

CLEAR TEAM COMMUNICATION FOR KEY DECISIONS

WITH VOKKERO GUARDIAN ATEX,

DIVIDE YOUR INTERVENTION TIMES BY 2!



ATEX Certification II 2 G D Gas and Dust



Hands-free, instant communication system



Patented noise filter, suppression of background noise



Suited to all types of Respiratory and Individual Protective Equipment



Continuous conference, unlimited users



Multichannel, several systems on one site



Digital encryption, secure exchanges





A CLEAR COMMUNICATION IN ALL CIRCUMSTANCES

- **No manipulation:** totally hands-free communication system, light, robust, compact and easy to use.
- **Suitable for all types of PPE**: wearing in combination or all types of protective clothing (combination with ARI, combination type T65 or scuba type 1A...).
- **Clear and secure communication** in a noisy environment during the intervention or maintenance periods thanks to the patented noise filter.

OPTIMIZE
YOUR
INTERVENTION
TIME

REINFORCE
THE SECURITY OF
SITES AND TEAMS

REDUCE
YOUR RISKS OF
MISUNDERSTANDING

EBE_V1.0.1



RADIO COMMUNICATION SYSTEM FOR ATEX AND SEVESO SITES

Certification > II 2 G Ex ib IIC T4 Gb

Battery life > Up to 12 hours (Rechargeable Li-Polymer

battery)

Range > Up to 1.2 km

Frequencies > Royalty-free according to radio regulations

in Europe (ETSI) and US, Canada (FCC)

Weight > 200g (including battery)

Dimensions > 70 x 110 x 40mm

Operating temperature > -10/+45°C (14/113°F)

Alarm function > Alerts the user by vibrating or emitting an

audible signal

Recharging > 4 hours max. charging time

PRODUCTS & ACCESSORIES

COMMUNICATION SYSTEMS

GUARDIAN ATEX > Mobile radio terminal ATEX HD audio quality and encryption AES 128

EQUIPPED WITH A CHARGER & CONFIGURATOR

> with touch screen for intuitive configuration

ACCESSORIES



PEL 490

ATEX headset of high quality, comfort and maximum safety with hearing protection



SEN 490

In-ear micro-headset suitable for wearing a respirator



CLA 490



Behind-the-head style ATEX approved boom-mic headset

CHARGER & CONFIGURATOR