Tools for hoof triming, hoof boots and cleats

330685 EF Jogging All Terrain Ultra (2 St.) 12

Safety Data Sheet for Hoof Trimming Tools, Hoof Boots and Cleats

Product: Tools for hoof trimming (hoof knives, rasps, hoof pliers), hoof boots and cleats

Use: These tools and accessories are used to work, protect, and care for the hooves of horses.

Materials:

Tools for hoof trimming: metal (steel, stainless steel), plastic

handles

Hoof boots: rubber, plastic, metal fasteners Studs: Metal (steel, aluminum)

Mechanical hazard: Improper use or damaged tools can lead to injury. Choking hazard: Small parts such as cleats or fasteners can be

swallowed.

Cuts: Sharp blades and edges can lead to cuts.

Chemical hazard: Some materials may contain chemicals that are harmful to health and can cause irritation if they come into contact with the skin or are inhaled.

Safety Measures:

Handling: Use the tools and accessories only according to the

manufacturer's instructions.

Inspection: Check the tools regularly for wear or damage and replace defective parts immediately.

Storage: Store the tools in a dry, cool place, away from direct sunlight and extreme temperatures.

Cleaning: Follow the manufacturer's care instructions to keep the tools and accessories clean and in good condition.

Protective clothing: Wear appropriate protective clothing, such as gloves and goggles, to avoid injury.

Safety instructions: Strictly follow the safety instructions and regulations for hoof trimming.

First aid measures:

Mechanical injuries: Take care of any injuries and consult a doctor or veterinarian if necessary.

Cuts: In the case of cuts, clean the wound thoroughly and seek medical help if necessary.

Chemical reactions: In case of skin irritation or allergic reactions, remove the affected material immediately and consult a doctor or veterinarian.

Choking hazard: Seek immediate medical attention or veterinarian if any part is swallowed.

Gege 24 Reitsportversand

Welfenstr. 11 DE 70736 Fellbach +49-711-57887580 info@gege24.de