

DUON & DUON Air Helmet

MH01-02

High specification helmets suitable for work at height with dual certification, meeting both 'industrial' and 'mountaineering' standards

Features:

- Switchable performance settings
- 7 points of adjustment
- Accessory compatibility
- Colour options

Hazards change so why doesn't your helmet?

DUON helmets have a unique patented chinstrap buckle which can be switched between 'strong' and 'weak' to give conformity with either standard. The vents in the DUON-Air can also be switched to give conformity with either standard. All switching is carried out without tools. Both models meet the impact requirements of EN397 and EN12492

EN397 ('industrial') weak chinstrap allows release if the helmet becomes trapped. Small vents (no vents in Duon MH01) prevent items such as sparks hitting the wearer.

EN12492 ('mountaineering') strong chinstrap so the helmet stays in place in a fall. Large vents to enable air to circulate

30mm 'T-slot' side fittings for standard ear defenders etc. Clips for elastic strap mounted lights, cameras etc. Brackets front and rear for popular cap lamps and other accessories.

Primary adjustment by ratchet wheel, can be operated with one hand even whilst being worn. Secondary adjustment to small/medium/large helps keep the helmet centred on the head.

Headband height adjustment allows user to maintain field of view. 6 point attachment head cradle for stability.

Colours: White, Green, Orange, Red, Blue, Yellow, Black

High level of UV resistance gives 10 year life span.

Options:

MH01 DUON™ (unvented) - EN397 MM, 440 V a.c.
MH02 DUON Air™ - EN397, EN12492 (variable configuration)

Accessories:

Ear defenders, visor, headtorch, replacement sweatbands/pads, bespoke marking/company logos.



Patented GB2531146

Specifications:

NB: specifications and colour may change without notice.

Size: 52cm to 66cm circumference

EN Test Mass: n/a

Loading: n/a

Conformity: EN397 & EN12492

Materials: ABS, Nylon and Polyester

Weight (kg): 0.45

Industries: Used in all work at height and rescue