









- Filters run-off and prevents soil erosion.
- Keeps soil from eroding from hillside, shorelines, and sites.
- Stormwater BMPs filter runoff and protect waterways
- Provides construction site drain protection
- Filters debris away from traffic.
- Stops sediment while allowing water to flow.
- Turbidity Barriers slow the migration of sediment in water
- DOT-approved Type I, Type 2, and Type 3 curtains



CONTACT US TODAY!

772-646-0597 www.geiworks.com



DEWATERING

Keeping sites in compliance by quickly and easily removing silt and sediment from runoff or discharge.

Dewatering Bags	Dewatering Tubes
Dewatering Socks	Sludge Tubes
Pipe Socks	Drain Berms



STORMWATER BMPS

BMPs that work to filter stormwater runoff before it enters a drain or leaves your site.

Drain Guards and Filters	Over Grate & Under Grate Filters
Drain Covers/Seals	Inlet Guards and Filters
Drain Berms	Pipe Filters
Gutter Logs	Oil and Debris Blocker
Gravel Bags	Downspout Guards



EROSION CONTROL

Synthetic and natural fiber products to prevent erosion, stabilize soil, and restore vegetation.

Coir, Straw and Excelsior Logs	Woven Geotextiles
Coir, Straw and Excelsior Wattles	Non Woven Geotextiles
Coir, Straw and Excelsior Blankets	Silt Fence
Coir and Jute Mats	Compost Filter Socks
Coir Blocks	Silt Checks



DOTTURBIDITY BARRIERS

Water perimeter control for debris, silt, or turbidity.

DOT Turbidity Curtains	Debris Booms
Heavy Duty Turbidity Curtains	Oil Booms
Economy Turbidity Curtains	Aquatic Plant Booms
Contractor Turbidity Curtains	Water Baffles



SECONDARY CONTAINMENT

Spill control for sites handling or storing hazardous liquids.

Containment Sumps	Mini Basins
Decon Decks and Pools	Aluminum Angle Berms
Pallet Containment	Foam Wall Berms
IBC Pallet Containment	Drive Thru Berms
Spill Trays & Spill Kits	Universal & Oil Absorbents



CONTAINTMENT BOOM

Intake and Floating Trash or Debris Containment, Diversion or Collection, Spill Containment Boom

Containment Boom	Absorbent Boom
PermBoom	Seaweed Boom
Oil Boom	Net Boom



