

TBI柄粗短十字(PH)螺丝刀

626TBI



配置文件

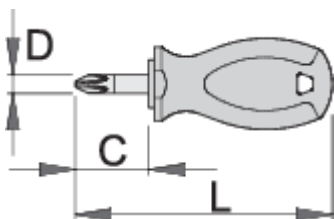








标准

DIN ISO 2380-1:2006 and DIN ISO 2380-2:2006

产品属性

- 螺丝刀：切割器 - 特种工具钢、锻造、完全淬火与回火，完全淬火与回火
- 镀铬刀片，黑色刀头
- 手柄：符合人体工程学的形状
- 三种成分组成的材料
- 挂孔
- 根据ISO 8764-1,2标准生产



					
612830	PH 1	25	87	4.5	37
612831	PH 2	25	87	6	41
617088	PH 2	35	97	6.0	43

* Images of products are symbolic. All dimensions are in mm, and weight in grams. All listed dimensions may vary in tolerance.

Safety tips

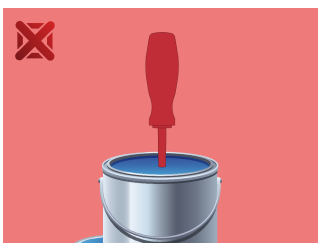


- Use a screw holding screwdriver to get screws started in awkward, hard-to-reach areas.
- Use a stubby screwdriver in close quarters where a conventional screwdriver cannot be used.
- A rounded tip should be redressed with a file; make sure edges are straight.
- Screwdrivers used in the shop are best stored in a rack. This way, the proper selection of the right screwdriver can be quickly made.
- Keep the screwdriver handle clean; a greasy handle is apt to cause accidents.
- A screwdriver should never be used as pry bar. If it is overstressed in this manner, the blade might break and send a particle of steel into the operator's arm or even towards his eyes.



- Don't use pliers on the handle of a screwdriver to get extra turning power. A wrench should only be used on the square shank or bolster of a screwdriver that is especially designed for that purpose.
- Don't expose a screwdriver blade to excessive heat as it may reduce the hardness of the blade.
- Don't use a screwdriver with a split or broken handle.
- Don't use a regular screwdriver to check a storage battery or to determine if an electrical circuit is live.

Safety (pictures)



Frequently asked questions

Can you hit the screwdriver?

No, you should not hit the screwdriver.

How do we clean a multi-component handle?

With cleaning agents designed for PP/TPE material.

Can a screwdriver with a PH tip be used for PZ cross head screws?

Its use is not recommended as this can cause damage to the screw.