

rEvo Rebreather Gear requirements (Normoxic Trimix/MOD 2 gear will be marked)

Must have all gear prior to course start date.

## CCR

rEvo CCR (new units 6-8 weeks delivery, will work with you to acquire appropriate unit per your specs. Must have course dates finalized prior to order)

## Suit

fins/mask + back up mask

drysuit+ undergarments (or appropriate wetsuit, pocket/s of some sort)

gloves/hood (if appropriate)

\*If in wetsuit; nice to have "Pocket Shorts"

## Tanks

1 set (2 tanks) of ccr bottles (3L/19 Cuft steel tanks) with inline valves 1O2 and 1 DIL.

1-2 stage (appropriate size for personal rmv and dives to be conducted) 40/63/80 cuft tanks are typical; aluminum is preferred, rigged to sling or sidemount. DIN valve. 2 Stages are required for MOD 2.

argon/drysuit bottle (required in MOD2 if in drysuit) 6-13cuft

## Regulator

1-2 depending on class, DIN

Bottom Bailout: one 2nd stage for bailout with necklace (90 degree or omniswivel) , 5 foot hose, one lp with qd fitting, one analog spg (6 inch rubber hose is preferred)

Deco Bailout: one 2nd stage, 32-40" hose, one lp with qd fitting, one analog spg (6 inch rubber hose is preferred)

## Safety Gear

### Reels

one long reel (300' line)

one short (spool/reel with 125-200' line)

Cutting devices (2)

Bags (2, can be one bag and one smb)

backup bottom timer/computer (deco software for pc/laptop for home, vplanner/multi-deco is preferred if deco software is not already owned) Software will be used for both MOD 1 and 2

Compass (wrist mounted)

slate/wetnotes (wrist or pocket)

Lights

one primary, one backup

Access or own Oxygen Analyzer (Helium for MOD 2)

Rebreather Purchases MOD1 (MOD2 confirm to have)(OceanEdgeOutfitters.com is the US distributor of parts):

Sorb: Sofnolime/Divelime 787 8-12 mesh 44lb keg

spare o-ring set for DSV

spare o-ring set for rEvo housing

spare mushroom valves for DSV

spare batteries, 1-9V, 1-Saft 3.6V, 2 CR2450

spare scrubber filters

Relyon (Sanitizer for counterlungs)

Spray bottle for sanitizer

Other spares can come up in class