

## Hydraulic Super Stainless Steel Slug-Out™ Set

1/2" - 2" conduit size.

- Punches stainless steel up to 10-gauge (3.5 mm).
- Exclusive three-knife design splits slug into three pieces.
- Easy-to-use portable pump.
- Includes durable steel case.



Part #	Description	Weight
KSS520A	Hydraulic Super Slug-Out™ Set	35 lbs

### Set Includes:

Part #	Description	Hole	Weight	I.D. #	Part #	Description	Hole	Weight	I.D. #
KPS500	1/2" Punch	7/8"	.4 lb	1	KDS1500	1 1/2" Die	1 15/16"	2.5 lbs	10
KDS500	1/2" Die	7/8"	1 lb	2	KPS2000	2" Punch	2 3/8"	5 lbs	11
KPS750	3/4" Punch	1 3/32"	.4 lb	3	KDS2000	2" Die	2 3/8"	4.5 lbs	12
KDS750	3/4" Die	1 3/32"	1 lb	4	PH20	Hand Pump	-	5 lbs	13
KPS1000	1" Punch	1 11/32"	1 lb	5	KPR7540	Drawstud for 3/4" - 2"	-	2.5 lbs	14
KDS1000	1" Die	1 11/32"	1 lb	6	KPS50	Drawstud for 1/2"	-	.2 lb	15
KPS1250	1 1/4" Punch	1 11/16"	2 lbs	7	CH1211	12 ton Hydraulic Cylinder	-	6 lbs	16
KDS1250	1 1/4" Die	1 11/16"	2 lbs	8	H864	6' Rubber Hose Coupler	-	2 lbs	17
KPS1500	1 1/2" Punch	1 15/16"	3 lbs	9					

## Super Stainless Steel Slug-Out™ Set

1/2" - 2" conduit size.

- Punches stainless steel up to 10-gauge (3.5 mm).
- Exclusive three-knife design splits slug into three pieces.
- Rugged storage case.
- Extended punch life.



Part #	Description	Weight
KSS520	1/2" - 2" Super Stainless Steel Knockout Set	4 lbs

### Set Includes:

Part #	Description	Hole	Weight	I.D. #	Part #	Description	Hole	Weight	I.D. #
KPS500	1/2" Punch	7/8"	.4 lb	1	KPS1500	1 1/2" Punch	1 15/16"	3.5 lbs	9
KDS500	1/2" Die	7/8"	1 lb	2	KDS1500	1 1/2" Die	1 15/16"	2.5 lbs	10
KPS750	3/4" Punch	1 3/32"	.4 lb	3	KPS2000	2" Punch	2 3/8"	5 lbs	11
KDS750	3/4" Die	1 3/32"	1 lb	4	KDS2000	2" Die	2 3/8"	4.5 lbs	12
KPS1000	1" Punch	1 11/32"	1 lb	5	KPR7520	3/4" - 2" Drawstud for Hydraulic Driver	-	1 lb	13
KDS1000	1" Die	1 11/32"	1 lb	6	KSA50	1/2" Adapter	-	.3 lb	14
KPS1250	1 1/4" Punch	1 11/16"	2 lbs	7	KPS50	1/2" Drawstud	-	.2 lb	15
KDS1250	1 1/4" Die	1 11/16"	2 lbs	8	K88020	Metal Case	-	4 lbs	16

**tip:**

Use this set to expand your KOS5290 or KOS520.

