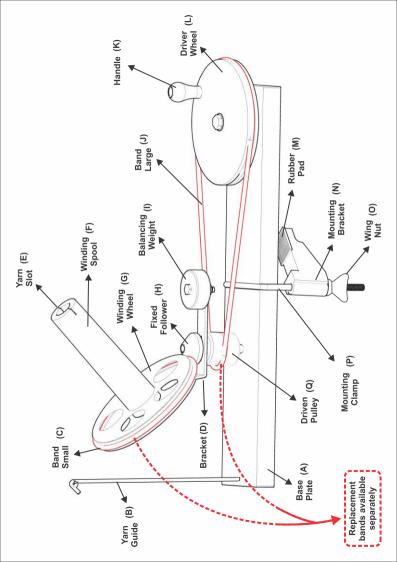


MEGA BALL WINDER

Assembly and Operating Instructions



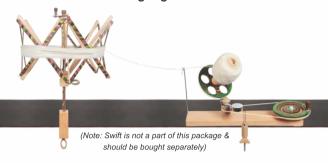
www.knitpro.eu



Important: Please release the Large Band (J) from the Driver Wheel (L) when the ball winder is not in use. This will enhance the life of the band or it may get stretched, causing the winder to slip while winding.

- Clamp the ball winder on to a flat surface preferably a table or desk etc. and fasten it using the wing nut (O) in order to operate properly.
- Place the Large Band (J) around the Driver Wheel
 (L) and driven pulley (Q).
- 3) Thread the yarn through the yarn guide and tuck into the yarn slot (E) on top of the winding spool (F).
- 4) To start winding the ball, slowly rotate the Driver Wheel (L) three to four times using the handle (K). Once the winding becomes stable, you can gradually increase the speed.
- 5) When finished winding, remove the ball of yarn gently by pushing it to the top of the winding spool (F). The ball can either be used as a center pull or outer pull, as per your convenience.

Please ensure the following to get the desired results:



The yarn should flow from an unrestricted source such as umbrella swift as it feeds through the yarn guide onto the ball winder.

The yarn should be under a consistent tension, running through your fingers, as it winds onto the ball winder.

Winding too fast may cause the Swift to get ahead of the ball winder so when the Ball winder catches up, the increased tension will pull the yarn off the ball and as a result the yarn ball can get mis-shapen. Under these circumstances, please slow down the winding speed and hold the yarn tighter to increase tension

Make sure that the Swift turns freely when feeding any skein of yarn to the ball winder. Any tugging, especially with slippery yarns, will pull the yarn off the ball being formed on the winder.

To wind a large ball, start winding halfway down the winding spool, holding the yarn steady in the same position within the metal yarn guide winding at a slow, steady speed maintaining an even tension on the yarn.

(For best results, use with KnitPro Swift)