

# Punch and Pricking Module – PPM-S

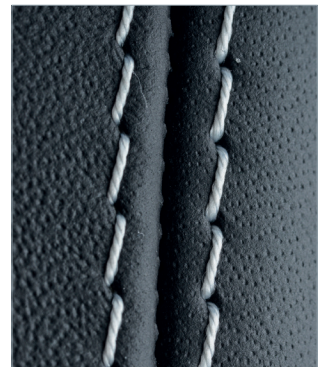
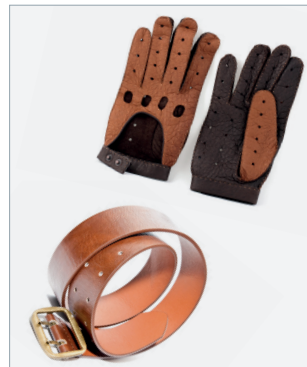
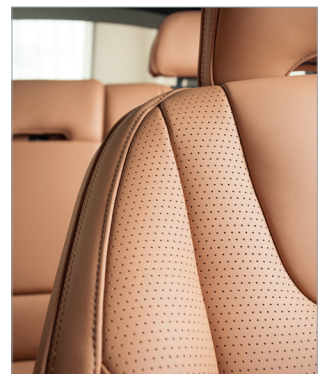
**The Punch and Pricking Module offers a combination of high-performance tools for punching and piercing leather, rubber, and textile materials.**

The Punch and Pricking Module is used for leather, rubber, and a variety of textiles – performing all functions with amazing speed! This module includes three high-performance, independently operating punches that allow for using two different punching bits plus an awl at any given time. The punching bits and awl are precisely positioned and pressed into the materials with pneumatic force.

**Punching:** rotating punching bits are designed to cut clean, precise holes even in tough materials up to 6 mm thick. Advantages of this processing method are high capacity and very good, consistent hole quality. To meet different requirements, punching bits made of hard metal (HM) or high-speed steel (HSS) are available, with hole diameters of 0.5–5.5 mm.

The waste pieces created in the process are suctioned off and collected in a receptacle on the back of the module. With a few turns of a screw, this waste container can easily be removed and emptied as needed.

**Pricking:** The awl forcefully pierces the material in preparation for sewing even, high-quality seams.



## Details

Up to 8 holes/sec (dep. on material).

Use of punching bits with a shank diameter of 7 mm.

Use of awls with 4.5 mm shank diameter.

Wide assortment of punching bits available from Zünd:

- HSS punching bits with 0.5–5.5 mm hole diameters
- HM punching bits with 3.0–5.0 mm hole diameters

Compressed air requirements approx. 150 l/min at 0.7–0.8 MPa.

Compatible with **S3**, **L3**.

## Benefits at a glance

Powerful, robust module with superior punch capacity.

Use of two punching bits and one awl.

High-quality, consistent punch results.

Perfect for punching leather, rubber, and textile materials.

Reliable waste removal into integrated receptacle.

Fully supported in Zünd Cut Center and MindCut software.

11-2018