# WONDER GRIP'S PHILOSOPHY IS TO OFFER OUR CUSTOMERS THE BEST GLOVES WITHOUT COMPROMISE.



CHOOSE YOUR PROTECTION

CHOOSE YOUR SIZE

The Human hand is a precious tool. Today our hands are exposed to the same risks as they were before, in addition to a number of Musculoskeletal disorders. It is the environment within which the hand is used that has changed. Our vision

consists in continuously
providing the ultimate solution
for the users faced with a
perpetually changing environment.
We place the end-user at the heart
of our R&D. The Wondergrip range
of solutions evolves on a permanent
basis, redefining the very notion of
Hand Protection.

**#STAYPROTECTED** 





## HOW TO READ A GLOVE RATING

### EN 388:2016 PROTECTION AGAINST PHYSICAL AND MECHANICAL RISKS

- 1. Abrasion resistance (1 to 4)
- 2. Blade cut resistance (1 to 5)
- 3. Tear resistance (1 to 4)
- 4. Puncture resistance (1 to 4)
- 5. Straight blade cut resistance (A to F)
- 6. Impact resistance (P or no mark)



123456

P = Pass No mark = Fail or not performed

### ISO 13997 RISK SEGMENTATION FOR CUT RESISTANT GLOVES

- A: Very low risk Multipurpose gloves
- **B & C: Acknowledged risk** Most common applications in industries requiring medium cut resistance
- D: High risk Gloves suitable for applications where high cut resistance is required
- E & F : Specific applications and very high risk Very high risk and high exposure applications that demand ultra-high cut resistances

## EN 511:2006 PROTECTION AGAINST COLD

- 1. Protection against convective cold (0 to 4)
- 2. Protection against contact cold (0 to 4)
- 3. Water impermeability (0 or 1)



123

\*X = not tested 0" = level 1 was not reached

### EN 407:2004 PROTECTION AGAINST HEAT

- 1. Resistance to flammability (0 to 4)
- 2. Resistance to contact heat (0 to 4)
- 3. Resistance to convective heat (0 to 4)
- 4. Resistance to radiant heat (0 to 4)
- 5. Resistance to small splashes of molten metal (0 to 4)
- 6. Resistance to large quantities of molten metal (0 to 4)





\*X = not tested

0" = level 1 was not reached