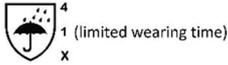


PROTECTION FRAMEWORK EN 343: 2019

This garment is designed to protect from bad weather, precipitations in the form of rain or snow, fog, spray and moisture on the ground.

For professional use: Fishing - agriculture - industry - cleaning or other activities requiring this kind of protection.

PERFORMANCE


The assembled parts are High Frequency welded, guaranteeing a waterproof garment.

- Water penetration resistance $\geq 20,000$ Pa = **Class 4**
- Evaporative resistance = n/a
Ret > 40 m².Pa/W = **Class 1**

RESTRICTIONS ON USE

(specified in the EN 343: 2019 standard)

"A maximum continuous wear time is recommended for 1 full suit (jacket + trousers) without a thermal lining"

Ambient work temperature in °C	Time in minutes
25	60
20	75
15	100
10	240
5	Unlimited

PRINCIPAL MATERIALS

Outer fabric: Glentex - 320 g/m²
Composition: 80 % PVC – 20 % Polyester
Coated on one side
+ polyethylene foam inside upper section

Features:

- **COMFORTABLE**
- **WATERPROOF**
- **LIGHT**

INSTRUCTIONS

- CARE



- STORAGE

- Do not leave in package in damp surroundings.
- Store in dry surroundings at room temperature.
- Keep away from strong heat and flames.

ILLUSTRATION AND INSTRUCTIONS

ISOLATECH technique (patented): reducing condensation under the all-weather smock

Zip under snap-fastening double flap

Snap-fastening elasticated cuffs with gusset



"MAGIC" hood (patented) that moves with the head

Allows the wearing of a hard hat under the hood.

Waterproof pockets under flap



For maximum protection, the ISODER jacket can be worn with PPE classed trousers or bib & braces.

SIZE TABLE

Size	Size of the person's body (in cm)		Guideline measurements of clothing (in cm)
	Stature	Chest size	Chest size
XS	150-165	78-86	134
S	165-170	86-94	138
M	170-180	94-102	148
L	175-185	102-110	152
XL	180-190	110-124	164
XXL	185+	124-134	174



Colour: black, navy, green, yellow, dark yellow

Sizes: XS - S - M - L - XL - XXL

The lifespan of the garment is linked to conditions of use and the quality of its care.