

# How to Select a Leather Work Glove

Everything is a trade off in life. We all know too much of a good thing can be a bad thing, and a useful quality in one situation can be a hindrance in another. Same things goes for selecting leather work gloves. Here is a chart to help tell if you need that extra feature or whether it is not worth the extra cost.

## ADVANTAGE

## DISADVANTAGE

### Knitwrist –



Helps keep the glove snug on the hand

Not good in a job where the gloves need to come on and off a lot

### Safety Cuff –



Gives more wrist protection

Acts as funnel for things to fall into the glove, depending on your job, say like woodchips or sparks

### Gauntlet Cuff –



Gives wrist and some forearm protection

Extra weight and overkill if you don't need the protection

### Tipped Fingers –



Added wear in the finger tip area

Decreased dexterity and tactile sensitivity

### Top Grain Leather –



Looks nicer, and is softer and more flexible

Split (suede) leather is more abrasion resistant and cheaper

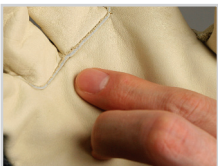
### Palm Lining –



Cushions the hand, absorbs sweat

Makes the glove more bulky and decreases hand/finger feel

### Welted Seams –



Protects seams from heavy abrasive wear or sparks

Makes the glove slightly less flexible, and the seams more bulky

### Double Leather Palms –



Adds extra wear

Extra bulk and less flexibility and comfort

### **Inside Elastic on Back of hand –**



Not going to catch on branches, moving machine parts

Can't snug them up for a tighter fit, like you can do with an outside elastic

### **Cotton Back –**



Cooler and more flexibility

Less back of hand protection than an all leather style

So just as your extra serving of pie last night came with a price, so does some of the extra bells and whistles on your work glove. Not every extra feature you add to your glove, makes it better for your job application.

Tony Geng is President of Superior Glove.

They carry over 2000 styles of work gloves – [www.superiorglove.com](http://www.superiorglove.com)