

Gloves



Providing protection for mechanical risks.

This standard applies to all kinds of protective gloves in respect of physical and mechanical aggressions caused by abrasion, blade cut, tearing and puncture.



Protection against mechanical risks is expressed by a

pictogram followed by four numbers each representing test performance against a specific risk. The performance level is from 1-4/5, where 4 or 5 is the best result.

The level of performance is based on the number of cycles/force required to penetrate the sample.

- a. Resistance to abrasion: based on the number of cycles required to abrade through the sample glove.
- b. Blade cut resistance: based on the number of cycles required to cut through the sample at a constant speed.
- c. Tear resistance: based on the amount of force required to tear the sample.
- d. Puncture resistance: based on the amount of force required to pierce the sample with a standard sized point.



	Performance Level Cycles								
	0	1	2	3	4	5			
Abrasion (cycles)	<100	100	500	2000	8000	_			
Blade Cut (factor)	<1.2	1.2	2.5	5.0	10.0	20.0			
Tear (newton)	<10	10	25	50	75	_			
Puncture (newton)	<20	20	60	100	150	_			

EN388 Hand Protection Product Selector

Scan offer a wide range of gloves for many different working conditions, from lightweight through to heavyduty.

To ensure all our customers select the correct gloves we provide a comparitive chart, to help you easily select the right level of protection for your needs.

GLOVES	ANTR-ION	BIOSELII	18 ar	PUTCHTR	PAGE
Knitshell Latex Palm	2	1	4	2	25
Knitshell Latex Palm Bulk	2	1	2	1	25
Knitshell Thermal Latex Coated	2	1	3	1	25
Grey PU Coated Cut 5	4	5	4	3	26
Latex Foam Coated Yellow	2	1	2	1	26
Latex Foam Coated Orange	2	1	2	1	26
Nitrile Coated	4	1	2	1	27
Nitrile Inspection	2	1	2	2	27
Nitrile Knitwrist Heavy-Duty	3	1	1	1	27
PVC Knitwrist	2	1	2	1	28
PVC Gauntlet 27cm (11in)	3	1	1	1	28
PVC Gauntlet 45cm (18in)	3	1	1	1	28
Gripper Criss-cross	1	2	4	0	29
Canadian Rigger	2	2	2	2	30
Heavy-Duty Rigger	3	2	4	4	30
Long Gauntlet	4	2	4	3	30