

## MitreNailer® DoubleShooter® High Production Joiner

STRONG  
TIGHT  
CORNERS



MitreNailer™



**The DoubleShooter from MitreNailer has been the industry standard USA made production joiner since 1981. High production, multiple-fastener types, heavy duty construction make this the machine of choice for the volume producer.**

### Features of the DoubleShooter

#### Fast and reliable

Nails 2 position corners in about 1 second. 4 nailing positions with optional Multi-Shooter kit. Commercial quality, designed for heavy repetitive production use.

#### Change fastener types in a minute!

Our unique system allows you to change from our MicroCorr corrugated nails to v-shaped nails, in about a minute. Allows operators to use MicroCorr nails on hardwoods and MDF and v-nails on softwoods., medium-hard wood, and plastics.

#### Adjustable hold downs and inside-clamp jaws

Multiple sizes and styles of hold-downs and inside-clamp jaws means you will always be able to hold material securely.

#### Available in fixed bench top or pivoting stand versions

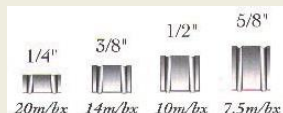
The MitreMate stand adjusts so machine can be operated flat, at any angle or inverted with assisted raising.

#### Options

- Press Tool for v-nails
- Multi-Shooter kit - for nailing in 3 or 4 positions
- 6 sided frame attachment
- 8 sided frame attachment
- Multiple top and inside-clamp jaws available

**MicroCorr® corrugated nails from MitreNailer® draw the material together to make STRONG, TIGHT CORNERS!**

MicroCorr® corrugated fasteners actually draw uneven or miscut materials together and create a joint with exceptional strength. Hardwoods, softwoods and MDF are joined with equal ease. Available 6, 10, 12, & 15mm (1/4", 3/8", 1/2" & 5/8") sizes, most available in Regular & Hardwood versions.



#### Material Capacity

Width	1/2" - 4 1/4"
Height	3/8" - 3 1/2"
Minimum frame size	4" x 5"
without front clamps	3" x 5"

#### Dimensions

Depth	
Width	
Height	
Weight (lbs.)	

#### Bench Model

20"
12"
38"
120

#### Floor Model

38"
18 1/2"
68"
170