



2028X

HexArmor®

The Rig Lizard® MudGrip® 2028X features our highly flexible IR-X® Impact Exoskeleton™ on the back-of-hand offers level 2 impact protection. An inner HPPE and steel blend liner provides level A6 cut and level 4 puncture protection on the palm, while the MudGrip® palm features synthetic leather and abrasion-resistant PVC dots for a good grip in dry or light oil situations. Heavy wear areas on the thumb saddle have been reinforced with durable TP-X®. An elastic cuff with a hook and loop closure completes the glove for a secure fit.

Protection zones



	ANSI/ISEA 105-2024 CUT	A6
	ANSI/ISEA 105-2024 GRAM SCORE	3472
	ANSI/ISEA 105-2024 PUNCTURE	4
	ANSI/ISEA 105-2024 ABRASION	4
	ANSI/ISEA 138-2019 IMPACT	2
	ANSI/ISEA 105-2024 CONTACT HEAT	3
	EN 388: 2016	3X43EP
	EN 407: 2020	X2XXXX

Attributes

Style:	Mechanics
Grip:	Dry or light oil
Cuff style:	Elastic with hook and loop closure
Sizes:	6/XS through 12/3XL



Product features

- HPPE/Steel blend liner provides industry-leading cut resistance on palm and around top of thumb and index finger (interior layer)
- Back-of-hand sewn-on IR-X® Impact Exoskeleton™ with high-flex, design provides level 2 protection on knuckles and fingers
- Reinforced TP-X® index finger and thumb saddle
- MudGrip® palm: Synthetic leather with abrasion resistant PVC dots
- Elastic cuff with hook and loop closure for a secure fit
- Grip in dry or light oil situations
- Form-fitting, quality materials
- Reinforced seams
- High dexterity
- Pull tab loop
- Vend-packed

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