GO GREEN TO SAVE GREEN



As a member of the Bridgestone family, Bandag's commitment to the environment is stronger than ever. Since 1957, we've kept an estimated 300 million tires out of the waste stream and saved some 4 billion gallons of oil—all while helping fleets lower operating costs¹ with retreads that perform like new tires at a fraction of the price.

In support of Bridgestone's mission "to help ensure a healthy environment for current and future generations," Bandag is a leader in sustainability practices, starting with the production of some of the lowest rolling resistance retreads on the market.

Going green is not just a trend to us it's part of who we are.

The Bandag Difference

7M tires kept out of waste

More than 800 tires per hour are retreaded with Bandag. In a year, this helps keep roughly 7 million tires out of the waste stream.

30% less energy to produce

Bandag retreads require just 30% of the energy to produce compared to anew tire.²

15 gal of oil saved per tire

Making a Bandag retread takes only 7 gallons of oil—compared to the 22 gallons required to manufacture a new tire.²

> 52,220 MJ/truck saved

One set of 18 Bandag retreads can save up to 52,220 MJ/truck—or enough energy to power 14,500 homes for 1 hour.

Sustainability Savings Add Up

The greater the number of retreads fleets run on their trucks, the greater the savings for both the environment and those fleets' bottom lines.

1Bandag
retread
equals —



Gallons of

oil saved

) <u>Uf</u> 29.6

Pounds of tire waste saved



Pounds total waste saved



2,900

Energy saved (MJ)

100Bandag
retreads
equals —



Gallons of oil saved



2,965

Pounds of tire waste saved



4,150

Pounds total waste saved



290K

Energy saved (MJ)

10,000Bandag
retreads
equals –



Gallons of oil saved



296K

Pounds of tire waste saved



415K

Pounds total waste saved



29M

Energy saved (MJ)



Go to bandag.com/en-us/resources/savings-calculator to learn more about the impact that switching to Bandag retreads can make on fleet savings.