



## Spider Slim Line SLT



Providing dual layer technology with a vibration damping inner core for riders using thumb throttles. The SLT's outer gel layer provides a very tacky surface that is easy to hang on to, a small flange that protects your hand, and a closed end to keep out water, snow and mud.



These grips are available in 9 colors; Pink, Green, Graphite, Blue, Titanium, Yellow, Black, Orange, Red

### Vibration Dampening Core

Spider SLT grips are designed with a Vibration Dampening Core. This Acoustical Rebound Layer is engineered with a specially shaped core with an innovative boundary layer. This gives you a grip with less vibration at the hand which reduces hand fatigue and arm pump, and also lets you listen to feedback from the machine and tailor your response accordingly.

### Traction Gel

Spider SLT grips feature Traction Gel – a specially formulated compound that sheds mud and water so that it stays tacky even when wet making it easier to hold on. This gives better control and less rider fatigue. Just like a competition tire, Traction Gel breaks in and continues to offer top performance throughout the life of the grip. Traction Gel allows flexible placement of wires – put them where you want them.

### Grooved Inner Flange

Grooved inner Flange, ideal for safety wire

### Softer Traction Gel

Softer traction gel layer sheds mud and water, increasing gripping power, and reduces vibration for more comfort and less fatigue.

### Acoustical Rebound Core Design

Acoustical rebound core design is engineered with an advanced boundary layer shaped to reflect vibration away from your hand.

### Reinforced End Caps

End caps reinforced to improve durability.

**Remember; always check your controls to be sure they are free and correct before every ride, and to seek a professional's advice on any modification to your machine.**

Spider Grips are in compliance with CPSC Standards, and the Consumer Product Safety Act of 2008

Check out the collection of motorcycle handlebars & controls we offer.