

# Altıgen başlıklı yıldız (PH) tornavida CR

616CR



## Profiles

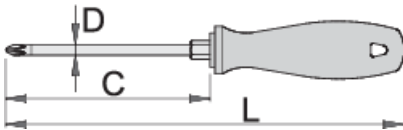


## Standards

DIN 5262, ISO 8764-1, 2

## Product features

- bıçak: krom vanadyum molibden çeliği, tamamen sertleştirilmiş ve temperlenmiş
- krom kaplamalı, kararlaştırılmış uç
- sap: ergonomik şekilli
- kol - polipropilen
- asma deliği
- ISO 2380-1,2 standardına göre yapılmıştır



Barcode	Profile	C	L	D	Head	Weight
616370	PH 1	80	180	4.5	8	60
616371	PH 2	100	210	6	10	94



616372

PH 3

150

270

8

13

154

\* Ürünlerin resimleri semboliktir. Bütün boyutlar mm ve ağırlık gram cinsindedir.

## Safety tips

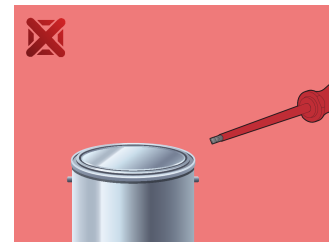
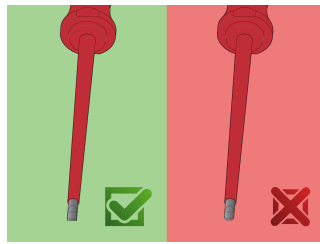


- Use a screw holding screwdriver to get screws started in awkward, hard-to-reach areas.
- Use a stubby screwdriver in close quarters where a conventional screwdriver cannot be used.
- A rounded tip should be redressed with a file; make sure edges are straight.
- Screwdrivers used in the shop are best 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.