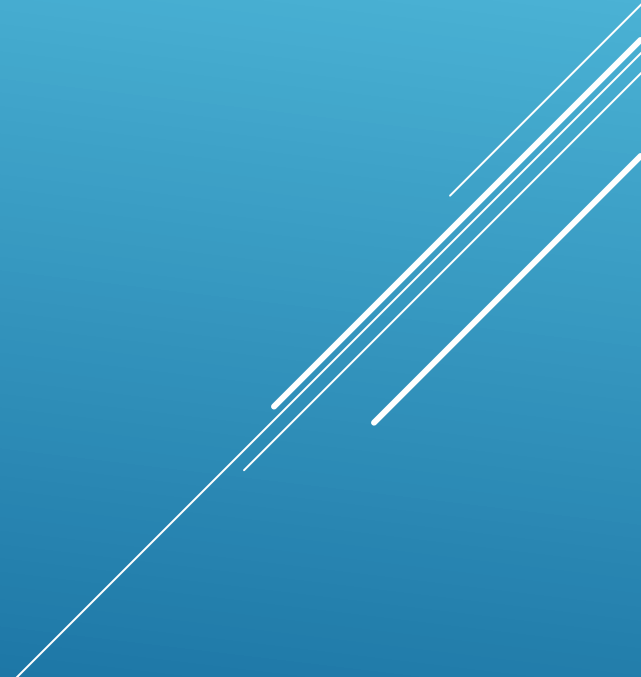




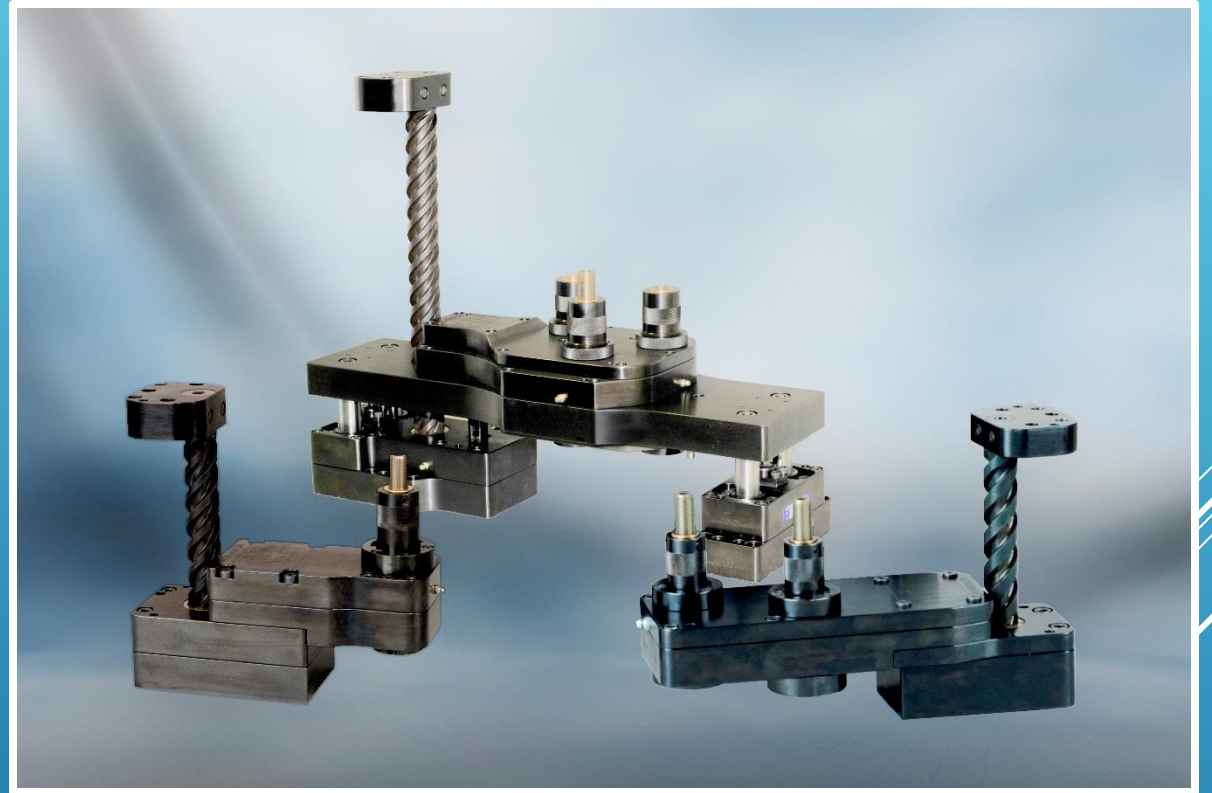
IN-DIE TAPPING 101 TRAINING

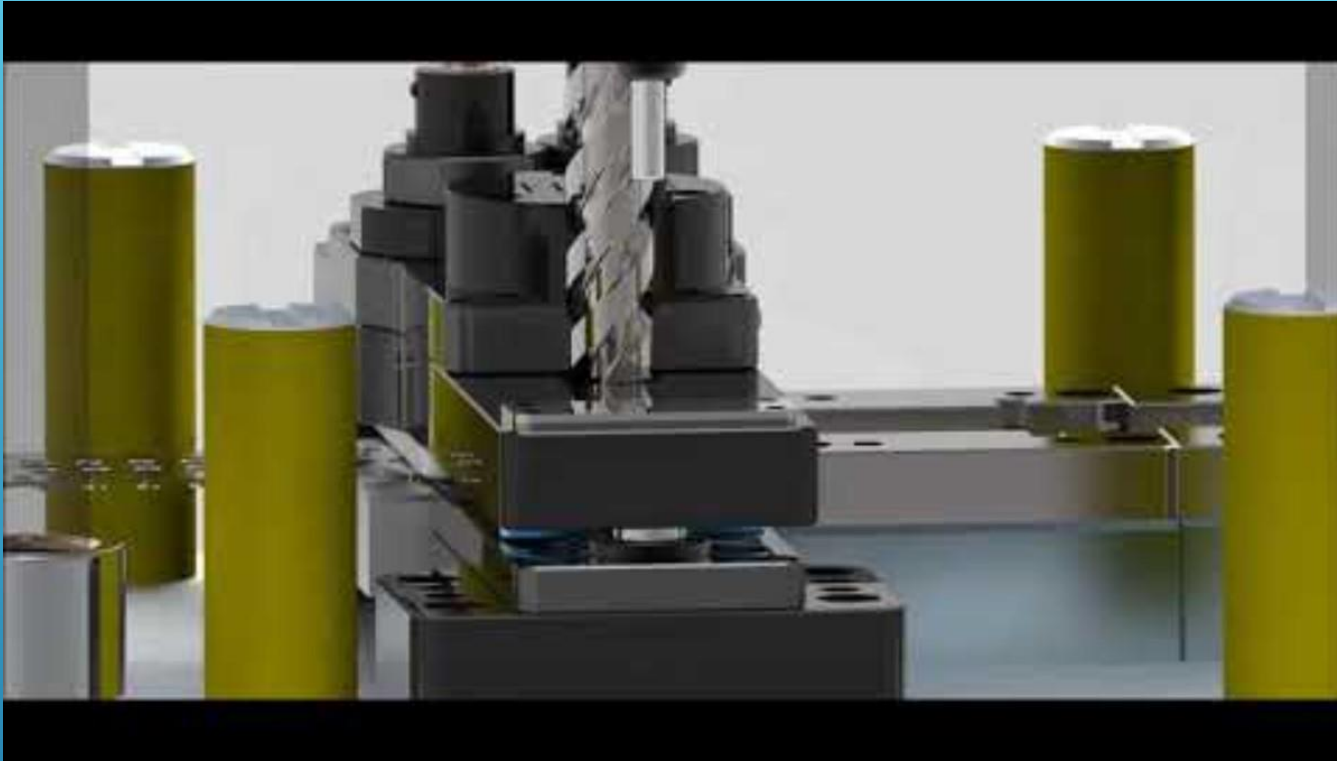
WHY IN-DIE TAPPING?

- ▶ Eliminate Double Handling
 - ▶ Eliminate Extra Floor Space
 - ▶ Eliminate Cost of Secondary Equipment
 - ▶ Eliminate Labor Costs
 - ▶ Reduce Delivery Time to customers
 - ▶ Eliminate Untapped Parts
 - ▶ **Eliminate Costly Secondary Tapping Operations**
- 
- A series of white diagonal lines of varying lengths and thicknesses, located in the bottom right corner of the slide, creating a modern, abstract graphic element.

UNIT STYLES

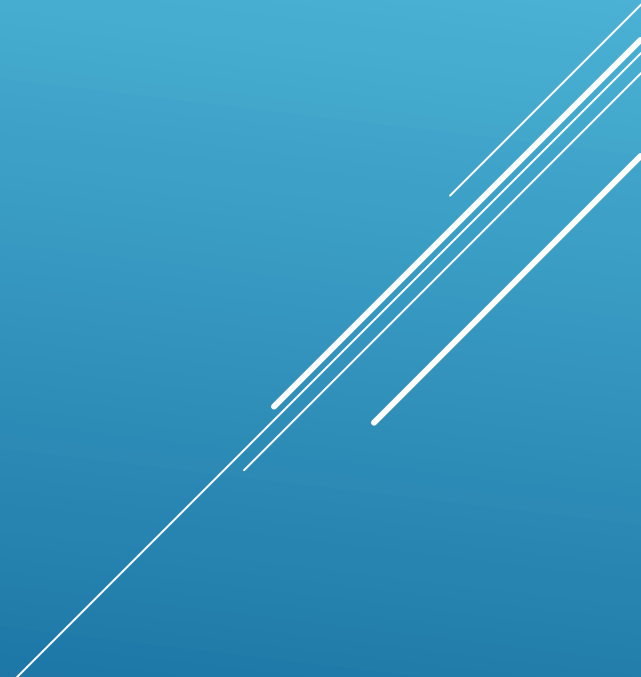
- Follow Along
- Standard Top Down
- Specialty
 - ▶ Servo





FOLLOW ALONG TAPPING HEAD VIDEO

IN-DIE TAPPING CALCULATOR

- ▶ Press stroke needed for tapping
 - ▶ Production speeds in SPM
 - ▶ Link to online In-die Tapping Calculator
 - ▶ <https://www.hutchisontool.com/in-die-tapping-resources/>
- 
- A series of four parallel white lines of varying lengths, slanted diagonally from the bottom right towards the top right, located in the lower right quadrant of the slide.

FOLLOW ALONG SAMPLE PARAMETERS

- Tap Size: M8 x 1.25
 - Material Thickness(including extrusion): 10mm
 - Strip Lift: 25mm
 - Press Stroke: 14"
 - Material: HSLA
 - # of Holes: 2
 - Tapping Calculator Spreadsheet
- 
- A series of four parallel white diagonal lines are positioned in the bottom right corner of the slide, extending from the bottom edge towards the right edge.

IN-DIE TAPPING CALCULATOR EXAMPLE

PRESS FEED ANGLE CALCULATION

Press Stroke needed for tapping(1.36:1 ratio): 9.559"

Total press stroke: 14"

Press stroke available for feeding: $14'' - 9.559'' = 4.441''$

Percentage of stroke needed for feeding: $4.441''/14'' = .3172$ (31.72%)

Feed angle as percentage of press stroke: $180 \text{ degrees} \times .3172 = 57.096 \text{ degrees}$

Feed window available not to interfere with tapping cycle: $360 \text{ degrees} - 57.096 \text{ degrees} = 302.904 \text{ deg}$

Feed window between 302.904 and 57.096 degrees

Feed window with safety built in: 310-50 degrees

QUESTIONS & DISCUSSION

