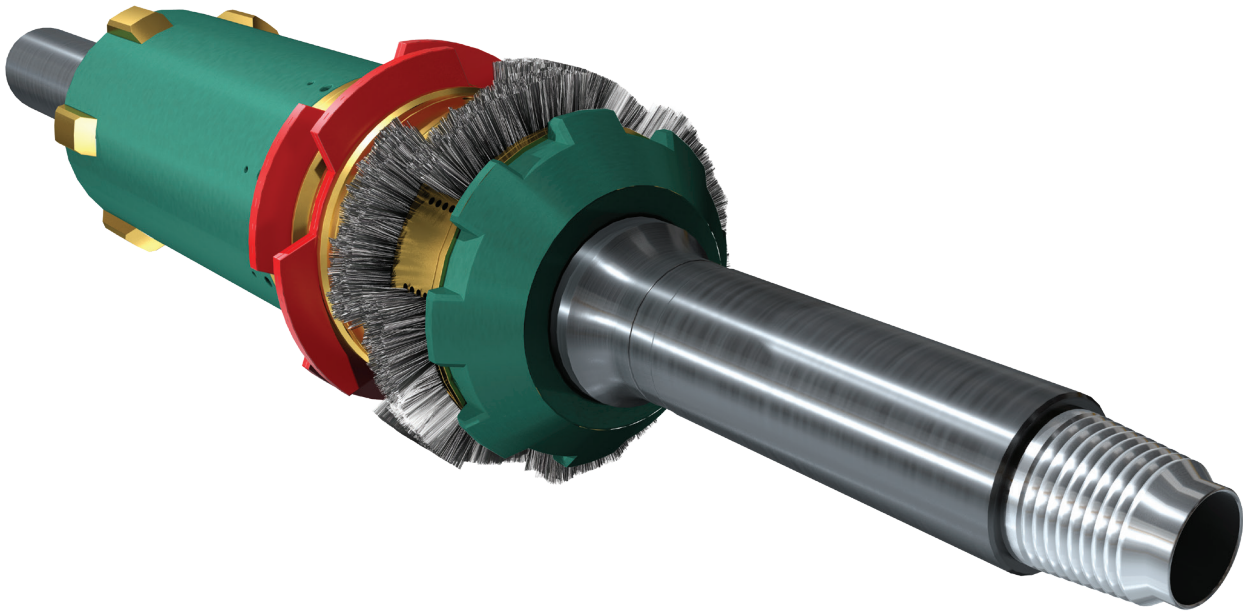


# RizeRdillo™ Riser Cleaning Tool



The **RizeRdillo™ Riser Cleaning Tool** combines brushing, wiping and debris extraction technology on a robust mandrel to effectively clean subsea drilling risers

## FEATURES

- Rows of overlapping brushes to scour the riser wall to remove debris
- Heavy duty elastomeric wiper rings to wipe mud cake
- Large fluid bypass area to circulate debris to surface
- High capacity gravity junk basket to capture debris for retrieval at surface
- Soft blade stabilizers to prevent riser wear
- Can be quickly emptied for re-run
- Brushes and wipers can be redressed quickly onsite if required
- No external bolts, clamps or fasteners that can come loose down hole

## BENEFITS

### Cost Savings

- Maximizing riser cleaning efficiency to reduce operating time has a huge impact on operating costs on expensive semi-submersibles
- Field serviceable at the rig with basic hand tools

### Integrity

- Available with high torque connections reducing the need for reduced strength crossovers
- Single piece mandrel with no internal connections for increased strength

### Reducing Non-Productive Time

- Reduces premature failure of completion equipment by debris which can interfere or damage valves, electronics and other hardware

## APPLICATIONS

- Deep water pre-completion wellbore clean-ups from semi-submersible drilling units
- Riser cleaning during displacement to sea water before disconnection or moving from location

## OPERATIONAL

- The RizeRdillo™ Riser Cleaning Tool is typically run in conjunction with the RizeRdillo™ Advanced Jetting Tool and XTractR™ BOP Junk Catcher or can be run as part of a pre-completion wellbore clean-up string
- The RizeRdillo™ Riser Cleaning Tool brushes and wipes the riser wall while running in the hole to remove debris
- The riser can be displaced and the RizeRdillo™ Riser Cleaning Tool can be rotated and reciprocated to assist in the cleaning action
- The Gravity Junk Bucket collects debris which cannot be circulated out of the riser for retrieval at surface