

A Card Punch, or "Pegger", is a card marking device, used to place a small bump or "blister" onto the surface of a playing card. Allowing the initiate to detect the card by means of touch.

The stainless steel **Pinpoint Pegger**, designed and made by Eoin O'Hare, has many unique features...

Extreme edge marking ability.

A visible **pin**(5), aids the user to precisely place the blister exactly where needed.

Adjustable **back-stop**(2) and **side- fence**(3), with quick-set thumb screws, gives the ability to repeat blisters in exactly the same positions, again and again.Turn the card end to end for a "mirror" of the blister. The spring loaded side-fence pivots left or right to accommodate all surface and edges of the card.

A **hold-down clip**(4), keeps the playing card away from the pin as it's placed in, and taken out of, the pegger.

Setting the Pin Depth

Loosen the two screws in the **pin holder**(I) using the 2mm hex key. Place a 26mm length pin into the pin holder aligning the pin on the slit between the two screws. **Fig.A**

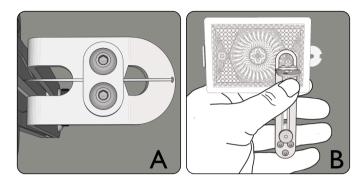
Slowly tighten the two screws until the holder just makes contact with the pin, (too tight and you won't be able to adjust the pin), you want it so that with a little effort, you can move the pin along the slit.

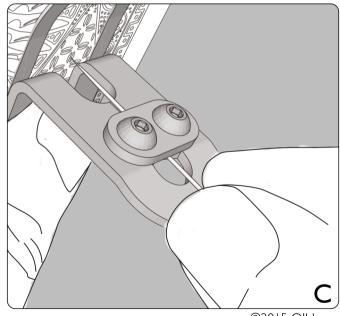
Now, place a playing card into the Pegger and with the thumb of one hand press down fully on the Pegger's arm until it stops. **Fig.B**

While the Pegger's arm is in this position the other hand's first finger and thumb, cautiously presses down on the pin's head, until the pin begins to penetrate the card's surface. **Fig.C**

When you reach the required depth, stop, and tighten the two holder screws.

Don't pierce the playing card. A more durable and less visible blister, is one that creates a slight bump only.





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