

Blowdown (Series 2)

4 x 60'

EPISODIC BREAKDOWN

1. Goal!

It's explosive demolition like you've never seen it before – Blowdown: World Cup Demolition in 3D. This groundbreaking episode follows Controlled Demolition Inc. as they head south to Brazil to take on one of the largest sports facilities in the world – the Fonte Nova Stadium. When it comes to this type of implosion, CDI is on their game. They've taken down several massive stadiums in the U.S. But this job is different – a Brazilian crew is executing this project, so CDI can't handle a single stick of explosives. And the site, which was shut down after a deadly structural failure, is full of hazards. Can CDI and the Brazilians pull this unprecedented job off, or will this World Cup demolition turn into a world-class disaster?

2. Monster Tower

An engineering marvel gone horribly wrong deals CDI their strangest challenge yet: demolish a brand new hurricane-proof tower. It's a shot at a world record – the tallest concrete reinforced building ever to be imploded. Thirty-one storeys high, Ocean Tower's three massively-reinforced cores boast 30 inches of concrete and rebar. But this robust construction came with a twisted cost – this heavy super structure is sinking into South Padre Island's soils. The team's never encountered anything like this: a building on a faulty foundation, perilously close to brand-new residential developments and ecologically fragile dunes. To drop it, they'll have to push demolition engineering to its limits. It could be a world record – or a world-class disaster.

3. Super Stadium

A skillful demolition team must take down a massive sports stadium in the heart of Indianapolis and keep its destruction from spreading. The 60,000-seat RCA Dome sits just a few metres away from a multimillion dollar convention centre and the city's main rail line. Twelve stories of office tower windows and an out-of-date underground sewer are also threatened. CDI will have to tackle 52,000 tons of solid concrete and keep all their plays inbounds.

4. Unsinkable

An experienced demo team must use a novel explosives system to scuttle their first ship – the Hoyt S. Vandenberg. In this unprecedented demo job, Controlled Demolition Incorporated teams up with a marine salvage crew to turn a 17,000-ton former spy ship into the second-largest artificial reef in the world. Using torches above the water line and high explosives below, they will

have to cut almost 500 holes in the ship's hull. The mission: replace air with water fast enough to land the Vandenberg upright in a narrow target zone. But it's a huge challenge – especially since none of the ship's electrical or navigational systems are functional. Will they give this dead ship new life? Or will the sink plan lead them to disaster?