

Ingress Protection - Solid Objects

Level	Object size protected against	Effective against
0	Not protected	No protection against contact and ingress of objects
1	>50mm	Any large surface of the body, such as the back of the hand, but no protection against deliberate contact with a body part.
2	>12.5mm	Fingers or similar objects.
3	>2.5mm	Tools, thick wires, etc.
4	>1mm	Most wires, screws, etc.
5	Dust Protected	Ingress of dust is not entirely prevented, but it must not enter in sufficient quantity to interfere with the satisfactory operation of the equipment; complete protection against contact.
6	Dust Tight	No ingress of dust; complete protection against contact.

Ingress Protection - Water

Level	Object size protected against	Effective against
0	Not protected	-
1	Dripping water	Dripping water (vertically falling drops) shall have no harmful effect.
2	Dripping water when tilted up to 15°	Vertically dripping water shall have no harmful effect when the enclosure is tilted at an angle up to 15° from its normal position.
3	Spraying water	Water falling as a spray at any angle up to 60° from the vertical shall have no harmful effect.
4	Splashing water	Water splashing against the enclosure from any direction shall have no harmful effect.
5	Water jets	Water projected by a nozzle (6.3mm) against enclosure from any direction shall have no harmful effects.
6	Powerful water jets	Water projected in powerful jets (12.5mm nozzle) against the enclosure from any direction shall have no harmful effects.
7	Immersion up to 1m	Ingress of water in harmful quantity shall not be possible when the enclosure is immersed in water under defined conditions of pressure and time (up to 1 m of submersion).
8	Immersion beyond 1m	The equipment is suitable for continuous immersion in water under conditions which shall be specified by the manufacturer. Normally, this will mean that the equipment is hermetically sealed. However, with certain types of equipment, it can mean that water can enter but only in such a manner that it produces no harmful effects.