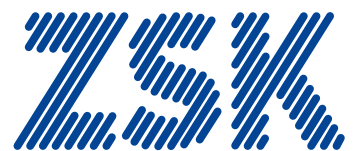


# MINIMIZES DOWNTIMES – MAXIMIZES PROFIT

BOBBIN CHANGER  
FOR FLATBED EMBROIDERY MACHINES



THE ART OF EMBROIDERY



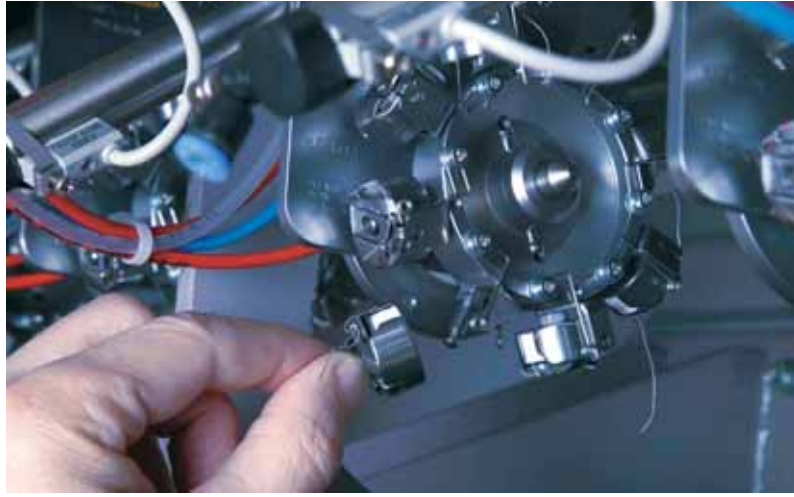
„The bobbin changer increases your productivity by up to 15 percent!“

Rolf Zieschang, Technical Development ZSK

# DON'T WASTE ANY TIME ON CHANGING BOBBINS



- The bobbin changer can be used irrespective of the number of heads, distance of heads and depth of embroidery field.
- It holds seven full bobbins and the eighth position is left for the empty bobbin.
- The safe start of the embroidery process is thus ensured irrespective of the yarn count.
- The bobbin changer is driven pneumatically. Each device includes the complete pneumatic system with maintenance unit.

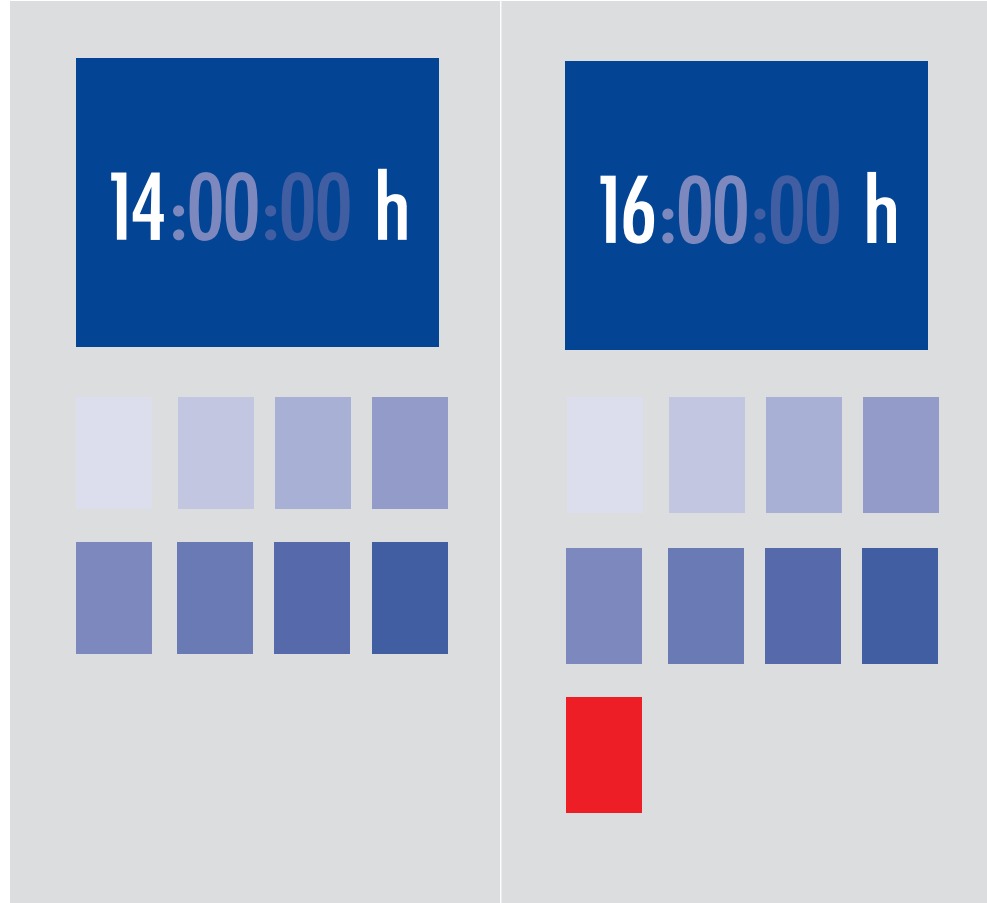


The new and proven bobbin changer system was developed in particular for the high-performance flatbed embroidery machines made by ZSK. It reduces downtimes that normally occur when changing the lower thread bobbins and increases productivity by more than 15 percent.

The magazine is designed similar to a revolver cylinder and takes 7 full bobbins. The eighth position is left for the empty reel. Bobbins can only be changed simultaneously at all heads. However, up to three bobbins can be changed during operation. But when changing the entire magazine, the machine is stopped. The costs for a second magazine can be saved. The bobbin change now takes just 15 seconds!

If the order of the bobbins in the magazine is well considered, the color of the lower thread can also be changed when changing the bobbin.

- The “revolver” is fitted with a quick-closing device and can be replaced without tool.
- Up to three bobbins can be exchanged during operation. A second magazine is thus not necessary.
- Irrespective of the number of heads, the bobbin change now takes only 15 seconds!
- Time saving and productivity increase by up to 15 percent!



## CALCULATION OF EFFICIENCY WITHOUT AND WITH BOBBIN CHANGER:

- Machine: YCF 4405
  - Embroidery: All-over in feeding operation
  - Cycle: 2 hours
  - Cycles per shift: 4 cycles
  - Shifts: 2 shifts per day
  - Bobbin change: 8 minutes by 2 employees
- **Productivity without bobbin changer:**
    - Downtime per hour: 8 minutes
    - Downtime per cycle: 2 x 8 minutes > 15 minutes
    - Downtime per shift: 4 x 15 minutes > 60 minutes
    - Downtime per day: 2 x 60 minutes > 2 hours
    - Net production time: 14 hours (downtime: 2 hours!)
    - Productivity: 8 webs
  - **Productivity when using the bobbin changer:**
    - Downtime for bobbin change: none
    - Gain of time per day: 2 hours
    - Net production time: 16 hours
    - Productivity: 9 webs
  - **Productivity increase by 15 percent!**

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