

TECHNICAL DATA SHEET

WARDER 02 SRC

Working shoes

Article NO: G3221

Upper: face leather
Sole: PU/ rubber

Description: boots, black color

Size: 40 - 48

Leather-textile boots, waterproof finish. Sole is resistant to oils and fuels, has antistatic properties.

Type and degree of protection:

Category	EN ISO 20347
Antistatic properties	Х
Absorption of energy in the heel area	х
Sole with pattern- oil resistance	х
Water resistance	x
Slip resistant ceramic tile floor with SLS and on steel floor with glycerol (SRC)	x











This personal protective equipment is in conformity with this harmonized European Standard:

EN ISO 20347:2012: Personal protective equipment - Working shoes.

EN ISO 20344:2011: Personal protective equipment - Test methods for footwear. Slip resistance on ceramic tile floor with SLS and on steel floor with glycerol (SRC mark).

Certified by notified body no. 0075 (CTC, 4 rue Hermann Frenkel, 693 67, Lyon, Cedex 07, France) dated 19th December 2017, Certificate number 0075/2308/161/12/17/1882.

Pairs in carton: 10 Carton weight: 13 kg



Carton size: 0,139 m³

The shoes have to be perfect as for from and size, because they have rigid parts. The right size has to be found by measuring practically and carefully the shoes. The closing system has to be used correctly. The laces have to be tightened well without leaving too long free tops. The shoes have to be cleaned and treated with right, specific products, following the instructions for use. Do not keep footwear near heatings when not used and let them dry in a windy or room temperature. Before wearing and when cleaned, the shoes have to be controlled in order to find out visible defects existing, like closing system function, outsole profile's water, possible damages, etc. To define the right type of footwear to wear in every environment, the possible dangers and the place/ environment have to be indeded (e.g. construction industry, high temperatures, etc.). The shoes have to be stored correctly, keeping them in the proper packing.