

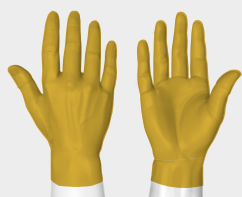
# HELIX® 3080


HexArmor®

Innovation intertwined with safety. That's the DNA of the Helix® Series. The Helix® 3080 was designed with high heat protection to handle hot and/or sharp materials by featuring a 13-gauge aramid blend shell with 360° ANSI/ISEA Level A4 cut resistance and ANSI/ISEA Contact Heat Level 2 resistance.

A flexible neoprene foam coating provides superior grip and abrasion resistance in dry, oily, and wet situations while maintaining high dexterity and tactility.

## Protection zones



 Aramid blend shell



ANSI/ISEA CUT

**A4**



GRAM SCORE

**1558**



ANSI/ISEA PUNCTURE

**3**



ANSI/ISEA ABRASION

**3**



ANSI/ISEA CONTACT HEAT

**2**



**PENDING**

## Attributes

<b>Shell:</b>		13G aramid
<b>Coating:</b>	Material:	Neoprene foam
	Finish:	Tacky
	Weight:	Medium
	Breathability:	Fair
	Flexibility:	Good
	Grip:	Dry, oil, or wet
<b>Sizes:</b>		6/XS through 12/3XL



## Product features

- 13-gauge aramid and fiberglass blend shell
- Flexible neoprene foam palm coating provides superior grip and heat resistance
- Constructed with flame-resistant (FR) materials
- Rates level 4 for EN 407 limited flame spread
- Rates level 2 for arc flash, lab tested in accordance with HRC ATPV at 13.7 Cal/cm2
- Rates level 2 for ANSI/ISEA contact heat resistance
- Elastic knit wrist helps prevent dirt and debris from entering the glove
- Ultimate dexterity and tactility
- Seamless construction for enhanced comfort and breathability
- Launderable for extended life

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