



BAAK

Fußgerechte **Sicherheit**

From range:

BAAK INDUSTRIAL

**Article 7316 Harrison
Boot S3 SRC ESD**



Certified
orthopedic for insocks
Details on www.baak.de/en



Relieve your
musculoskeletal system

Very foot conform
fitting & function

Upper

High quality smooth leather, softly padded edge including loop

Lining: climate regulating textile lining

Tongue: closed, padded, with attachment loop

Lacing: round laces black/grey

Closing parts: corrosion resistant metal lacing parts, 2 pairs of hooks above

Insock

Soft damping Baak ESD softstep-insock, breathable with very high humidity absorption, antibacterial, fungicide (article 4661 for width N, article 4662 for width XW)

Sole

PU/PU sole with **flex zone** in the ball section

PU midsole, damping impact for joints and spine due to its elastic material

PU outsole: robust, slip resistant (SRC), non-marking

Toecap

Aluminium **flex cap**

Anti-Penetration

Non-metallic, flexible anti-penetration insole board

Plus

BAAK® **go&relax** system, which consists of a **flex cap** and **flex zone** for a foot conform bending BAAK® **2-widths** system with 2 lasts, which differ in breadth and width and 2 toe protection caps, which differ in breadth (8 mm) and form

Sizes/Widths

36 – 50 36-47 N (width 11) 39-50 XW (width 13)
Grey foot on tongue width N, **red foot** on tongue width XW

Weight

Approx. 670 g / piece (size 42 N)

Designation

According to EN ISO 20345 S3 SRC ESD

Examples for use

Areas where the impact of wetness and penetration of sharp and spiky objects is expected:

Handicraft, wholesale and retail, administration, steel works, disposal sector, goods traffic, electronic industry, automotive sector, packing industry, gas stations, aviation sector, energy sector, refineries, public transportation, construction

BAAK® go&relax system



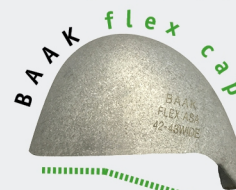
natural bending line



flex zone in ball area



foot fitting instead of straight
Alu cap for width N (11)



foot fitting instead of straight
Alu cap for width XW (13)

8 mm wider

