CE categories
European safety standards that test gloves for protection against abrasion and impact, and gives them a rating. Category 2 is rated to offer more protection than category 1.

Membrane
A thin material that sits behind the leather and has pores that are big enough to allow moisture vapour to escape but are too small to let water droplets come in from the outside. Some are secured to the outer glove to stop them sticking to your hands as you remove the glove – look for Gore-Tex Xtra-Fit or McFit for this feature.

Restraints
The most common ways of securing a glove are wrist and cuff restraints. The wrist option is the most effective and the strongest types of wrist strap are those that wrap completely around the wrist or secure on the underside. With these methods, the strap hits the ball-like bone on the heel of the palm to stop the glove sliding off.

Scaphoid slider
In a crash the palm can grip the tarmac on impact while the rest of the rider’s body keeps moving and the momentum causes a broken scaphoid bone. Scaphoid sliders are designed to let the rider’s hand slide, reducing the risk of fracture.

Knuckle protection
This is included in the CE standard to check it absorbs or deflects impact energy. Take care that hard armour isn’t uncomfortable on your hand when you make a fist.