

HIGH SPEED TAPE PUNCH UNIT

(BRPE TYPE)

LUBRICATION

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1. GENERAL

1.01 This section gives lubrication information for the high speed tape punch unit (BRPE type). It is reissued to include the latest lubrication information. Marginal arrows indicate changes or additions.

1.02 Lubricate the punch unit as directed in this section. Line drawings show the points to be lubricated as well as the type and quantity of lubricant to be used. Lubricate the punch unit before using and again after a few weeks. Thereafter, every 160 hours or one month of service.

1.03 Use oil KS7470 and Mobil #2 grease (TP143484, one pound can) to lubricate punch unit. See Section 570-005-800TC for tools.

1.04 Saturate all spring wicks, felt oilers, and oilite bearings; lubricate friction surfaces of all moving parts. Avoid overlubrication. Prevent lubricant from getting between electrical contacts or between stepper magnet coils and armatures.

Note: Be sure to saturate the felt wick in the hub of the toggle arm (which can be reached from the back of rear plate, through cutout), the felt wick in the feed pawl guide link, and the oilite bearing in detent roller.

1.05 The photographs indicate paragraph numbers that refer to line drawings of specific mechanisms and the location of these mechanisms. Unless stated otherwise, mechanisms on line drawings are shown upright.

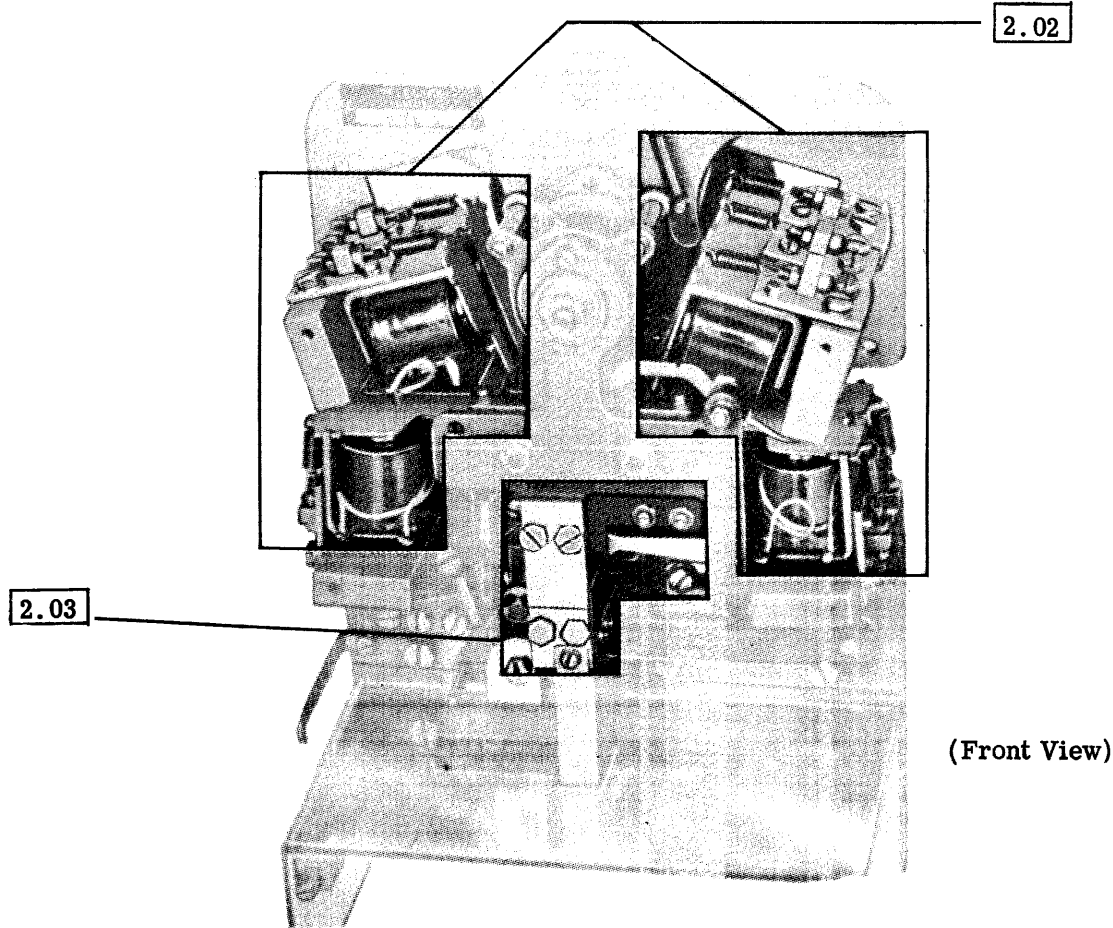
1.06 The following lubrication symbols are used throughout the text:

- O1 - Apply one drop of oil.
- O2 - Apply two drops of oil, etc.
- SAT - Saturate with oil (felt oilers, washers, wicks, and oilite bearings).
- FILL - Fill with oil (oil holes and oil cups).
- G - Apply 1/64-inch film of grease unless directed otherwise.

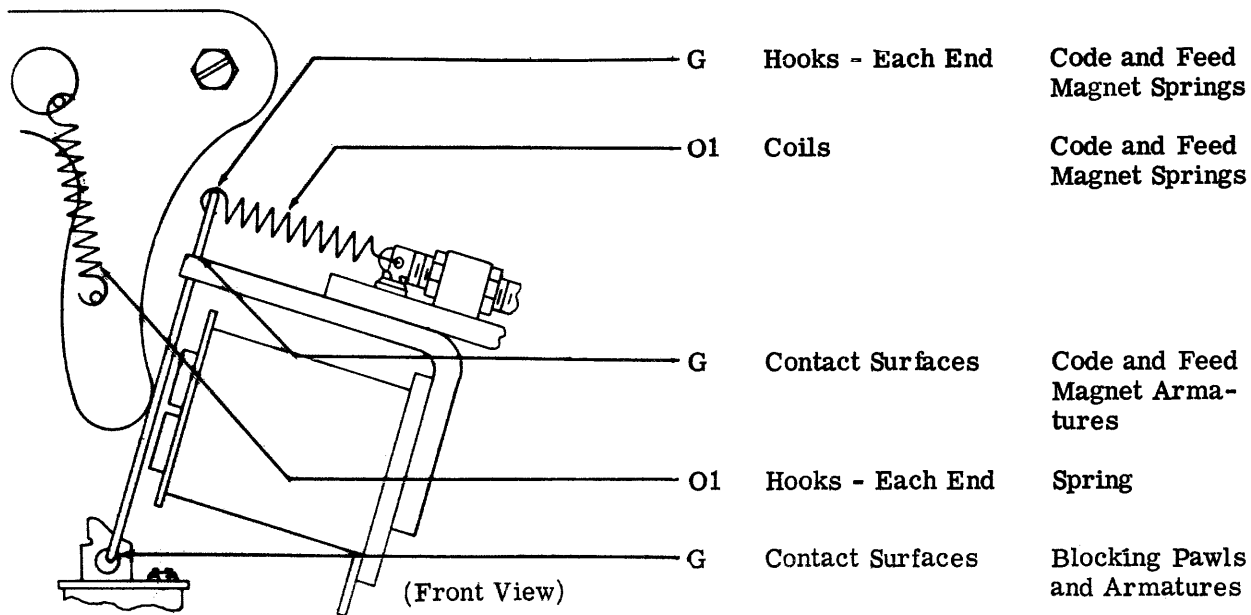
1.07 After each lubrication interval, wipe excess lubricant from upper tape guide-plate and punch pins.

2. BASIC UNIT

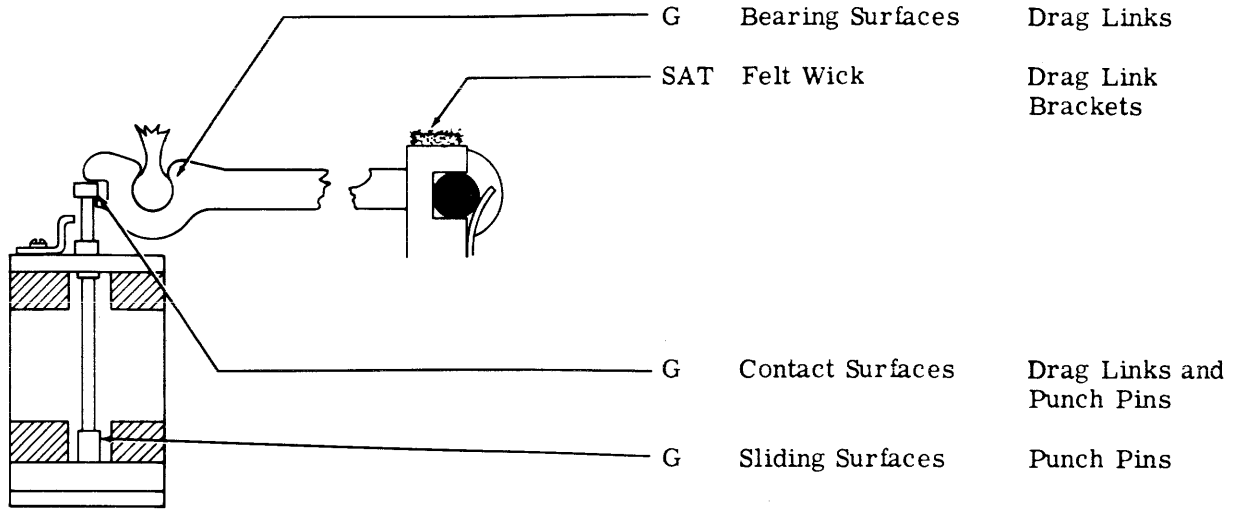
2.01 Feed and Code Magnets, and Punching Mechanism



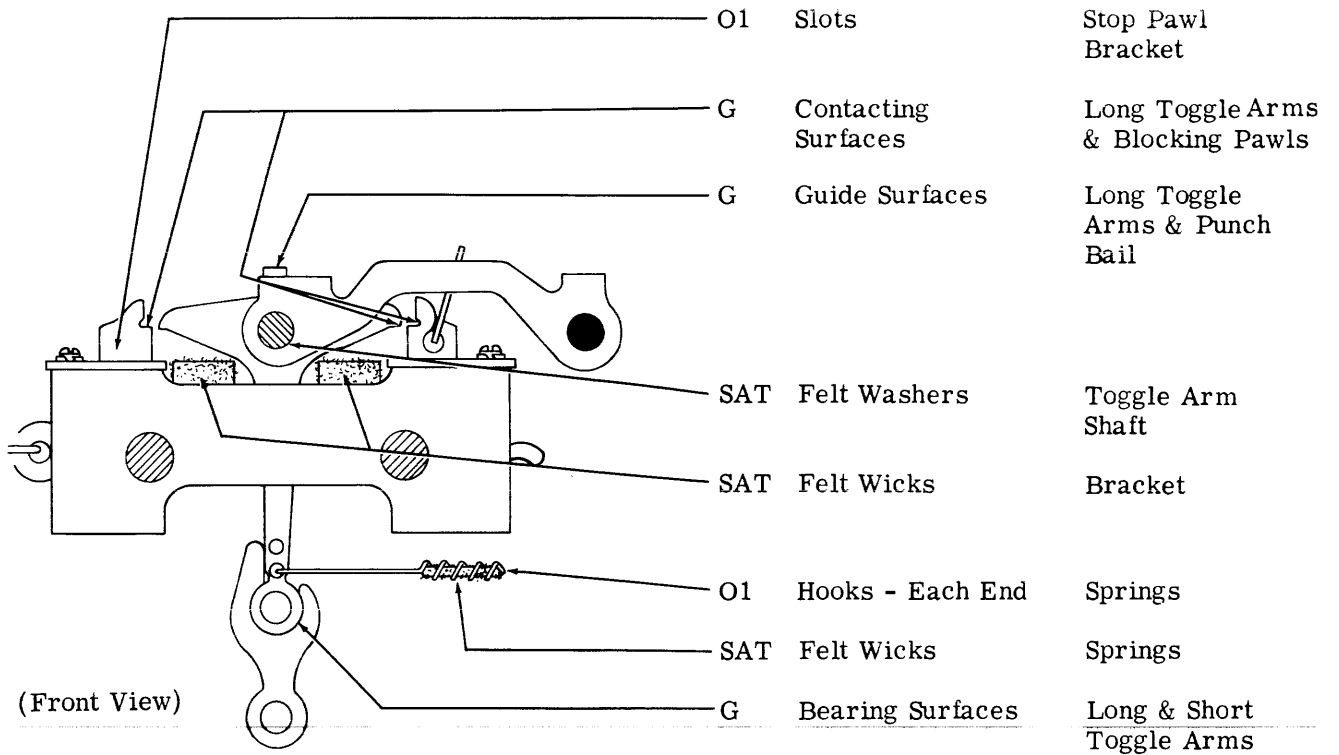
2.02 Feed and Code Magnets



2.03 Punching Mechanism

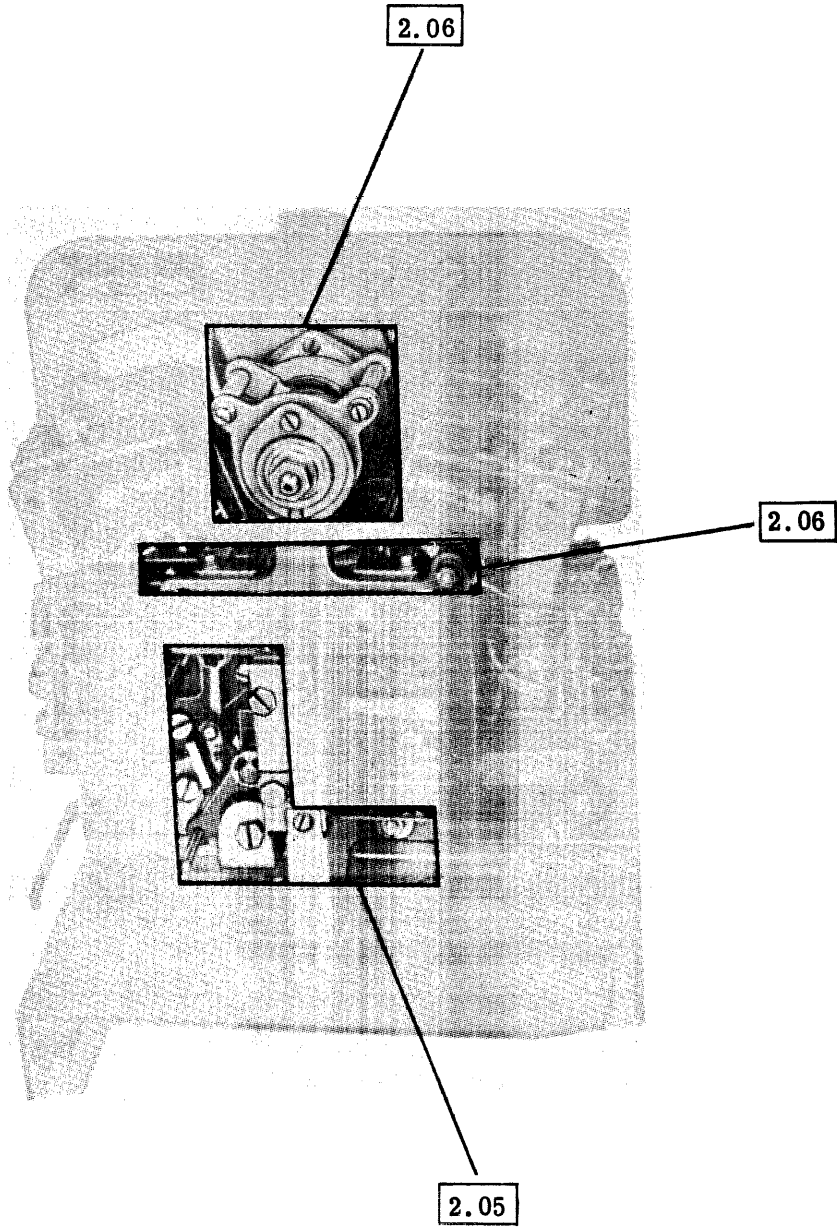


(Front View)



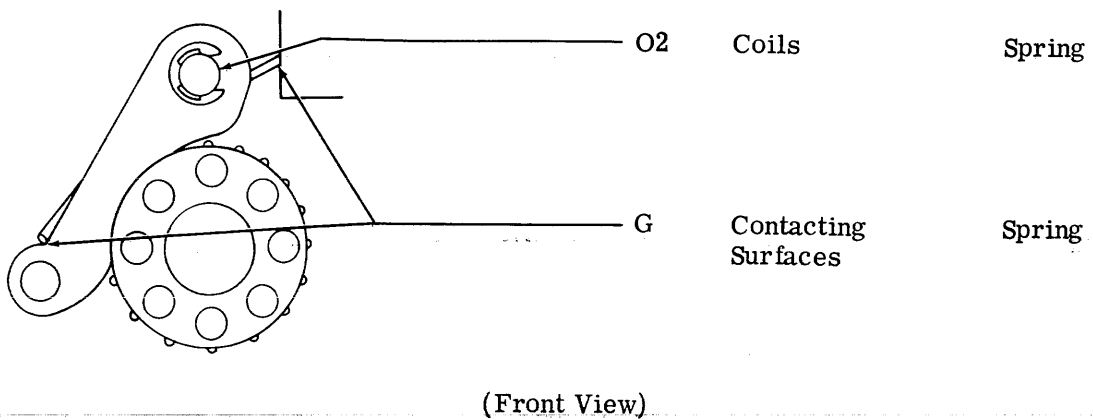
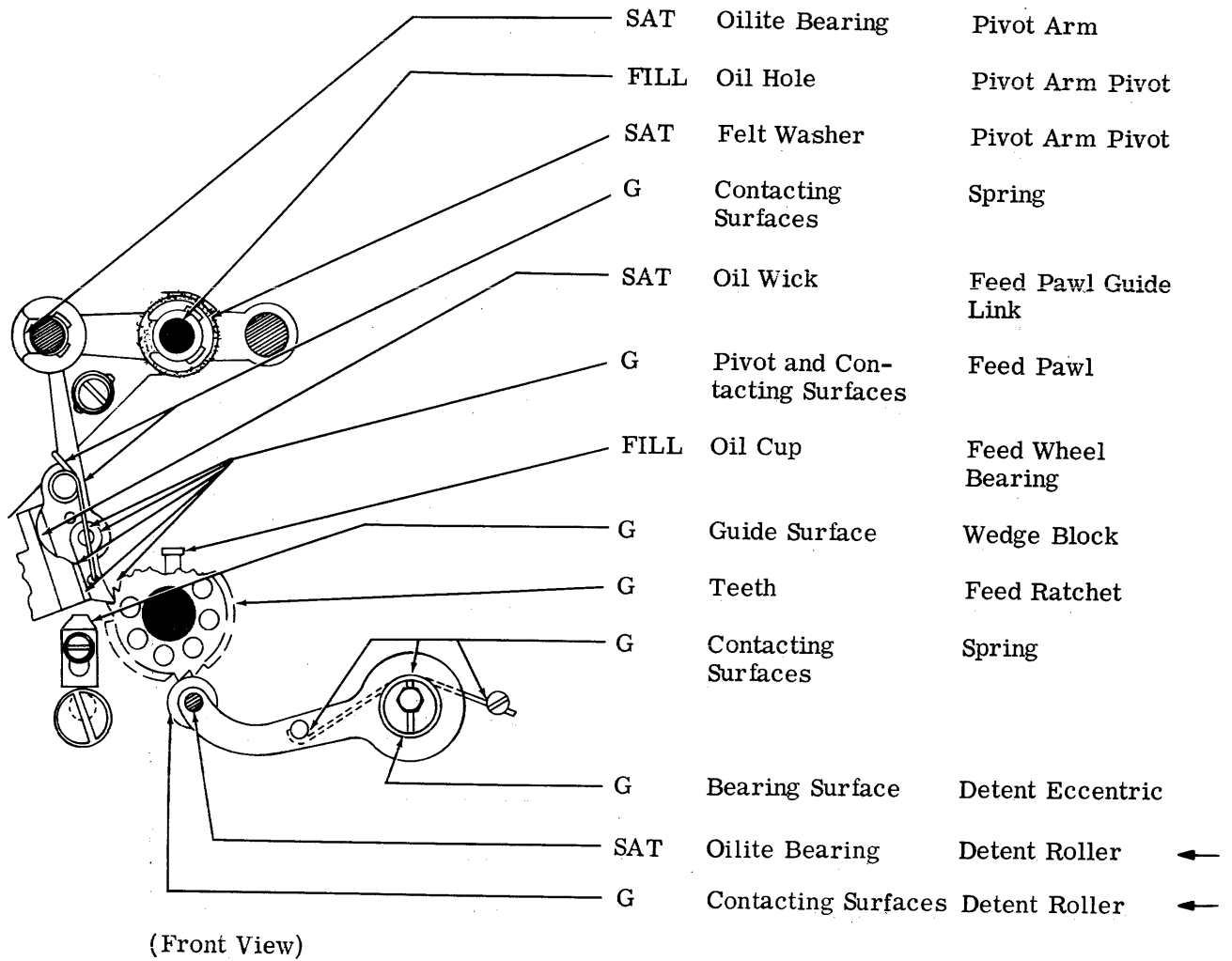
(Front View)

2.04 Feed and Drive Mechanisms

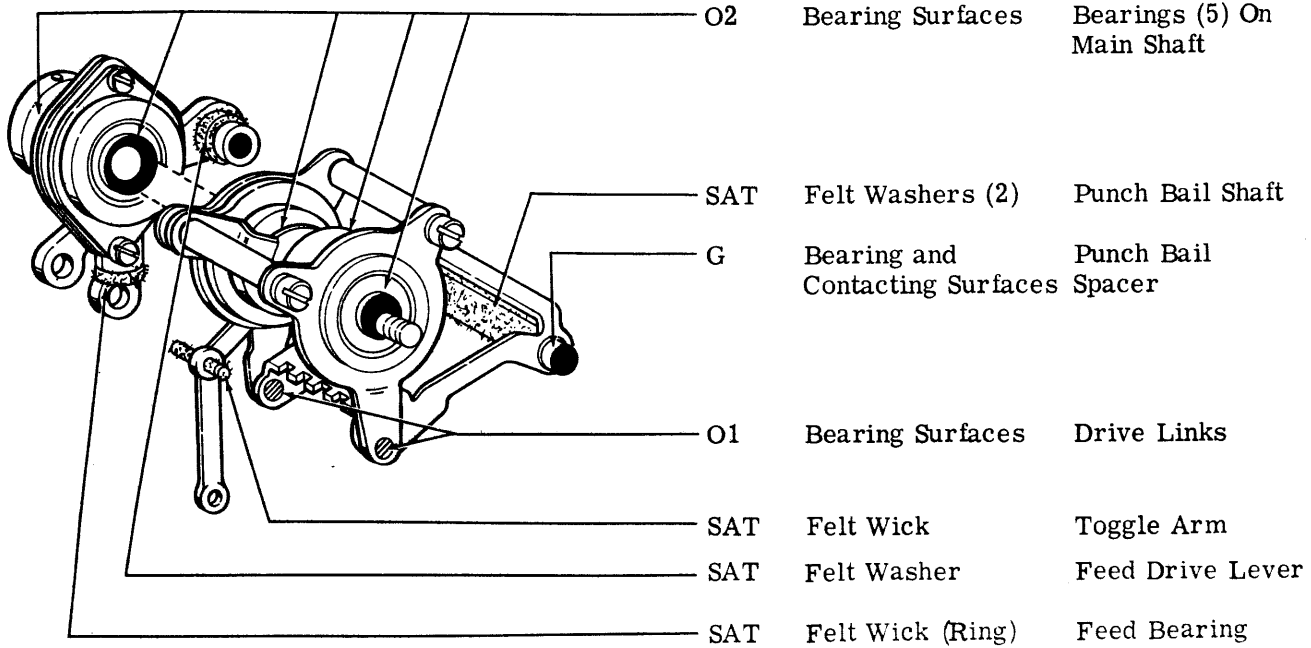


(Front View)

2.05 Feed Mechanism



2.06 Drive Mechanism



(Right Front View)