

In-Vizz Ascent velvet black M

Seite 1 von 2



MORE SAFETY WITH A VISOR

The Road-Helm In-Vizz Ascent stands out thanks to its modern and sporty design in connection with an integrated and fully retractable visor.

If you have forgotten your sunglasses again, the In-Vizz Ascent is no problem. Thanks to the practical one-hand operation, the visor can be easily retracted and extended even while on the road. The visor, made of highly impact-resistant polycarbonate, can be adjusted according to your wishes. It therefore offers comprehensive UV protection and protects the rider from annoying wind and insects. A very special piece of equipment, especially for glasses wearers and all who want to protect their eyes safely.

Technologies

- Double-Shell In-Mold for a durable connection with the outer shell and shock-absorbing helmet material (EPS)
- With integrated visor that can be sunk safely and completely into the helmet
- Variable end stop of the visor
- Easy one-hand operation of the visor even while riding
- The glass made of high impact resistant polycarbonate offers extensive UV protection
- Zoom Evo Adult - finely adjustable, height-adjustable, easy adjustment system
- Size adjustment with half ring system
- Extremely good ventilation through 9 air inlets and 16 air outlets connected by particularly deep flow channels
- Removable and washable padding
- Soft straps that are simple to fit thanks to practical strap adjusters
- Passive safety due to reflectors with particularly high reflection effect

In-Vizz Ascent velvet black M

Seite 2 von 2

Operation and use

- Adult and youth helmet for everyday and ambitious sports use

Tips

- This lightweight helmet is particularly suitable for cycling and inline skating
- With the integrated visor, the helmet is also particularly well suited for glasses wearers
- Rain cap available as an accessory

Technical data - In-Vizz Ascent velvet black M

Head size	54-58 cm
Size	M
Weight	320 g
backlight	No
color of facets	black
design color	velvet black
EAN	4003318133756