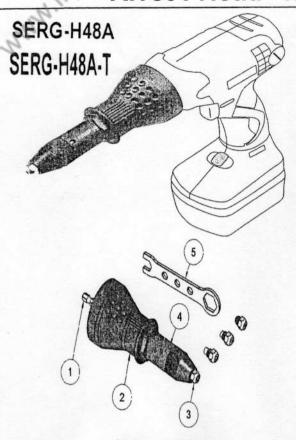
# Rivet-i-Head 4.8A INSTRUCTION MANUAL



#### Safety Note

Please note the following safety notes to avoid malfunctions, damage or physical injury:

- Please observe all safety notes of the used driving tool (drill)
- Always switch off the driving tool and pull the power plug before maintaining the blind Riveting attachment,
  e.g. changing the nosepieces or when not in use.
  Only use the plind politing attachment as indicated in this manual for setting blind Rivets. The unit is not

for continuous, professional

designed

- · Always secure the work piece.
- Do not wear loose, clothing or jewellery.
  Tie up hair or clothing cannot get into moving parts.
- Persons with limited physical, sensorial or mental abilities are not allowed to use the unit, unless they are supervised for their safety by a qualified person or are briefed by the responsible person how to use the unit.
- Only use the blind Riveting attachment with the included nosepieces.
- Should the unit become damaged do not use it and have it repaired by a professional or contact our customer support department. Do not disassemble the unit or try repairing it yourself.
- Do not continue using the unit if it was damaged or the unit was dropped down. Please contact our customer support service.

## **Technical Data**

Model No.	SERG-H48A
Dimensions	59mm x158mm(2-11/32 x 6-3/16 inch)
Net Weight	318g=0.70 lbs
Gross Weight	368g=0.81 lbs
Nosepiece	2.4mm(3/32),3.2mm(1/8)
Nosepiece	4.0mm(5/32),4.8mm(3/16)
Hex Shank	1/4 (6.35 mm)
Cordless Drill	12V ,14.4V ,18V
Cordless Drive	12V ,14.4V ,18V
Reversible electric	Drill/Drive
Reversible pneumatic	Drill/Drive
Min. Torque Strength	11 Nm = 8 ft/lbs
Max. rpm	1,000 rpm

#### Overview

OVOIVION		
1	Hex Shank	1/4 (6.35 mm)
2	Housing	PA+GF
3	Nosepiece	2.4, 3.2, 4.0, 4.8mm
4	Sight Window	Blind Rivet Loading
5	Wrench	1PC

### Assembling and Using Before first Use

Remove the unit and the accessory out of the packaging. Keep packaging materials out of reach of children. There is risk of suffocation.

