rubiflex S XG35BI

Hex/Armor + uvex

The liquid- and chemical-resistant HexArmor® rubiflex S XG35BI glove combines protection and grip with excellent comfort and flexibility – featuring an innovative XG foam nitrile coating and additional impact protection.

In addition to the comfortable wearing properties, the lightly tricotted chemical protection and extended gauntlet cuff also offer good protection against a wide range of chemical and mechanical risks. Thanks to the flexible IR-X[®] Impact Exoskeleton[™] with high-flex design on the back of the hand, it protects against crush, smash, and pinch hazards and ensures good visibility.

Protection zones

Impact protection Cotton interlock liner
EN 388:2016 ABRASION 3
EN 388:2016 CUT 1
EN 388:2016 TEAR 2
EN 388:2016 PUNCTURE 1
CE EN 388: 2016 3121XP
CE EN 407: 2020 X1XXXX
Attributes

Shell:		Cotton
Coating:	Material:	XG nitrile
	Finish:	Smooth
	Weight:	Medium
	Breathability:	Fair
	Flexibility:	Good
	Durability	Good
	Grip:	Dry, oil, or wet
Sizes:		7/S through 11/XXL



Product features

- Full NBR coating provides outstanding fluid and chemical resistance
- · Additional XG foam nitrile coating provides superior grip and abrasion resistance
- Back-of-hand IR-X[®] Impact Exoskeleton[™] with high-flex design
- · Comfortable cotton interlock interior liner
- Ergo fit for ultimate dexterity, flexibility, and comfort
- · Hi-vis color on back-of-hand enhances visibility and compliance
- Extended 35cm gauntlet style cuff provides extra arm coverage
- High durability

Call +49 (0)4131 9502-D or visit uvex-safety.com/de/hexarmor

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