

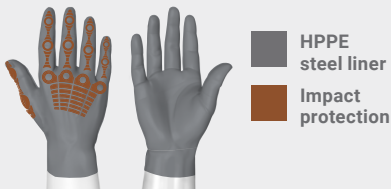
CHROME SLT[®]


4067


HexArmor[®]


Designed with ultimate comfort in mind, the Chrome SLT[®] 4067 gloves deliver unsurpassed dexterity while maintaining level 2 protection on knuckles and fingers and 360° level A7 cut protection. The buffalo leather construction provides a traditional feel with a good grip in dry or light oil situations, as well as excellent durability and abrasion resistance. The 4067 is complete with a SlipFit[®] cuff and a hook and loop closure for a secure fit when you need it most.

Protection zones





 ANSI/ISEA 105-2016 CUT **A7**


 ANSI/ISEA 105-2016 GRAM SCORE **4386**


 ANSI/ISEA 105-2016 PUNCTURE **3**


 ANSI/ISEA 105-2016 ABRASION **4**

 ANSI/ISEA 138-2019 IMPACT **2**

 ANSI/ISEA 105-2016 CONTACT HEAT **2**

 HRC ATPV: 10.2 Cal/cm² ARC FLASH **2**

 EN 388: 2016 **3X32FP**

 EN 407: 2020 **X1XXXX**

Attributes

Style:	Mechanics
Grip:	Dry or light oil
Cuff style:	SlipFit [®] with hook and loop
Sizes:	6/XS through 12/3XL



Arc flash rated

Product features

- Buffalo skin leather construction provides excellent durability and abrasion resistance
- Sewn-on, back-of-hand impact guards provide level 2 protection on knuckles and fingers
- HPPE/Steel liner for 360° cut protection (interior layer)
- SlipFit[®] cuff with hook and loop closure for a secure fit
- Grip in dry or light oil situations
- Form-fitting, quality materials
- High dexterity

Call **1.877.MY ARMOR** or visit **hexarmor.com**

HexArmor[®] products are cut and puncture resistant, NOT CUT AND PUNCTURE PROOF. Do not use with moving or serrated blades or tools. User shall be exclusively responsible to assess the suitability of the product as specified for any individual application or use. Protection zones are to be used as a general guide. Actual product protection zones may differ. Product features, design, protection zones subject to change.

Protected by patents and patents pending