

IP PROTECTION DEGREE ACCORDING TO EN 60529 EN ISO 20653 PROTECTION AGAINST IMPACTS IK DEGREE ACCORDING TO EN 62208

IP GRADE: 1 st DIGIT PENETRATION OF SOLIDS			IP GRADE: 2 nd DIGIT PENETRATION OF LIQUIDS			IK GRADE: PROTECTION AGAINST EXTERNAL MECHANICAL IMPACTS	
0	Not protected		0	Not protected		IK00	Not protected
1	Protected against solid bodies with a diameter of more than 50 mm Ø	Ø 50	1	Protected against vertically falling drops	Ŷ	IK01	Protected against 5,6 cm impact energy 0,15 J
2	Protected against solid bodies with a diameter of more than 12 mm Ø	Ø 12	2	Protected against drops at an angle of up to 15° from the vertical	P	IK03	0,25 Kg Protected against 14 cm impact energy 0,35 J
3	Protected against solid bodies with a diameter of more than 2,5 mm Ø	<u>Ø2,5</u>	3	Protected against rain at an angle of up to 60° from the vertical	P	IK05	Protected against impact energy 0,7 J
4	Protected against solid bodies with a diameter of more than 1 mm Ø		4	Protected against splashes of water		IK06	0,25 Kg Protected against 40 cm impact energy 1 J
5	Protected against dust		5	Protected against jets of water from any direction		IK07	Protected against impact energy 2 J
6	Totally protected against dust		6	Protected against waves		IK08	Protected against 30 cm
ADDITIONAL LETTER** A Protected against access with the back of the hand. B Protected against access with finger. C Protected against access with a tool.			7	Protected against the effects of immersion		IK09	Protected against impact energy 10 J
			8	Protected against the effects of long term immersion		IK10	Protected against ^{5 Kg} impact energy 20 J
D Protected against access with a wire.		9K	Protected against high pressure washing jets or water vapor from all directions				

** Optional letter indicating the protection rating against persons. To be used only if the protection against access to hazardous parts is above those indicated by the first digit or if only protection against access to hazardous parts is indicated and the first digit is replaced by an X.