

## Springmaker (Coiler) - 616.280.010

The following schedule of work experience is intended as a guide. It need not be followed in any particular sequence, and it is understood that some adjustments may be necessary in the hours allotted for different work experience. In all cases, the apprentice is to receive sufficient experience to become fully competent and use good workmanship in all work processes which are a part of the trade. The apprentice will be fully instructed in safety and OSHA requirements.

1. LEARNING TO OPERATE (500 Hours)
  - a. Familiarization with drawings
  - b. Familiarization with gauges
  - c. Familiarization with micrometers & scales
  - d. Familiarization with shadow graph
  - e. Familiarization with load testing units
  - f. Familiarization with straightening wire
  - g. Familiarization with different types and sizes of wire
  
2. LEARNING TO OPERATE AUXILIARY MACHINE (2724 Hours)
  - a. Lathes
  - b. Drill Press
  - c. Miller
  - d. Grinder
  - e. Hardening
  - f. Shaper or Bridgeport
  
3. HOW TO MAKE TOOLS (1000 Hours)
  - a. Simple straight arbors
  - b. Across center arbors
  - c. With secondary bends
  - d. Right & left hand
  - e. Hardening
  - f. Guides
  
4. SET-UP (1,000 Hours)
  - a. Feeding wire and setting feed
  - b. Setting for correct hand
  - c. Setting pitch
  - d. Setting number of turns
  - e. Setting front and back legs
  - f. Setting cutoff
  - g. Setting secondary bends on front & sides
  - h. Auxiliary feed and gearing

5. TROUBLE SHOOTING AND SPECIAL WIRE SET-UP (200 Hours)

6. RELATED INSTRUCTION (576 Hours)

**TOTAL - 6000 Hours**

**RELATED SCHEDULE**

Mechanical Drawing & Shop Sketching

Elementary Physics

Science of Metal (Metallurgy)

Trade Science

Blueprint Reading

Mathematics

Economics & Safety

First Aid

**WAGE SCHEDULE**

0 - 1000	Hours	_____
1001 - 2000	Hours	_____
2001 - 3000	Hours	_____
3001 - 4000	Hours	_____
4001 - 5000	Hours	_____
5001 - 6000	Hours	_____
Journeyman	Rate	_____