

CONDOR®

MECHANICS GLOVES



#J7431

Condor Mechanics Pro Glove Features

1. Comfortable Thermoplastic Rubber (TPR) closure.
2. Flexible neoprene knuckle.
3. Abrasion resistant thumb reinforcement.
4. Terry cloth thumb sweat wipe.
5. Comfortable mesh back of hand construction.
6. Durable synthetic leather infused with touchscreen technology.



#J7288

Condor Mechanics Grip Glove Features

1. Flexible elastic cuff.
2. Flexible neoprene knuckle.
3. Comfortable mesh back of hand construction.
4. Abrasion resistant thumb reinforcement.
5. Synthetic leather palm with enhanced silicone grip.
6. Terry cloth thumb sweat wipe.
7. Touchscreen capable palm technology.



#J7285

Condor Mechanics Pro Hi-Viz Glove Features

1. Comfortable Thermoplastic Rubber (TPR) closure.
2. Flexible neoprene knuckle.
3. Abrasion resistant thumb reinforcement.
4. Terry cloth thumb sweat wipe.
5. Hi-viz reflective accents.
6. Fluorescent yellow mesh back of hand construction.
7. Durable synthetic leather infused with touchscreen technology.



#J7287

Condor Mechanics Impact Glove Features

1. Thermoplastic Rubber (TPR) impact protection.
2. Comfortable Thermoplastic Rubber (TPR) closure.
3. Rubber (TPR) closure.
4. Abrasion resistant thumb reinforcement.
5. Comfortable mesh back of hand construction.
6. Terry cloth thumb sweat wipe.
7. Durable synthetic leather infused with touchscreen technology.



#J7291

Condor Mechanics High Abrasion Glove Features

1. Comfortable Thermoplastic Rubber (TPR) closure.
2. Flexible neoprene knuckle.
3. Comfortable mesh back of hand construction.
4. Abrasion resistant thumb reinforcement.
5. Terry cloth thumb sweat wipe.
6. Synthetic leather palm reinforced with anatomical abrasion resistant PVC grip.



#J7292

Condor Mechanics Impact Cold Weather Glove Features

1. Thermoplastic Rubber (TPR) impact protection.
2. Softshell wind-resistant back of hand construction.
3. Thermal insulation backed with comfortable microfleece.
4. Waterproof membrane.
5. Durable PVC grip.
6. Comfortable stretch polyester cuffs.