunction with any portable

Isolation in all Field Hospital and Surge applications. We reach unmatched levels of performance by employing our patented technology of HEPA filtration and UVC irradiation in a portable system. The PASS - 1600 ISO can create either positive pressure "Collective Protection" or negative pressure "Medical Isolation"

- Automatic Download Data Logging
- Variable Speed Blower 0 to 1600 cfm
- Digital Display of Room Pressure and HEPA Filter Pressure
- Oversized Rapid Change High Flow HEPA Filter with UVGI
- Performance Monitoring with Audio and Visual Alarms
- Ozone Generators for Post Event Decon
- All Weather Durable Construction
- 8000 Cubic Foot Capacity at 12 Air Changes Per Hour

Applications

- Negative pressure medical isolation for portable field hospitals
- Positive pressure biological collective protection for
- Portable field hospitals mid to large scale medical isolation for healthcare
- Post event decon
- Odor abatement
- Smoke removal
- Air scrubbing (infectious bio aerosols)











