

Bag Choosing Guide



How to choose the correct can liner in 3 easy steps.

STEP 1 – MATERIALS: Are there sharp objects being thrown away?

YES – Select one of the following options:

SHARP OBJECTS	Low Density High Mil	Low Density Med Mil	Low Density Low Mil	LD Super Hexene Med Mil	LD Super Hexene High Mil
Construction Debris	3 mil				
Broken Glass		2 mil		1 mil	
Items with Sharp Corners			1.5 mil		.8 mil
Lawn Trimmings & Sticks			1.5 mil	.9 mil	
Bones, Crab Legs, Sharp Metal Lids				.9 mil	.8 mil

NO – Select one of the following options:

GENERAL WASTE	LD Super Hexene Low Mil	High Density High Mic	Low Density Low Mil	High-D Low/Med Mic	High Density Low Mic
General Food Waste	.7 mil	17 mic	14 mic		
Newspapers & Magazines		14 mic		1 mil	
Rags/Linens		12 mic	10 mic		.8 mil
Office Waste	.4 mil		1.5 mil	8 mic	
Tissues					6 mic

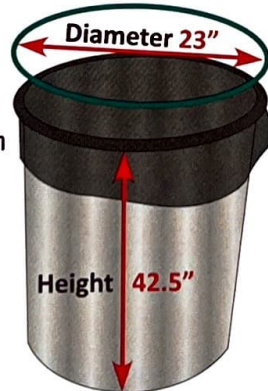
STEP 2 – SIZE: How to determine the proper liner size? Follow these steps:

Round: Example:

Diameter: 23" Height: 42.5"
 Width = diameter x 1.57
 $23" \times 1.57 = 36.11" = 36"$

Length = $1/2$ diameter + 4" + height of can
 Length of bag = 58"
 $11.5" (1/2 \text{ dia.}) + 4" + 42.5" = 58"$

Bag Size should be:
36" x 58"

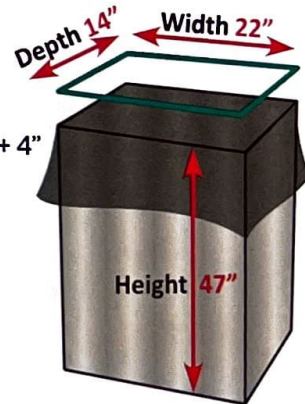


Square/Rectangle: Example:

Width: 22" Depth: 14" Height: 47"
 Width = add the width + the depth
 Width of bag = 36"
 $22" + 14" = 36"$

Length = $1/2$ of the depth + height of can + 4"
 Length of bag = 58"
 $7" + 47" + 4" = 58"$

Bag Size should be:
36" x 58"



STEP 3 – GAUGE: How to determine bag thickness?

HI-DENSITY	
Gauge	Max Load
6	16
8	20
10	30
13	55
14	55
16	70
17	75
19	80
22	85

REPRO & POST	
Gauge	Max Load
0.8	32
1.0	40
1.2	48
1.3	52
1.5	60
1.6	64
1.7	68
1.9	76
2.0	80

ALULENE	
Gauge	Max Load
0.8	36
1.0	45
1.2	54
1.3	59
1.5	68
1.6	72
1.7	77
1.9	86
2.0	90

BUTENE	
Gauge	Max Load
0.4	22
0.6	33
0.7	39
0.8	44
0.9	50
1.0	55
1.3	72
1.5	83
2.0	110

HEXENE	
Gauge	Max Load
0.4	28
0.6	42
0.7	49
0.8	56
0.9	63
1.0	70
1.3	91
1.5	105
2.0	140

SUPER HEXENE	
Gauge	Max Load
0.4	30
0.6	45
0.7	53
0.8	60
0.9	68
1.0	75
1.3	98
1.5	113
2.0	150