

# Одвртка крстач за електричари CR изведба

612CR

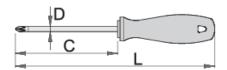


#### **Profiles**



#### Product features

- врв од: специјален хард хром ванадиум челик, целосно зајакнат и кален
- хромирано стебло на одвртката, врв појачан
- рачка: ергономска форма
- рачка-полипропилен
- отвор во рачката за закачување
- Направени согласно стандард DIN 520-PH



	+	С	L	D	•
616360	PH 1	280	365	4.5	67
616361	PH 2	200	300	6	98
616362	PH 2	280	380	6	113

<sup>\*</sup> Сликите на производите се симболични. Сите димензии се во мм, тежината е во грамови. Сите наведени димензии може да се разликуваат во ниво на толеранција

# 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.

# 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.