



**Broad Energy Release “BER”** due to the slick surface with nanotechnology coating. To reduce the possibility of injury, the energy of the impact must be redirected over the shell of the helmet, defusing energy expansively is key. Without the nano-coating (XP-10), the energy is more direct like that of a bullet. Achieving the “Slide or Glide Effect” is the main objective with the Helmet Glide Nanotechnology.

Helmets have a **static charge** and **stickiness** that can attribute to injuries. The static can be released with Helmet Glide and the porosity reduced, thereby relieving the “Grab Effect.”



Broad Energy Release is key!

Players with scarred helmets are more likely to get a concussion do to “Grab Points” that direct energy into the helmet not allowing the energy to broaden or defuse over the shell.