

Dipped glove popularity has increased due to the unparalleled tactile sensitivity and form-fitting design that still protects the wearer from workplace hazards. The shell of the glove is typically a knitted material such as nylon that fits close to the hand for maximum flexibility. Various coatings are then applied for use in a variety of applications.

Common coatings include:

Nitrile: A thinner coating that improves dexterity and tactility. Provides tough protection against petrochemicals, solvents, oils and greases. Excellent resistance from abrasion and snags. Available in a variety of types to meet your needs: foam, sponge and flat.

Polyurethane: The thinnest coating available for excellent dexterity. Incredibly tough, yet flexible and comfortable. Very good dry and oil gripping abilities.

Latex: Typically the thickest of coatings and therefore provides enhanced separation from hazard. Offers economical durability, very good abrasion and good grip in dry conditions.

PVC/Bi-Polymer: A durable and flexible coating for both dry and wet grip. Limited chemical and heat resistance.

COATINGS	Dry Grip	Wet Grip	Oil Grip	Abrasion Resistance	Tactility	Comfort	Permeability	Cost
NITRILE								
FLAT Smooth, non-porous coating which provides high chemical and abrasion resistance.	E	F	F	E	VG	VG	L	\$\$
SPONGE Flexible, porous and tacky coating for better grip. Slow water permeation.	E	VG	VG	VG	G	G	M	\$\$\$
FOAM Flexible, thin, porous coating. Fast water permeation for excellent grip. Draws liquid away from surface. Breathable.	G	E	E	G	VG	VG	H	\$\$\$
POLYURETHANE								
Strong, durable, lightweight and breathable. Provides flexibility and high resistance to abrasion.	VG	G	VG	VG	E	E	H	\$\$
LATEX								
Flexible and comfortable. Less resistant to abrasion, tearing or cutting. Provides resistance to heat.	VG	F	F	VG	F	F	L	\$
BI-POLYMER								
Flexible, thin, lightweight. High permeability and breathability. Low resistance to abrasion.	VG	E	E	F	G	VG	H	\$\$\$

E = Excellent VG = Very Good G = Good F = Fair H = High M = Medium L = Low