

The paper supply roll brackets x76KC are mounted on top of the paper tower and secured by the lower tie rod 76KC7, which is located in the slots usually occupied by the paper shaft 14KC1. These brackets must rest evenly upon the paper tower without rocking. To ensure this it may be necessary to file a little off the lower edge of one of the forward feet of the brackets. The tie rod 76KC7 is held by the tie rod clamping nut 76KC8, screwed against the paper tower housing c18KC15.

CAUTION

Do not force this nut 76KC8 against the housing. If excessive pressure is used, the housing casting may be broken.

The two locking screws 76KC3 are locked against the housings of the paper tower below the ridge of the casting.

The punching mechanism xa80KC is attached to a new rear punch bar guide 18KC48, fitted in place of the one taken off.

The punch frame a80KC1 is supported by passing the two screws 80KC2 through the holes provided at the top, into the two lower tapped holes from which the spool guide screws 47KC1 were removed.

The new tension arm piston rod a40KC1 is fitted in place of the standard one 40KC1 and the operating rod 74KC1 is connected between the tension arm 18KC34K and the punch operating arm a81KC1.

The hopper 79KC1 is hooked over the studs 79KC2, situated on the front of the perforating die 73KC1K and the new rear paper tower cover a19KC4 is secured by the latch 19KC5.

The standard paper shaft 14KC1 is used on the new paper supply roll brackets (76KC1 and 76KC2) to support the paper roll.

Place a roll of paper in position and pass the end over the tension roller 77KC1 and deflecting roller 76KC5, behind the perforating die 73KC1K, over the adjusting bar 75KC2, and round the paper feed wheels (b13KC1K and b13KC2K).

The perforations produced by the attachment must be of even pitch. This is obtained by regulating the position of the adjusting bar 75KC2. Turn on the air, press the end of the paper between rollers 78KC1 so that the paper is marked by the pins a13KC4, take up any slackness in the ribbon by lightly turning the main roll and strike one key. Draw the