

intimus 1000 | 2000 | 3000 At the Desk

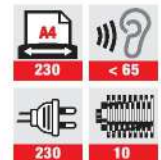
Professional Data Shredders – a Synthesis of Technology, Performance and Design. All intimus® shredders are built from durable, precision engineered, high-performance components, designed for a long life of high volume usage. The product range covers all requirements from day-to-day office use up to High Security Shredding machines in use for destruction of classified material in line with all current legal requirements such as DIN 66399 or NSA 02/01. intimus® shredders carry various features which make them unique in user-friendliness and operating efficiency.

- intimus 1000 and 2000: Easy and comfortable operation with slide switch – On / Off control via light barrier
- intimus 3000: Easy and comfortable operation with push button for Forward and Reverse – further Auto-Reverse function in case of paper jam. Push button for power safety and electronic “bin full” indicator



All models:

- LED control display
- Removable catchbasket
- Mounted on rollers for flexible use



Model	Shred size		Security level DIN 66 399		Shredding capacity* sheets		Cutting speed m/s	Throughput** sheets/min		Also shreds:					
	mm	I	P	F O T H E	70 g/m ²	80 g/m ²		70 g/m ²	80 g/m ²	U	⊗	☐	☑		
1000 S	4	21	1-2	2	- - 2*	- -	12	11	0.04	121	111	✓	-	✓	-
1000 C	3.8 x 48	21	1-2	3	1 2 3*	- -	9	8	0.05	73	65	✓	-	✓	-
2000 S	4	31	1-2	2	- 1 2*	- -	16	15	0.04	162	152	✓	✓	✓	-
2000 C	3.8 x 48	31	1-2	3	1 2 3*	- -	12	11	0.05	97	89	✓	✓	✓	-
3000 S	4	39	2-4	2	- 1 2*	- -	22	21	0.03	133	127	✓	✓	✓	-
3000 C	3.8 x 48	39	2-4	3	1 2 3*	- -	16	15	0.03	97	91	✓	✓	✓	-

* only floppy disks / ID cards

Optional Equipment	Packing unit	Art. No.	Shredder oil for C-models	Packing unit	Art. No.
PE bags intimus 1000, 2000 and 3000	50 pieces	99925	Bottle at 110 ml	6 bottles	88035

* based on 70 g/m² A4 paper. Sheet capacities vary depending on quality, weight, grain of paper and sufficient power supply. It may be lower if the voltage is below the rated/nominal value.

** theoretical average performance paper/min