INSTRUCTION BOOK

MEMORY CRAFT 6000

INTRODUCTION

We welcome you as a proud new owner of Memory Craft machine. The advanced technology incorporated into the Memory Craft will make sewing easier and more pleasurable than you ever dreamed possible.

This instruction book will acquaint you with the basic operation and the many, new and exciting features found on your Memory Craft.

TABLE OF CONTENTS

SECTION I ESSENTIAL PARTS

Names of Parts 4
Foot Storage Compartment 5
Accessory Storage Box 6

SECTION II GETTING READY TO SEW

Connecting the Machine to the Power Supply 7
Winding the Bobbin . . . . . 8~10
- Horizontal Spool Pin 8
- Additional Spool Pin 8
- Removing the Bobbin 8
- Threading the Bobbin Winder 9
- Inserting the Bobbin 10

Threading the Machine . . . . . 10~11
Needle Threader . . . . . 12~13
- Drawing Up the Needle Thread 13

Selecting Patterns in Mode I 14
Selecting Patterns in Mode II or III . . . . . 14~15
Programming Buttons and Manual Knobs . . . . . 16~17
- Programming Buttons 16
- Manual Knobs . . . . . 16~17

SECTION III STRAIGHT STITCHING

Straight Seam 18
Cutting Threads 18
Securing Seams 19
- Reverse Button 19
- Auto-Lock Button 19

Lock-a-Matic Seam 20
Up/Down Needle Position 21
Sewing on Heavy Fabrics 21

SECTION IV SEWING BASICS

Selecting Needle and Thread 22
Changing Needles 23
Balancing Needle Thread Tension 24
Adjusting Bobbin Tension 25
Sewing Light 26
Slow Speed Button 2
To Snap On and Snap Off the Presser Foot 27
- To Snap On the Zipper Foot 27

Drop Feed 28
Pressure Dial 28
To Remove and Attach the Foot Holder 28

SECTION V UTILITY STITCHING

Top Stitching 29
- Edge Stitching 29

Saddle Stitch 30
Outline Stretch Stitch 31
Triple Strength Stitch 31
Straight Stitch Gathering 32
- Automatic Gathering 32

Gathering with a Zigzag Stitch 33
Elastic Casings 33
Basting 34
Overcasting 3
- Zigzag Overcast 34
- Double Edge Zigzag 35
- Overlock Stitch 35

Overdge Seam 36
Knit Stitch 36
Multiple Zigzag Stitch 37
- Mending and Patches 37
- Bar Tacks 37

Feather Stitch 38
Blind Stitch Hemming 39

Rolled Hem 40
Zipper Sewing . . . . . 41~43
Buttonholes . . . . . 44~46
Adjustment of Buttonhole Stitch Density 47
Corded Buttonhole 48
Sewing Buttons and Snaps 49
Quick-Darn 50
- Darning Small Rips 51
- Adjusting Evenness of Darning 51

SECTION VI AUTOMATIC MACHINE EMBROIDERY

Memory Lock Patterns 52
To Reduce the Patterns 53
Memory Lock Alphabet and Numbers 54
Craft Patterns 55
Combining Patterns 56
Single Design Placement 57
Evenly Matched Rows 58
- Block Designs 58

Elongated Satin Stitching 59
Sculpture Stitch 60
Sand Stitch 60
Shading Stitches 61
Cross Stitch 62
To Adjust Distorted Pattern 63
To Adjust Distorted Letters or Numbers 64
Test Sewing Pattern Combinations 65
Correcting Pattern Combinations 66
Editing Pattern Combinations 66
Correcting Pattern Combinations in Editing 67
- To Delete and Add Patterns 67
- To Delete Patterns Without Adding 67
- To Add Patterns Without Deleting 67

SECTION VII DECORATIVE STITCHING TECHNIQUES

Twin Needle Stitching 68
Pintucking 69
Scallop Hems 70
- Edging 70

Applique . . . . . 71~72
- Blanket Stitch 71
- With Satin Stitch 71
- With Shading Stitches 72
- With Satin Blanket Stitch 72

Fagoting 72
Quilting 73
- Bartack Quilting 73

Smocking 74
Shell Tuck 75
Lace Work 75
Cut Work 76
Cording 77
- Single Cording 77
- Triple Cording 77

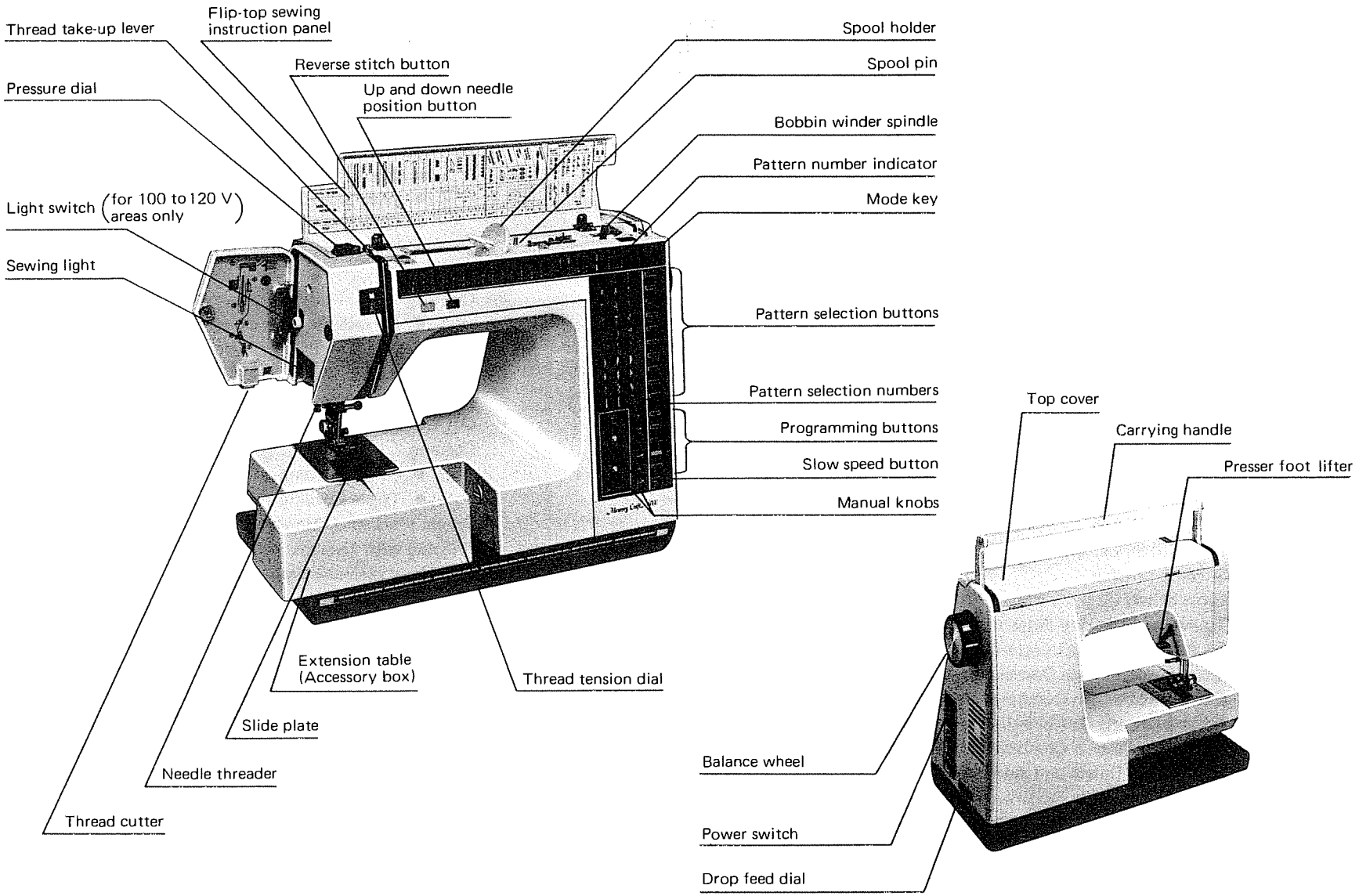
Drawn Work and Fringing 78
Fringing with Threads 79
Free Hand Machine Embroidery 80
- Make a Practice Sample . . . . . 80~81
- Embroidery Foot 81

SECTION VIII CARE OF YOUR MACHINE

Cleaning the Bobbin Holder 82
Cleaning the Hook Race 83
Replacing the Bobbin Holder 83
Trouble Shooting . . . . . 84~86

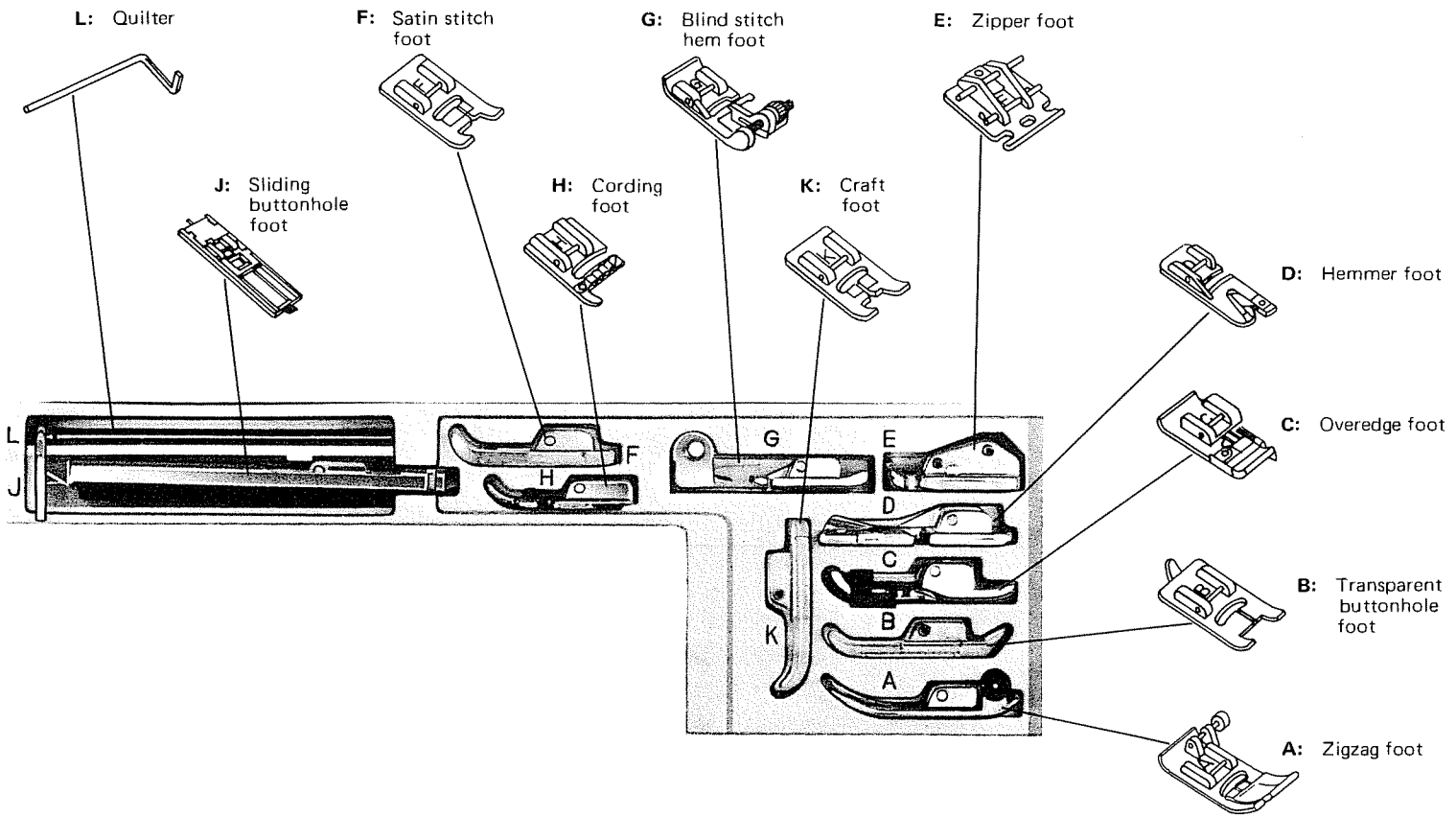
INDEX . . . . . 87~88

Names of Parts



Foot Storage Compartment

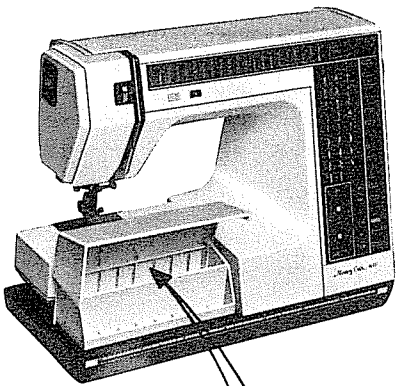
Each presser foot and pocket is lettered for easy identification and storage. To achieve optimum sewing results, use the foot recommended for each sewing technique.



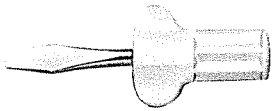
* Special overcast foot M and Embroidery foot are located in the accessory box.

Accessory Storage Box

The extension table provides added sewing surface and can be easily removed for free arm sewing by sliding it to the left.
Sewing children's clothes, mending and hemming trousers and attaching sleeve and cuffs are easier with the free arm.
Sewing accessories are conveniently located under the lid.



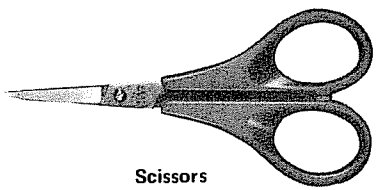
Seam Ripper



Large Screwdriver

Small Screwdriver

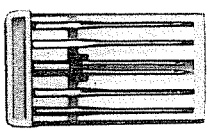
Lint Brush



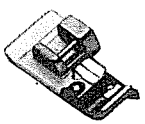
Scissors

Additional Spool Pin

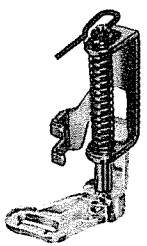
Bobbin



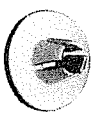
Needle Case



M: Special Overcast Foot



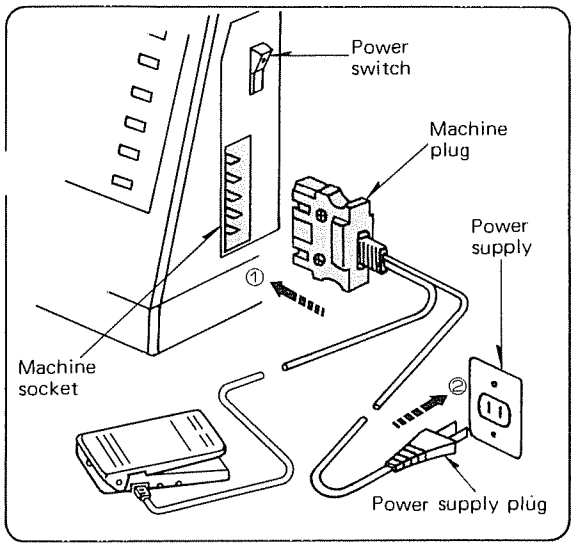
Embroidery Foot



Spool Holder

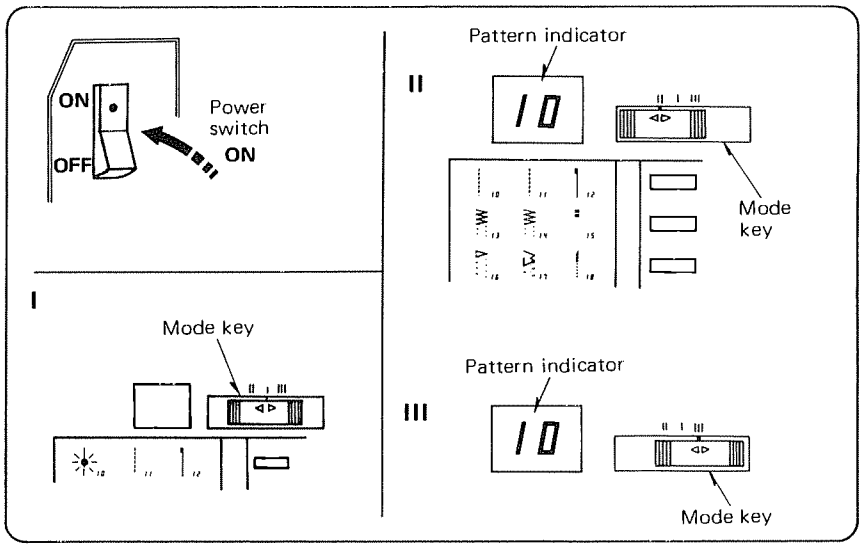
Spool Pin Felt

Connecting the Machine to the Power Supply



Before connecting the power, make sure the voltage and number of cycles shown on the right end of the machine conform to your electrical power.

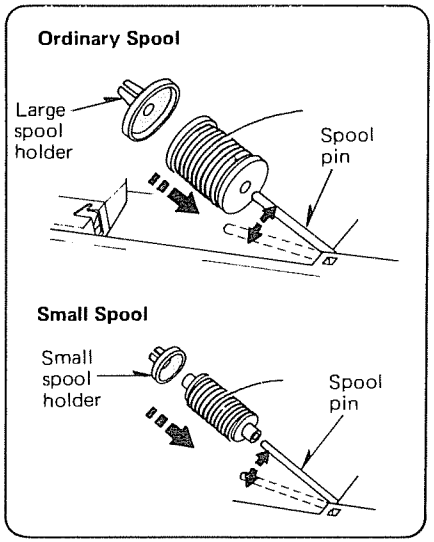
Switch off the power, fit the nonreversible plug into the machine socket and plug the machine into the power supply.



Switch on the power. A red signal will appear under pattern 10 in Mode **I**. When the power is turned on in Mode **II** or **III**, the number 10 appears in the pattern indicator.

Winding the Bobbin

Horizontal Spool Pin

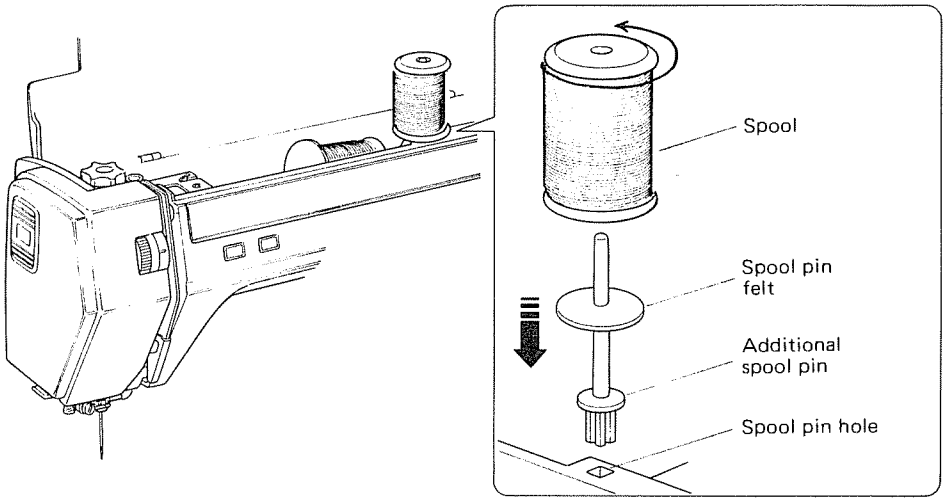


Lift up the spool pin. Place the spool of thread on the holder with the thread comming off the spool as shown.

Attach the large spool holder pressing it firmly against the thread spool.

* The small spool holder is used with narrow or small thread spools.

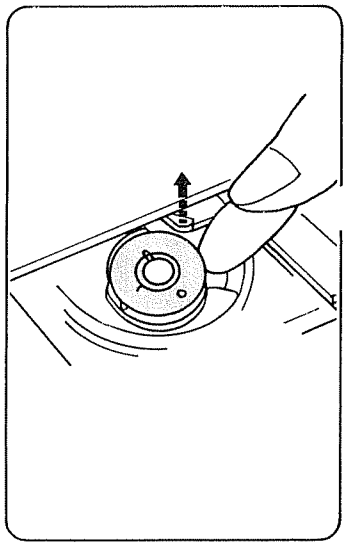
Additional Spool Pin



The additional spool pin is for twin needle sewing and can be also used to wind extra bobbins without unthreading the machine.

To use, insert the additional spool pin in the hole. Place the felt and the spool on the pin.

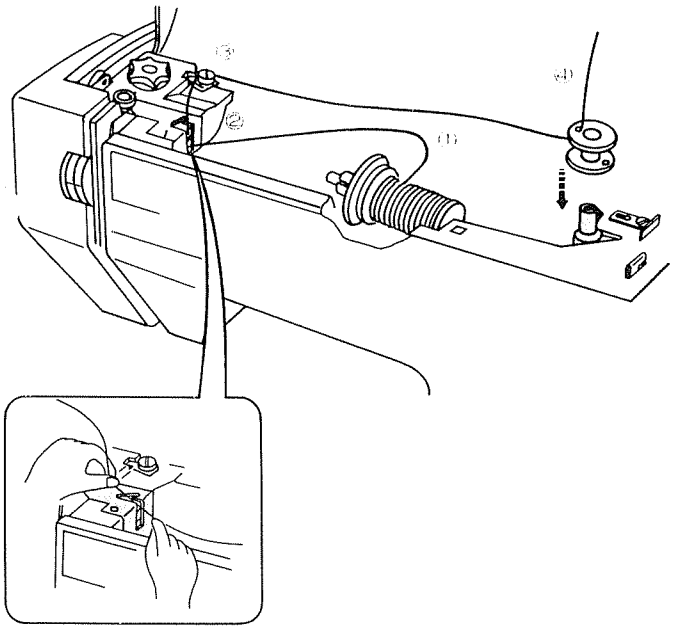
Removing the Bobbin



Gently push down the slide plate and pull it out onto the extension table.

Lift out the bobbin.

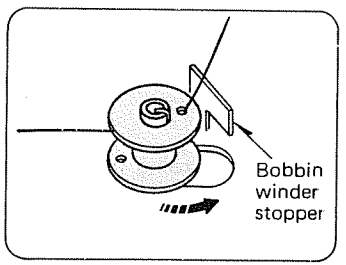
Threading the Bobbin Winder



Hold the upper thread with your both hands as shown (2) and press it downwards against the hook until it comes down under the hook.

Guide the thread around the bobbin winder thread guide (3).
Insert the thread through the hole in the bobbin, threading from the inside to the outside (4).

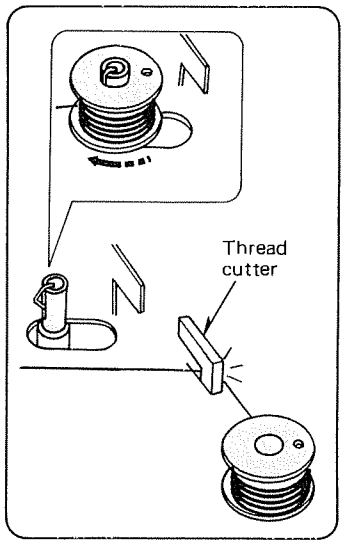
Put the bobbin on the bobbin winder spindle, and push it to the right.



With the free end of the thread held in your hand, depress the foot control.

Stop the machine when it has made a few turns, and cut the thread close to the hole in the bobbin.

Depress the foot control again. When the bobbin is fully wound, it will stop automatically.

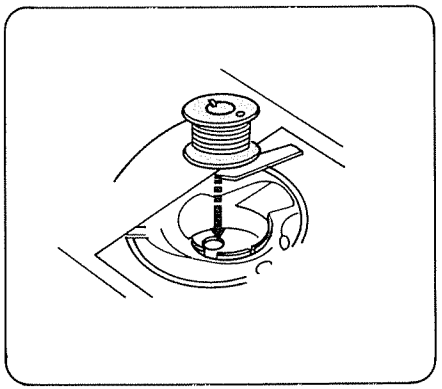


Return the bobbin winder to its original position by moving the spindle to the left, and cut the thread as shown.

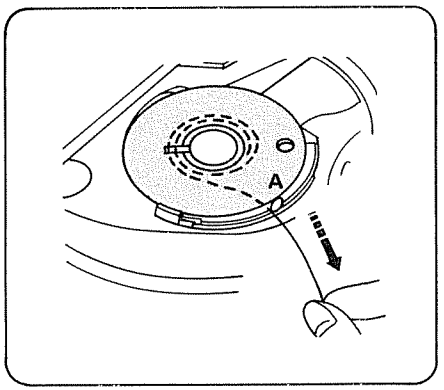
* The machine will not sew until the spindle is in the left position.

Threading the Machine

Inserting the Bobbin

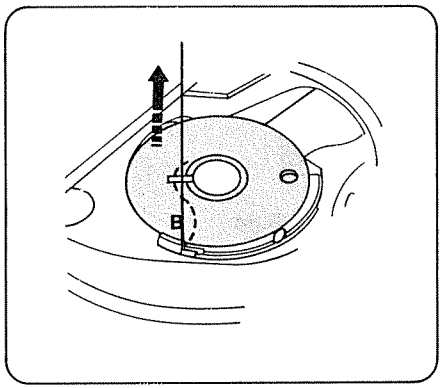


Place the bobbin in the bobbin holder with the thread running counter-clockwise.



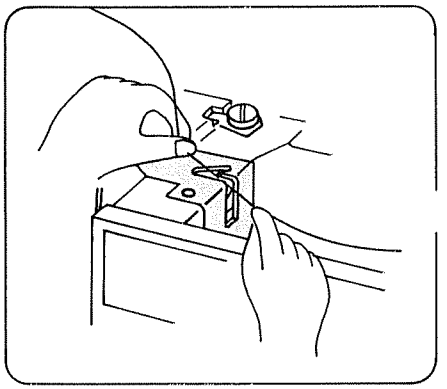
Guide the thread into the notch **A** on the front side of the bobbin holder.

Draw the thread to the left sliding it between the tension spring blades.



Continue to draw lightly on the thread until the thread slips into notch **B**.

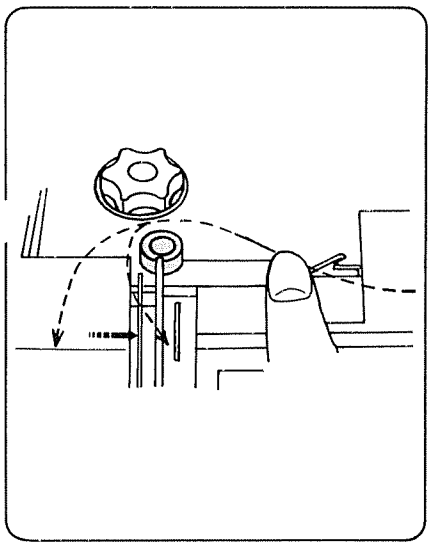
Pull out about 15 cm (6") of thread and replace the slide plate.

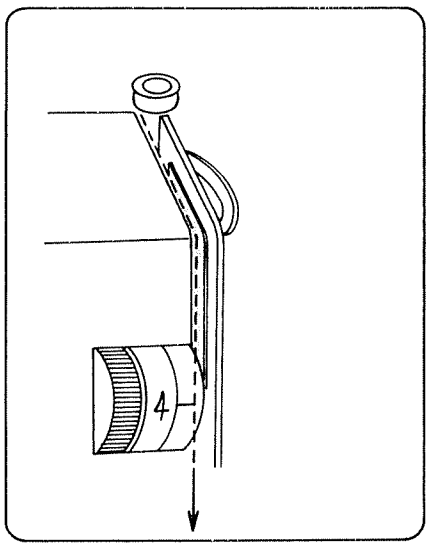


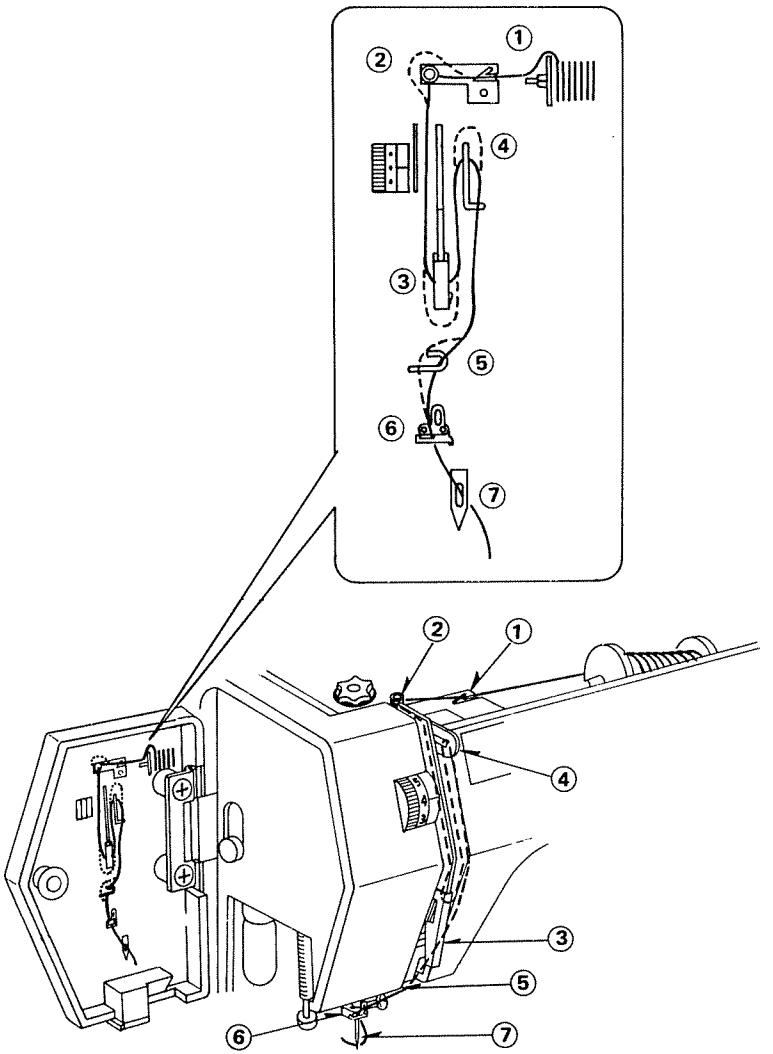
Lift up the presser foot.

Open the top cover and place the spool of thread on the spool pin. (See page 8)

① Pass the thread through the top cover thread guide.







② Draw the thread around the thread guide and down into the tension.

③ Then down around the check spring holder.

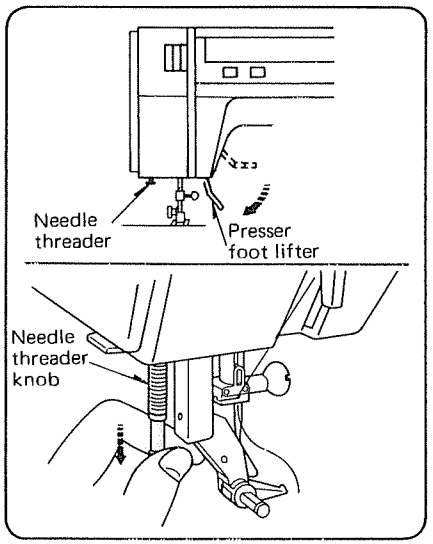
④ Firmly draw the thread from left to right over the take-up lever spring and down into the take-up lever eye.

⑤ Then down through the lower thread guide.

⑥ Slide the thread behind the needle bar thread guide on the left.

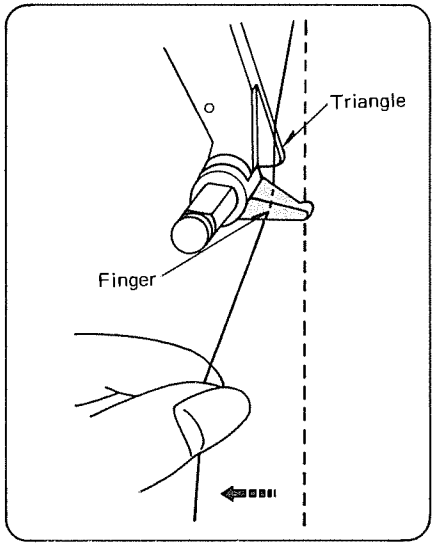
⑦ Thread the needle from front to back or use the needle threader. (See pages 12 and 13.)

Needle Threader

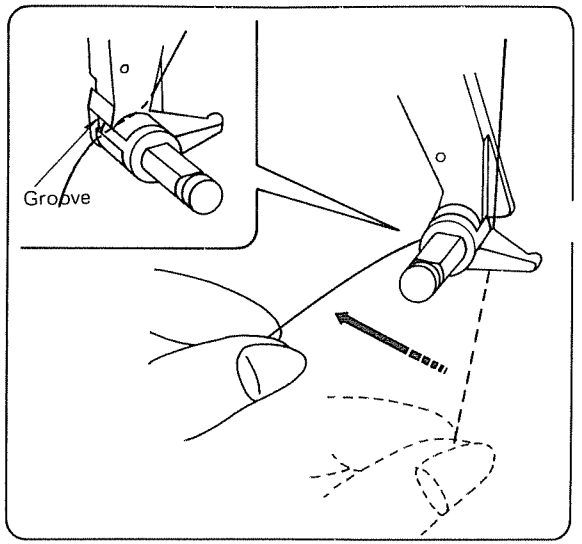


Pull out 15 cm (6") of thread. Lower the foot and raise the needle to the highest position by pressing the needle position button twice.

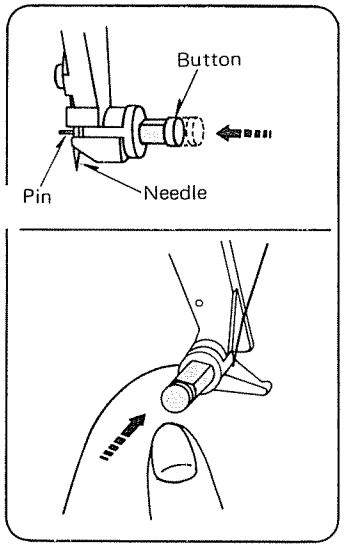
Pull the needle threader knob down as far as it will go.

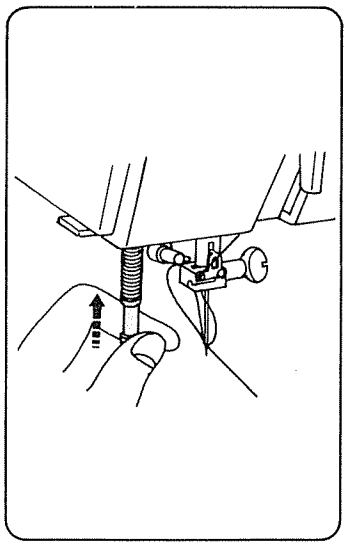


Pass the thread between the finger and the triangle as illustrated.



Draw the thread to the left into the groove.





Gently push the button.

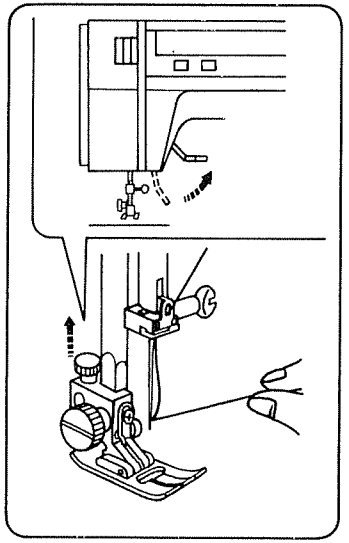
The pin will push the thread through though the needle eye forming a loop. If the pin does not go through the needle hole, reposition the threader.

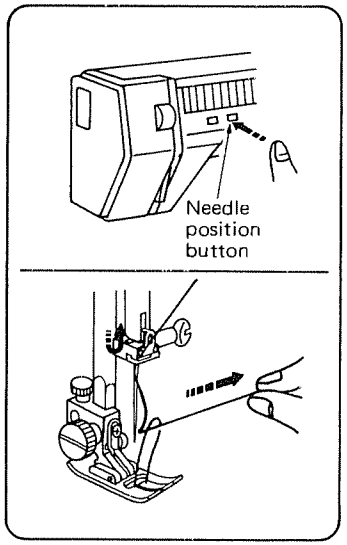
Raise the knob slowly.

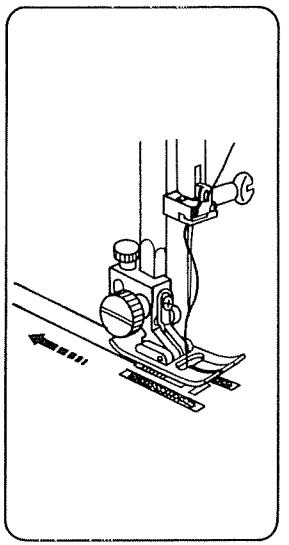
ull the free end of thread through the needle hole.

* The needle threader can be used with number 11, 14, 16, and blue tipped needle.

Drawing Up the Needle Thread







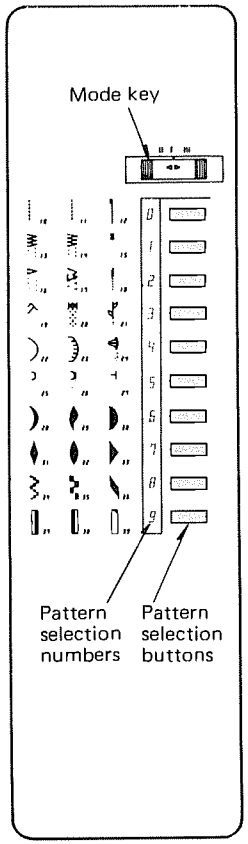
Hold the needle thread lightly with your left hand. Press the needle position button twice to pick up the bobbin thread.

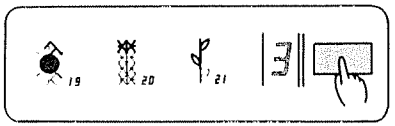
Draw up the needle thread forming a loop of bobbin thread.

Slide 15 cm (6") of both threads to the rear under the presser foot.

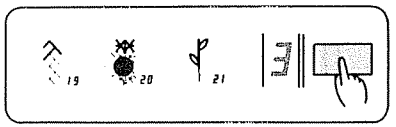
Selecting Patterns in Mode I

In Mode I, press the pattern selection buttons at the end of the row once, twice or three times to select a pattern. A red signal indicates the pattern chosen. Stitch length, stitch width and sewing speed are automatically programmed for each pattern.

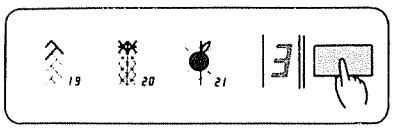




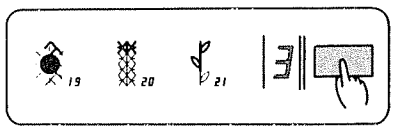
Press the button once for pattern 19.



Press the button twice for pattern 20.



Press the button three times for pattern 21.

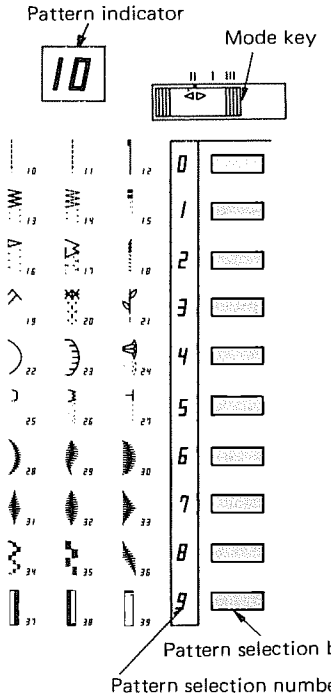


When the button is pressed the fourth time, pattern 19 is selected again.

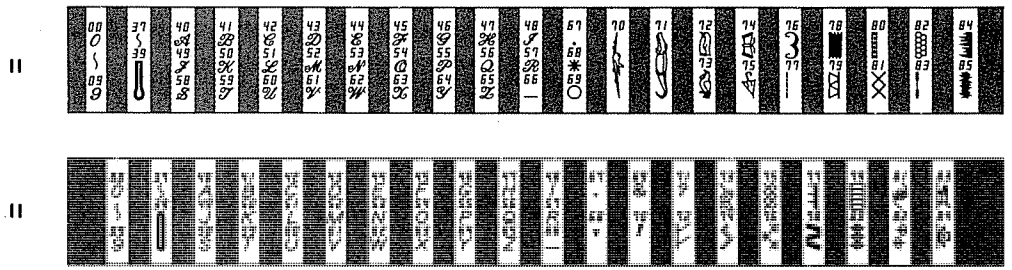
* In Mode I, pattern numbers do not appear in the pattern indicator.

Selecting Patterns in Mode II or III

When the Mode key is set at II or III, number 10 appears in the pattern indicator and the pattern selection numbers 0 to 9 appear in red. Patterns are selected by pressing the buttons next to the appropriate lighted numbers.

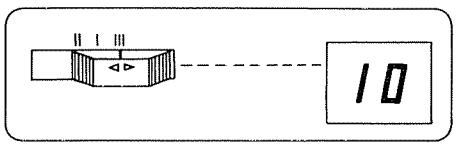


* Patterns are selected by pressing the buttons next to the appropriate lighted numbers.

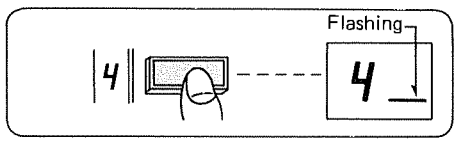


* Each pattern in Mode II and III is automatically programmed for stitch length, stitch width and sewing speed.

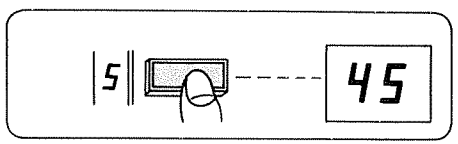
* When the pattern indicator is flashing, the machine will not sew. Select the number properly.



To sew pattern 45 in Mode III, select Mode III. (Automatically pattern indicator shows 10.)



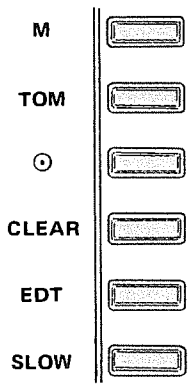
Press number 4 pattern selection button. Number 4 and a flashing line appear in the pattern indicator.



Press number 5 pattern selection button. Number 45 appears and you're ready to sew the letter F.

Programming Buttons and Manual Knobs

Programming Buttons



M — Memory: Memorizes up to 7 patterns in Mode I and up to 31 patterns in Mode II and III.

TOM — Turn-Over Memory: Memorizes patterns in a mirror image. Memorizes letters and numbers in two thirds size.

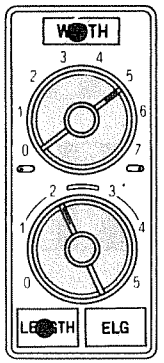
⊙ — Auto-Lock: Sews six locking stitches then automatically stops machine.

CLEAR — Clear: Deletes patterns or cancels programming.

EDT — Editing: Pattern combination can be checked and corrected before sewing.

SLOW — Slow Speed: Decreases sewing speed.

Manual Knobs



Manual stitch width knob: Overrides programmed settings on red signal.

Manual stitch length knob: Overrides programmed settings on red signal.

Elongator: Yellow signal elongates satin stitch patterns 28 to 36 in Mode I.

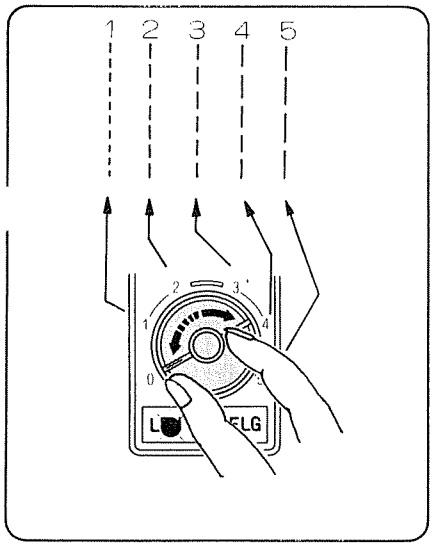
The programmed stitch width and stitch length settings will be suitable for most of your sewing needs; however, you can change the programmed settings to accommodate different fabric characteristics or achieve a desired effect.

When you press the manual stitch width or stitch length knob, a red signal is activated. Turn the knob to the desired setting.

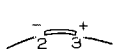
To return to the programmed stitch width and/or length, press the knob a second time. The red signal will disappear.

Selecting a different pattern will also deactivate the manual knobs.

Manual Stitch Length Knob

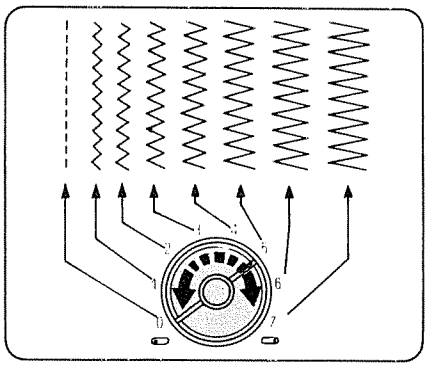


The higher the number, the longer the stitch length. As a general rule, use the programmed stitch length as it is suitable for most fabrics. You may want to lengthen your stitch to "4" or "5" for topstitching and very thick fabrics. To reinforce corners and when sewing very light fabrics, set the length around "2".

The  symbol indicates the range of adjustment for buttonholes.

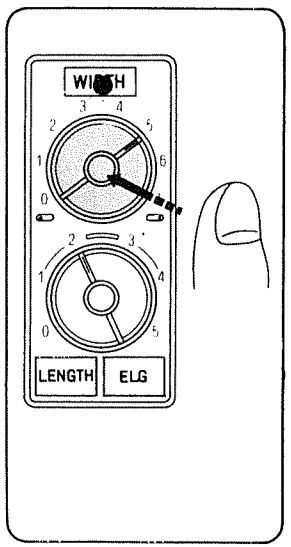
See page 59 to sew elongated patterns with the yellow signal.

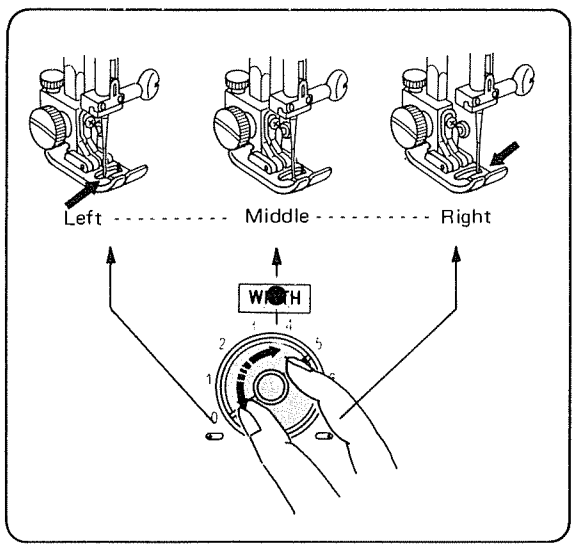
Manual Stitch Width Knob



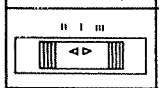
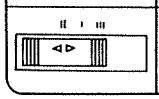
The higher the number the wider the stitch width. The Memory Craft will sew a 7 mm (1/4") wide zigzag.

Infinite Needle Position



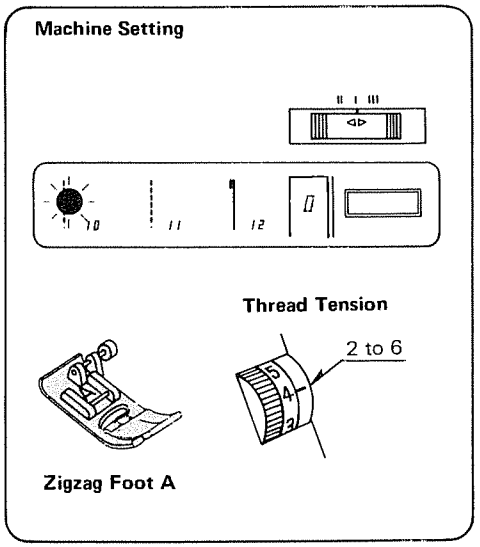


When the patterns listed below are selected and the manual stitch width knob is activated, you can move the needle to any position desired.

Mode Key	Pattern Number			
	10	11	12	15
	77	80	83	

To sew a 7 mm (1/4") seam, press the manual stitch width activating the red signal and set at "5". Guide foot A next to the fabric edge.

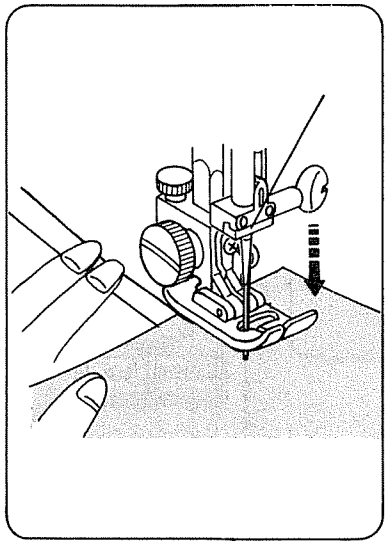
Straight Seam

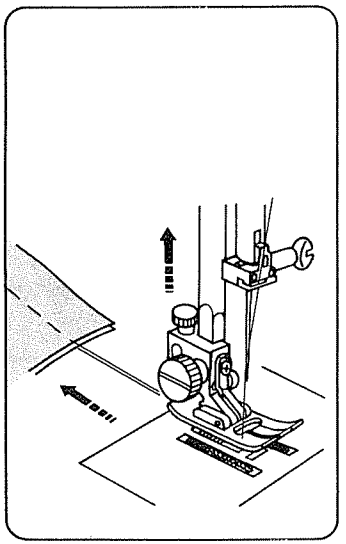


When the machine is turned on, it's automatically programmed to sew a straight stitch in pattern 10.

In Mode I, a red signal appears under pattern 10.

In Mode II or III the number 10 appears in the pattern indicator.





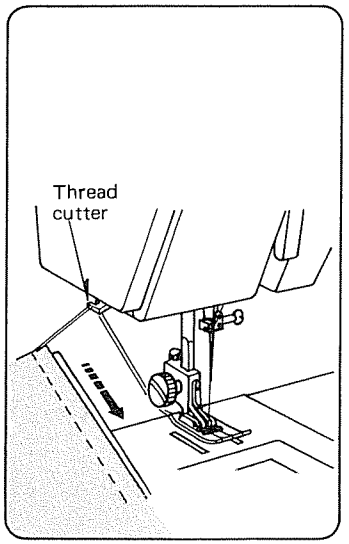
Raise the presser foot and position the fabric next to a stitching guide line on the needle plate.

Lower the presser foot and smooth the threads toward the back. Depress the foot control.

Gently guide the fabric along the guide line letting the fabric feed naturally.

When you stop sewing, the needle will automatically rise to its highest position so your fabric can be easily removed.

Cutting Threads



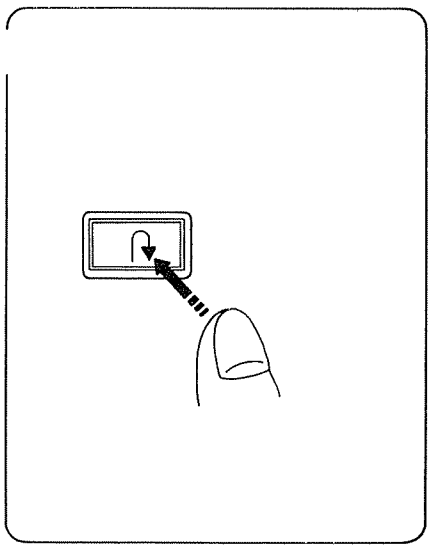
Raise the presser foot and remove the fabric, drawing the threads to the back and over the thread cutter.

The threads are cut the proper length for starting the next seam.

Securing Seams

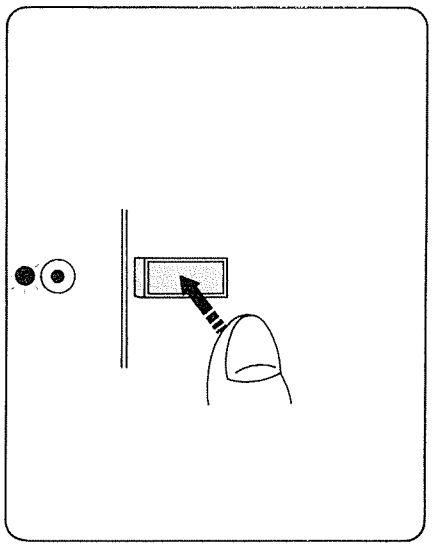
Seams can be secured with the auto-lock stitch or the reverse stitch. Use the auto-lock for quickness and ease; use the reverse stitch when strength is necessary.

Reverse Button



Press the reverse button and hold it in place while sewing several stitches to firmly secure areas such as seams in backpacks and top edges of pockets.

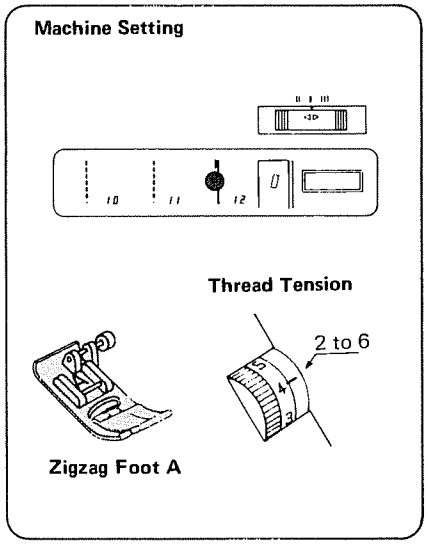
Auto-Lock Button



When this button is pushed, the red signal next to it will light. The machine will take six locking stitches in place and stop. The red signal will then return to the pattern originally selected.

The auto-lock is especially convenient when securing seams in delicate fabrics, locking your decorative patterns and eliminating unsightly back tacking when topstitching.

Lock-a-Matic Seam

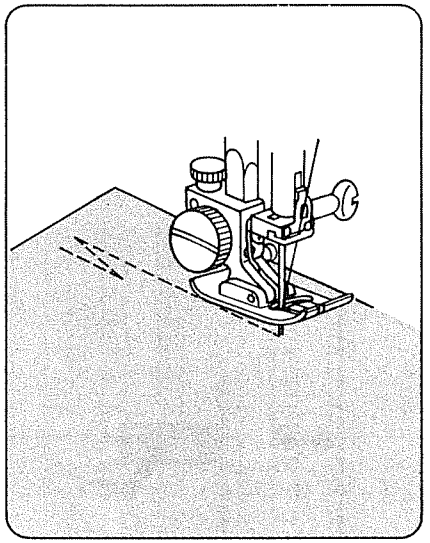


For general sewing, the lock-a-matic stitch is the fastest way to sew and secure a seam.

It is programmed to automatically sew reverse stitches at the beginning and when reverse stitch button is pressed at the end of a seam.

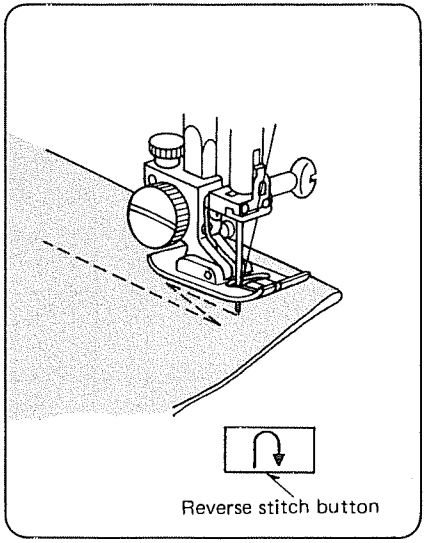
Seams are sewn quickly and securely.

You'll find this stitch a great convenience.



Lower the needle close to the top edge of the fabric.

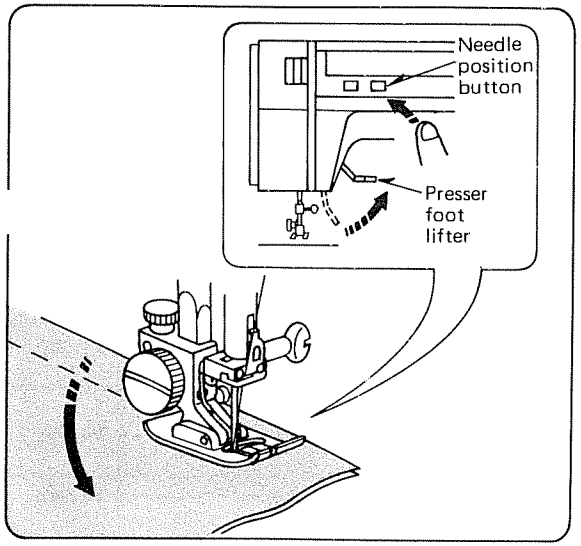
The machine will sew four stitches forward, four stitches in reverse then continue sewing forward.



When you reach the lower edge of the fabric, touch the reverse button.

The machine will sew four reverse stitches, four forward stitches, then stop sewing.

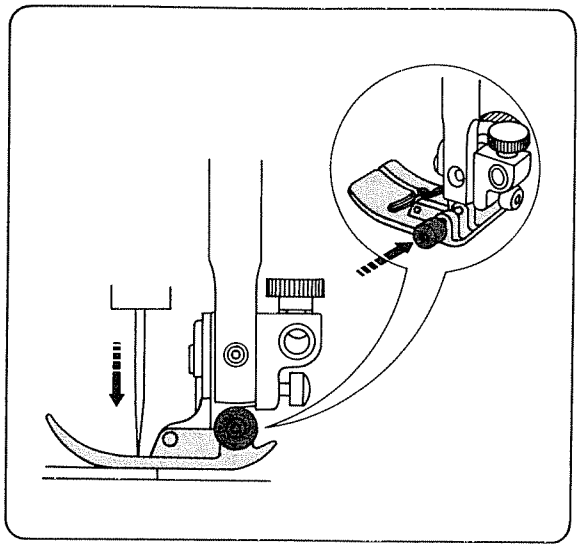
Up/Down Needle Position



If you want your needle to remain in the fabric when you stop sewing, touch the needle position button once.

Use this feature when pivoting, machine embroidering and sewing long continuous seams.

Sewing on Heavy Fabrics



The black button on foot A locks the foot in a horizontal position when held in before lowering the presser foot. This provides even feeding at the beginning of seams and helps when sewing from three layers to 12 layers of fabric such as sewing over welt seams when hemming jeans.

When you reach the point where the layers increase, lower the needle, raise the presser foot and hold in the black button. Lower the foot and continue sewing.

When the presser foot lifter is in the up position, an extra push upwards provides you with an extra high lift allowing you to slide in bulkev fabrics with ease.

Selecting Needle and Thread

For general sewing use needle sizes 11 and 14. A fine thread and needle is used for sewing light weight fabrics, so fabric will not be marred. Heavy fabrics require a needle large enough to pierce the fabric without fraying the needle thread.

In your needle case you will find one size 14, two size 11's, one blue tipped needle and one twin needle. Use the blue tipped needle to eliminate skipped stitches when sewing knits and synthetic fabrics.

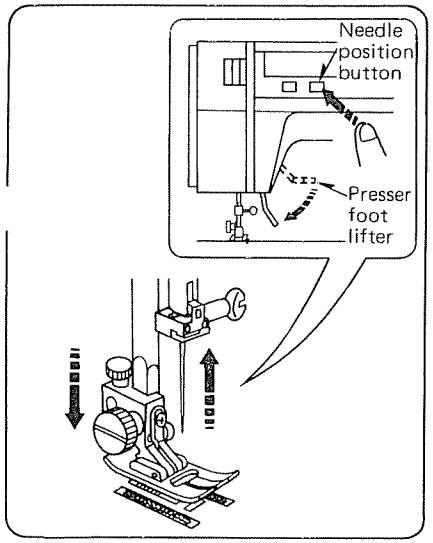
There are also specialty needles available from your sewing machine dealer. A denim needle with a sharp tip is used to effectively pierce dense fabrics such as denim and canvas. For topstitching, a special topstitching needle with a larger eye accommodates heavier weights of thread. Leather needles punch tiny holes in leather and suede allowing the thread to follow through the hole.

Check your needles frequently for barbed or blunted points. Snags and runs in knits, fine silks and silk-like fabrics are permanent and are almost always caused by a damaged needle.

Always purchase a good quality thread. It should resist tangling and be strong, smooth and consistent in thickness.

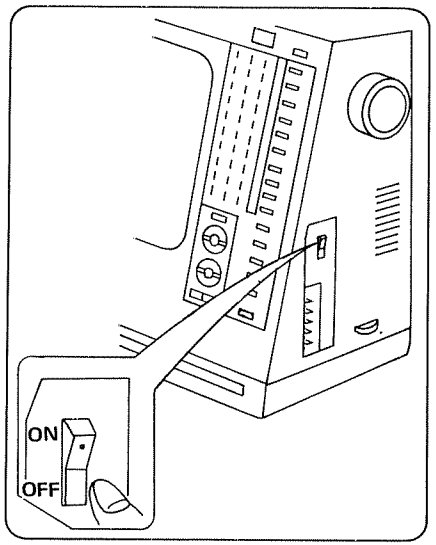
WEIGHT	FABRIC	TYPE OF NEEDLE	NEEDLE SIZE
Very Light	Chiffon, Georgette, Fine Lace, Organdy, Organdy Net, Tulle	Universal Ball Point	9 (65) 9 (65)
Light	Batiste, Voile, Lawn, Pure Silk, Crepe de Chine, Sheer Crepe, Chambray, Handkerchief Linen, Gingham, Challis, Percale, Wool Crepe, Peau de Soie, Taffeta, Satin, Silk Surah, Satin-backed Crepe, Qiana	Blue Tipped Needle Universal	11 (75) 11 (75) 12 (80)
	Single Knits, Jersey, Swimwear, Tricot	Blue Tipped Needle Ball Point	11 (75) 11 (75)
	Leather, Suede	Wedge Point Leather Needle	11 (75)
Medium	Flannel, Velour, Velvet, Muslin, Velveteen, Poplin, Corduroy, Broadcloth, Linen, Chintz, Gabardine, Felt, Terry, Burlap, Quilted Fabrics	Universal	14 (90)
	Double Knits, (synthetic and natural) Stretch Velour, Stretch Terry Sweater Knits	Ball Point	14 (90)
	Leather, Vinyl, Suede	Wedge Point Leather needle	14 (90)
Heavy	Denim, Sailcloth, Ticking	Denim Needle	16 (100)
	Double Faced Wool, Heavy Coating, Fake Fur, Drapery Fabrics	Universal	16 (100)
	Leather, Suede	Wedge Point Leather Needle	16 (100)
Very Heavy	Canvas, Duck, Upholstery Fabrics	Universal	18 (110)
Topstitching for Special Finish		Topstitching Needle	11 (75) 14 (90)

Changing Needles

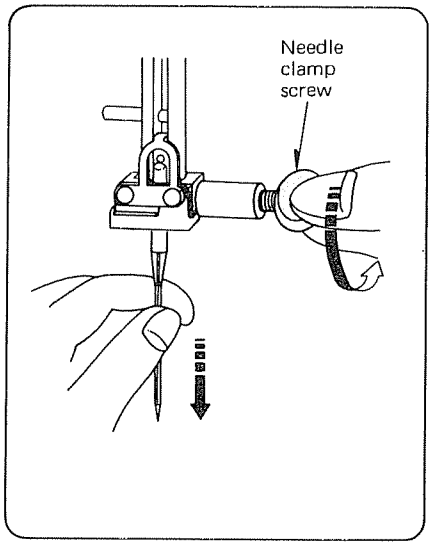


A number indicating needle size is marked on the needle shank. The higher the number, the heavier the needle.

Raise the needle by pressing needle position button and lower the presser foot.

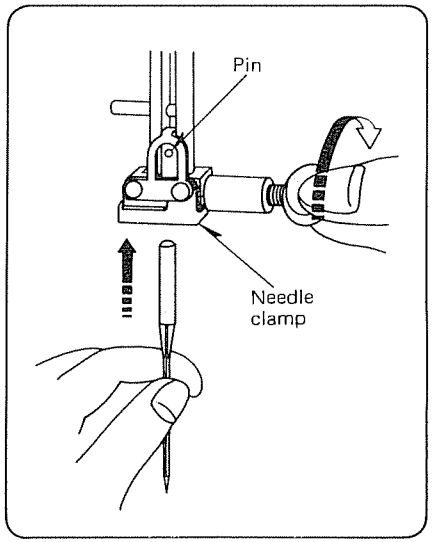


Turn off the power switch.



Loosen the needle clamp screw by turning it toward you.

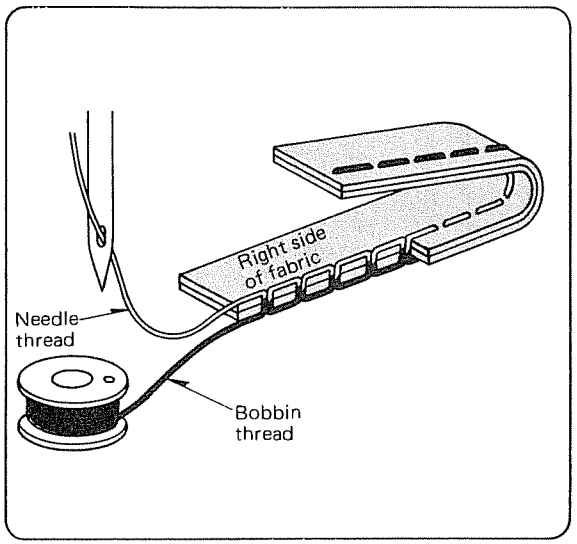
Remove the needle from the clamp.

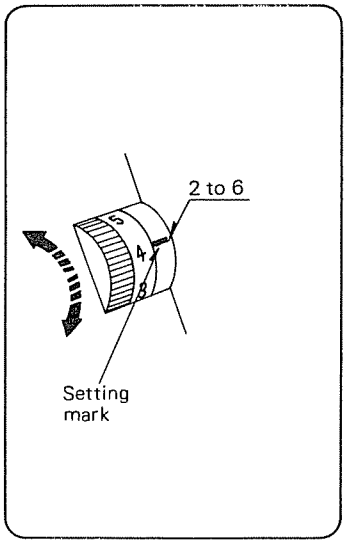


Insert the new needle into the needle clamp with the flat side away from you.

When inserting the needle into the clamp, push it up as far as it will go and tighten the clamp screw firmly with the screwdriver provided in the accessory box.

Balancing Needle Thread Tension



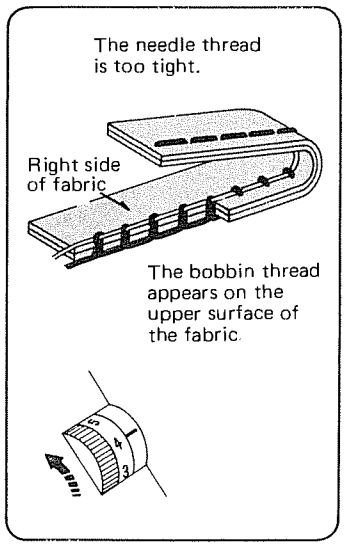


You should always test the needle size, pressure and tension on a piece of the fabric that will be used for actual sewing. Use the same thread through the needle and in the bobbin.

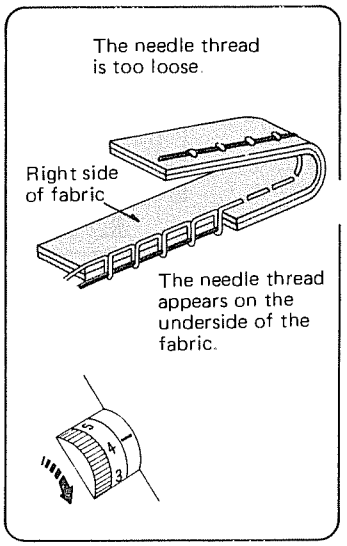
Normal needle thread tension is "2" to "6".
For soft filmy fabrics such as chiffon, batiste, jersey, tricot and silk-like synthetics set tension between "2-4".

Set the needle thread tension between "2-4" when sewing buttonholes, appliques and automatic machine embroidery for smoother, satin finish on the right side of the fabric.

You may need to set the needle thread tension between "6-9" for sewing techniques such as automatic gathering or overlocking.

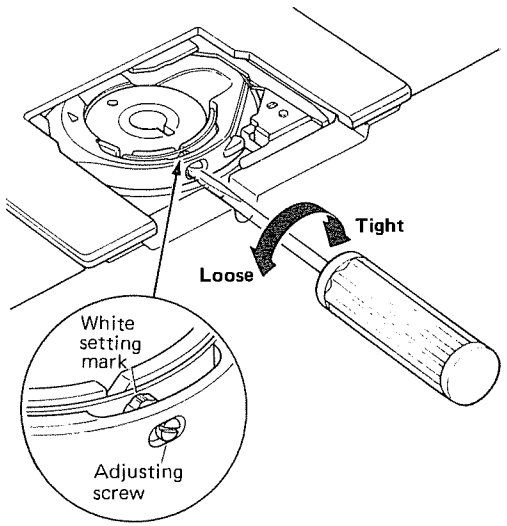


Loosen the needle thread tension by moving the dial to a lower number.



Tighten the needle thread tension by moving the dial to a higher number.

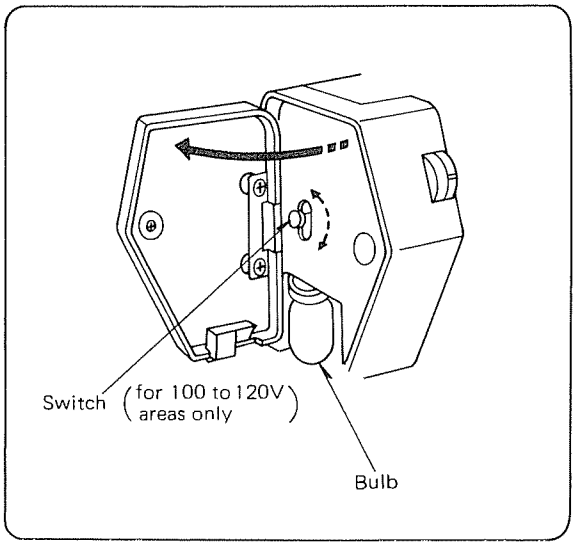
Adjusting Bobbin Tension



Special sewing techniques such as pin tucking may require a tighter bobbin tension. Before adjusting, note the position of the white setting mark beneath the bobbin holder notch. Fit the small screwdriver into the hole under the slide plate and turn it to the right to tighten the tension.

Return the tension to normal by turning the screw to the right as far as it will go then to the left until the white setting mark appears at the notch in the bobbin holder.

Sewing Light

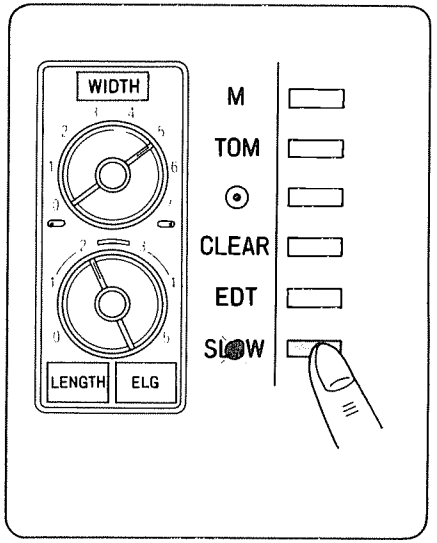


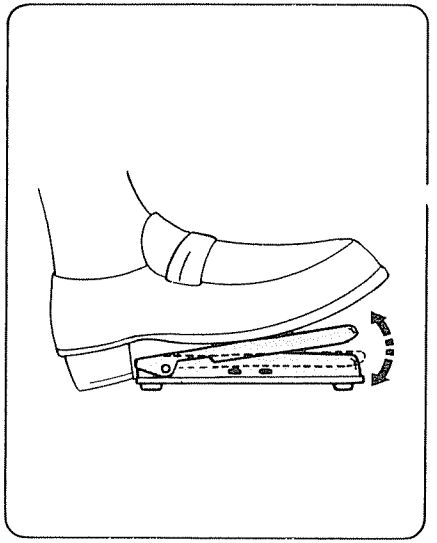
The sewing light is located behind the face plate can be turned on or off independently of the main power switch (for 100 V to 120 V areas only).

To remove the bulb, turn off the power supply, push the bulb up and turn it counter-clockwise.

Replace by pushing the bulb up and turning it clockwise.
Use a 15 watt bulb available from your retailer.

Slow Speed Button



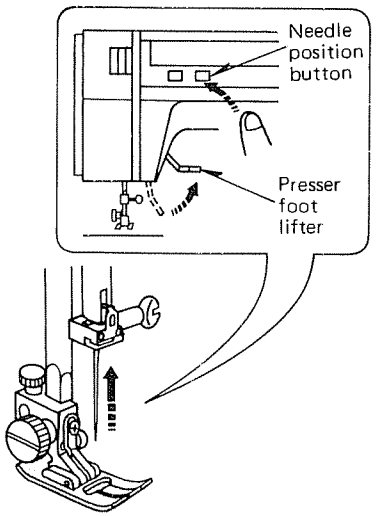


The slow speed button restricts the top speed of the machine while maintaining full needle penetration power.
Use it when slow stitching control is required.

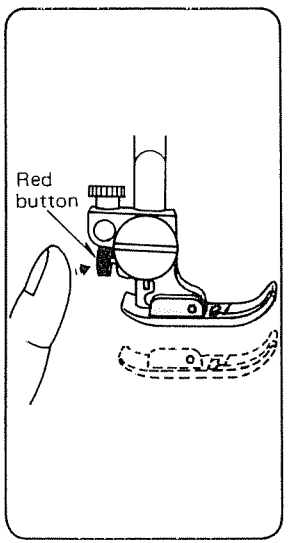
Press the slow speed button.
A red signal tells you the slow speed mechanism is activated.
When you press the button a second time, the signal disappears and the machine teturns to its normal speed range.

To Snap On and Snap Off the Presser Foot

To Snap Off

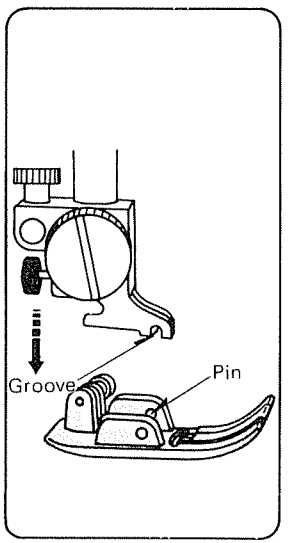


Press the needle position button to raise the needle to its highest position. Raise the presser foot.



Press the red button on the back of the foot holder. The presser foot will drop off.

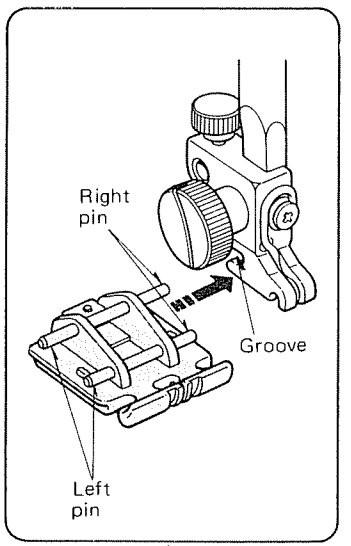
To Snap On



When attaching the presser foot, the pressure dial should always be at position "3".

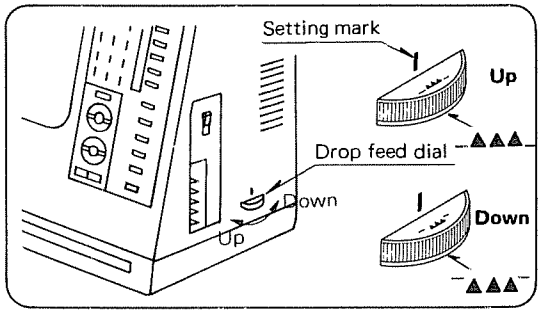
Place the presser foot so the pin on the foot lies just under the groove of the foot holder. Lower the presser foot to lock the foot in place.

To Snap On the Zipper Foot



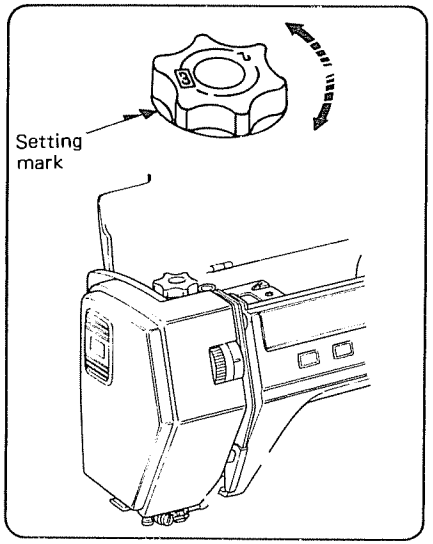
Fit the pin located at the rear of the presser foot into the groove at the rear of the foot holder. Lower the presser foot.

Drop Feed



When you free hand machine embroidery or use the flower and the spiral stitcher attachments, turn the drop feed dial. Be sure to raise the feed dogs when sewing is completed.

Pressure Dial



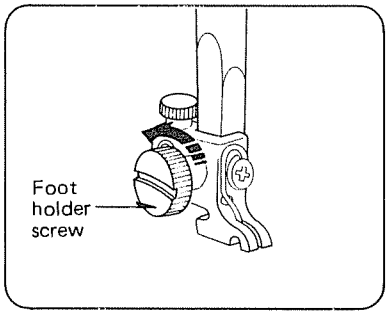
The pressure dial should be set at "3" for regular sewing. Reduce the pressure to "2" for appliques, cut work and drawn work.

Set the pressure to "1" when basting and sewing chiffon, lace, organdy and other fine fabrics. Velours and knits with a lot of stretch may also require a "1" setting.

Turn the dial aligning the number on the dial with the setting mark.

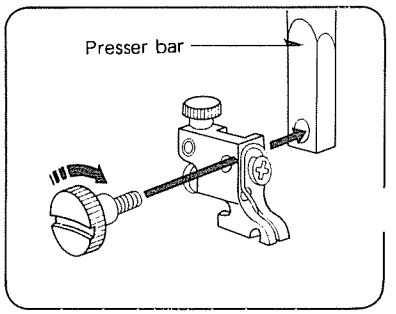
To Remove and Attach the Foot Holder

To Remove



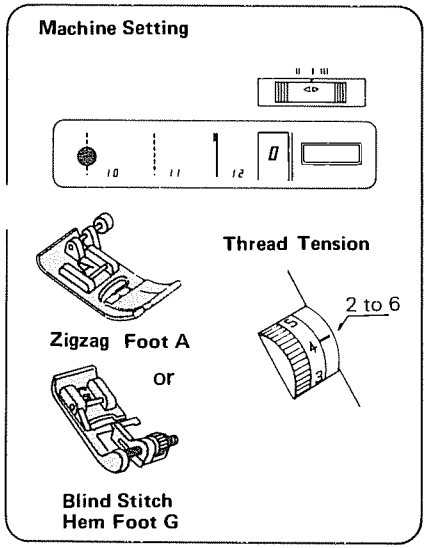
Remove the foot holder screw by turning the screw counter-clockwise with the large screwdriver.

To Attach



Align the hole in the foot holder with the threaded hole in the presser bar and fit the foot holder screw into the hole. Tighten the screw by turning it clockwise.

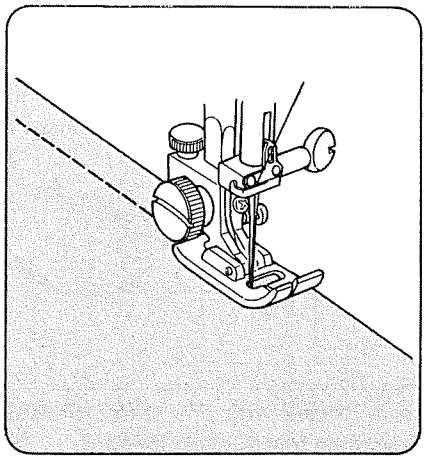
Topstitching



Topwtitching emphasizes the structural lines of your garment while working to keep seams and edges flat crisp.

Accent suits or blouses with one or two rows around the outer edges of cuffs, lapels and collars.

Use the Auto-Lock to sequre your topstitching to eliminate unsightly back tacking.



Lower the presser foot keeping the edge of the fabric next to the right edge of foot A.

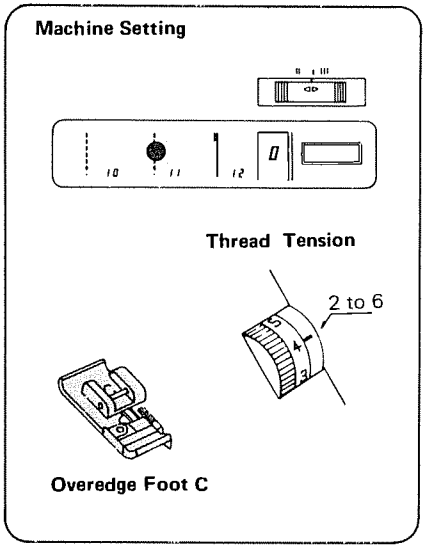
Guide the fabric next to the edge of the foot for a consistently even row of topstitching 1 cm (3/8") from the edge.

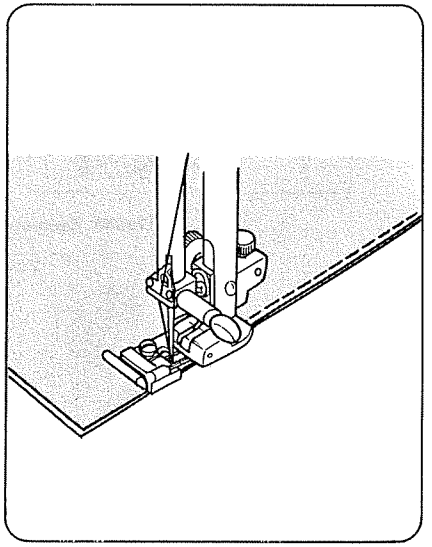
By activating the manual stitch width knob, the needle can be positioned any distance desired for topstitching.

Adjustabel foot G also make a convenient topstitching foot. Place the sliding guide next to the edge for a consistently even row of topstitching.

On light weight fabrics a regular thread and normal stitch length produce an effective topstitch. On heavier fabrics use a longer stitch length and buttonhole twist through the needle and in the bobbin for a more defined topstitch.

Edge Stitching

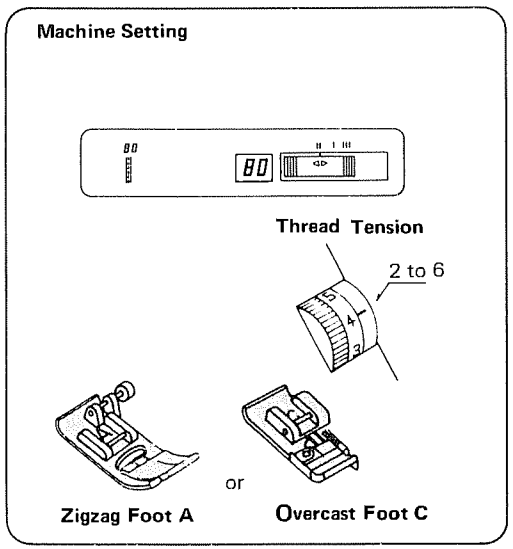




Edgestiching, a row of topstitching 0.3 cm (1/8") from the fabric edge, is easier and more accurate with foot C.

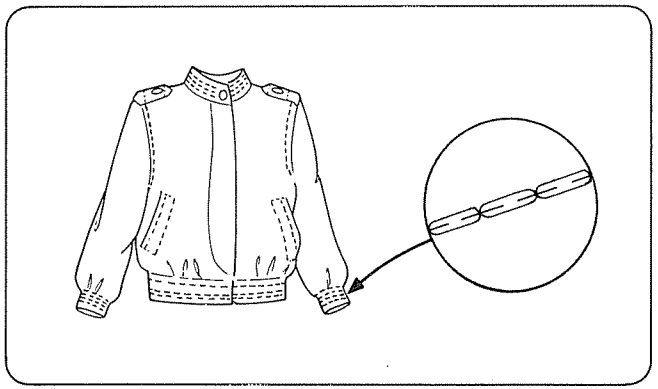
Select pattern 11 and sew guiding the fabric next to the black prong on foot C. The stitches will fall between the wires.

Saddle Stitch



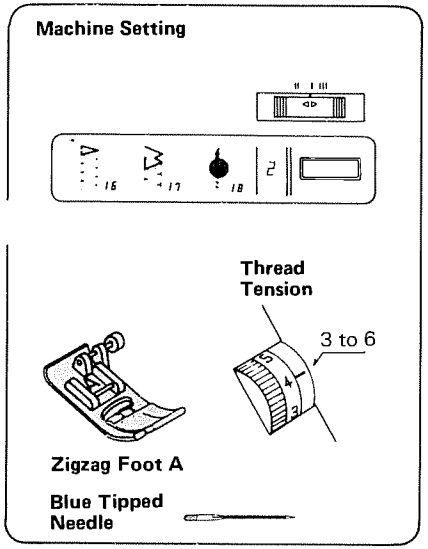
When topstitching suits, blazers, jumpers and denim outfits, a lovely hand-worked look is achieved with the saddle stitch.

Use foot A or C in the same manner as previously described under topstitching and edgestitching. Don't forget that your needle position can be changed to achieve a desired effect.



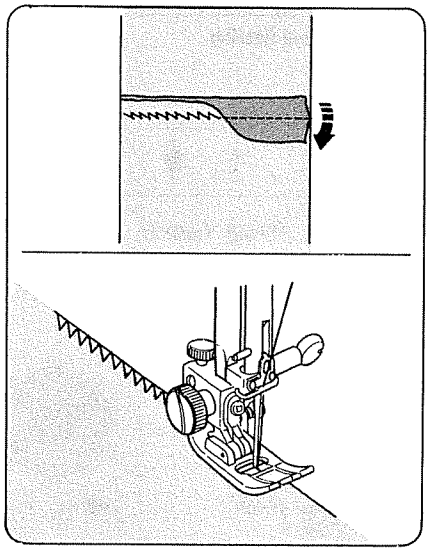
The saddle stitch is formed with one stitch forward, two stitches in reverse and the fourth stitch forward. To turn corners, lower the needle into the fabric on the fourth stitch, raise the presser foot and pivot.

Outline Stretch Stitch



Pattern 18 is a narrow stretch stitch designed to eliminate puckering on knit fabrics and bias seams, while permitting the seam to be pressed completely flat.

The stitch can also be used to simultaneously seam and overcast cot, filmy chiffons for a narrow almost invisible seam or seam finish.



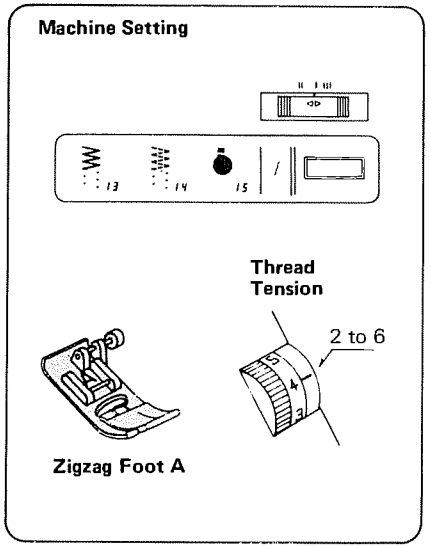
For a 1.5 cm (5/8") seams, use the 2 cm (6/8") marking on the needle plate.

When sewing light weight fabrics, set the pressure dial at "1" or "2".

To simultaneously seam and overcast tricot, manually set the stitch width at "7".

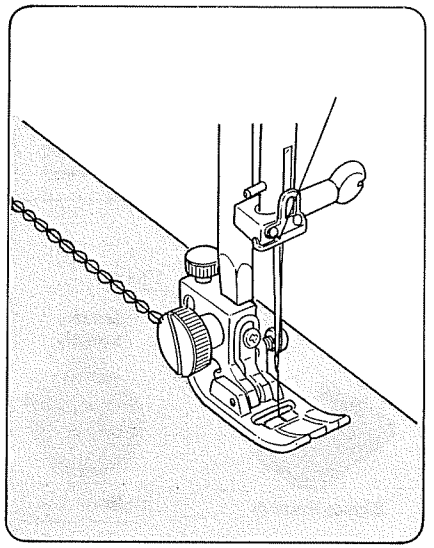
Sew with the right hand stitch falling off the fabric edge.

Triple Strength Stitch



This strong, durable stitch is recommended where both elasticity and strength are needed to insure comfort and durability.

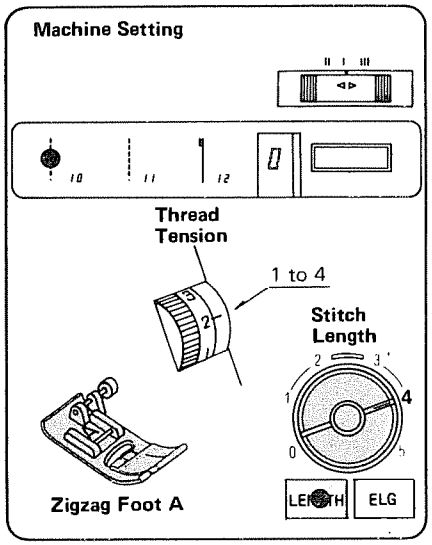
Use it to reinforce areas such as crotch and armhole seams.
Also use when constructing items such as backpacks for extra strength.

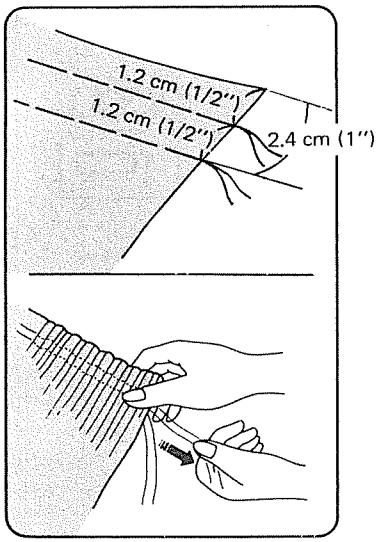


The stitch is sewn with two stitches forward and one stitch backward forming a seam that does not rip easily.

Garments should be basted for fitting before seaming.

Straight Stitch Gathering





Use two rows of straight stitching to gather medium weight fabrics or when tight firm gathers are needed.

Select pattern 10 or 11.
Set your manual stitch length knob at "4".
Loosen the needle thread tension.

Sew the first row guiding foot A next to the raw edge.

Sew the second row guiding foot A next to the first row.

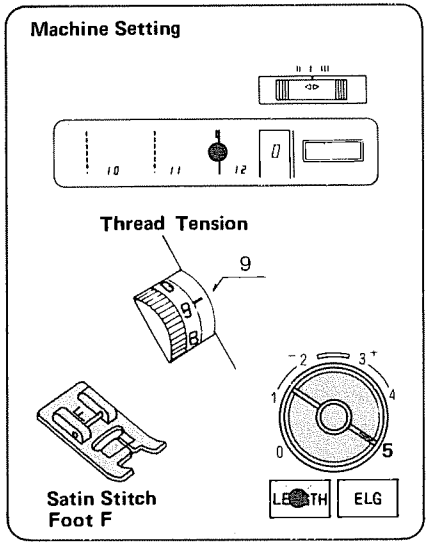
Pull on the bobbin threads simultaneously from each end of the fabric until the desired amount is gathered.

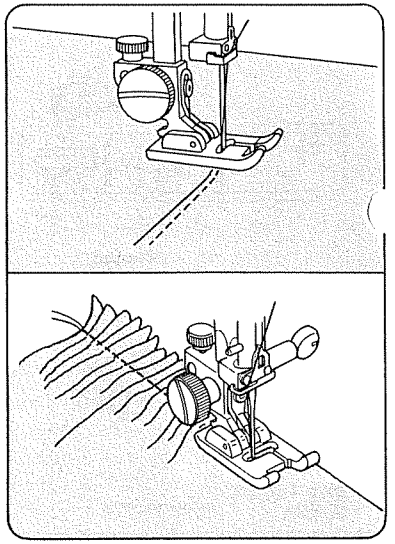
Knot the threads at each end and distribute the gathers evenly.

If you are using a 1.5 cm (5/8") seam allowance, your seam will fall between the two rows of gathering.

This insures that your gathers will be smooth and even.

Automatic Gathering





This method of gathering works well on light weight fabrics where a lot of gathering is desired such as ruffles and flounces.

Set your manual stitch length at "5" after selecting pattern 12.

Slide both threads to the left whenever you use the foot F.

With the Lock-a-Matic stitch, your machine will automatically secure your row of gathering at the beginning.

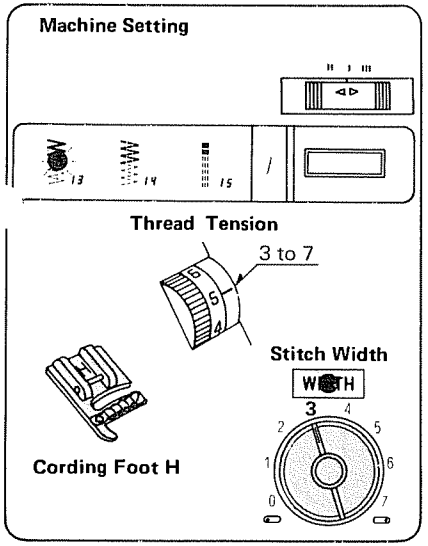
Sew until you reach the end of the section to be gathered. Do not secure the stitches at this end.

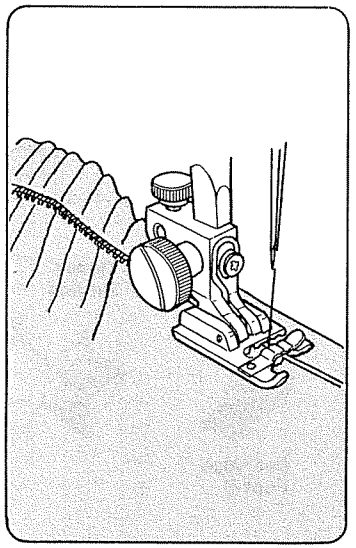
Sew guiding the edge of foot **F** next to the edge of the fabric. This will bring your row of gathers inside the 1.5 cm (5/8") stitching line.

Remove the fabric leaving a long tail of threads to adjust the gathers if necessary.

To decrease the amount of gathering per centimeter (inch), decrease the stitch length and/or the needle thread tension.

Gathering with a Zigzag Stitch





To eliminate the possibility of breaking threads when gathering large areas and heavier fabrics, you can sew over a strand of cording.

Attach foot **H** and insert a piece of cording in the center slot.

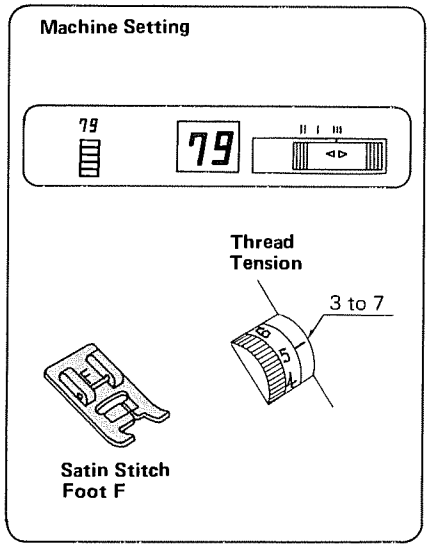
Adjust the zigzag width so stitches clear the cording.

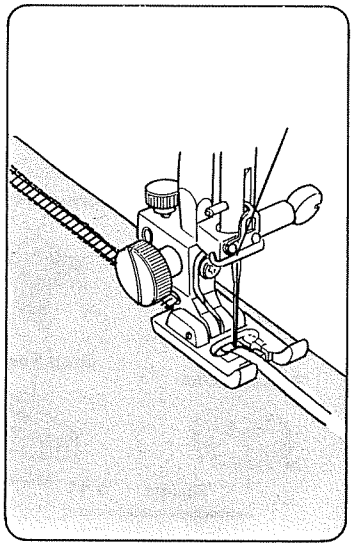
Sew guiding the edge of the fabric along the 1.5 cm (5/8") mark on your needle plate.

Draw the fabric along the cording to form the gathers.

Elastic Casings

Elastic Casings





Use this method to replace bias tape casings in such areas as wrists and waists. This is especially helpful when sewing children's clothing as it reduces bulk.

Attach foot **F**.

Slide a piece of 0.3 cm (1/8") elastic under the foot and then up through the slot so it is resting on top of the center portion of foot **F**.

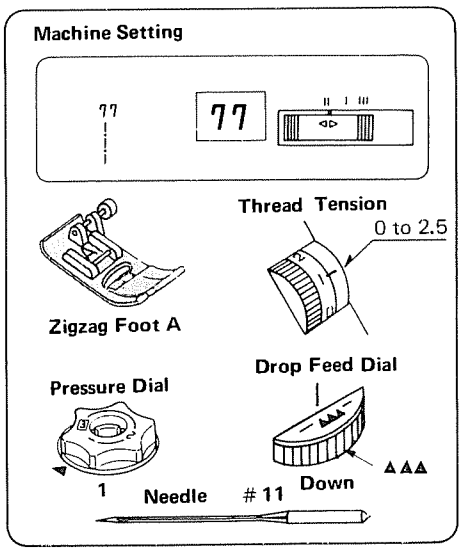
Sew the elastic on the wrong side of the fabric, pulling it gently to avoid sewing through the elastic. After the stitching is completed, pull on the elastic to gather the fabric and secure both ends.

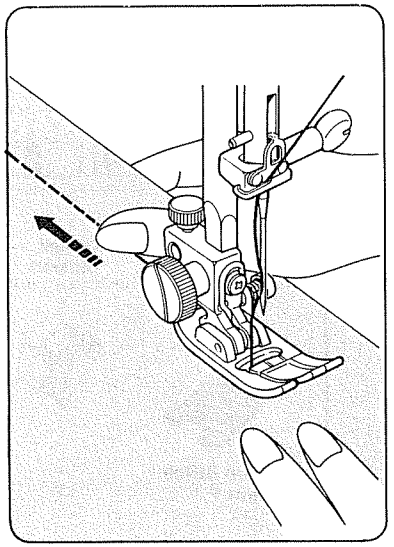
You can also use pattern 13 or pattern 14 to attach elastic when constructing such garments as bathing suits and lingerie.

Place the elastic on the fabric and secure one end.

Sew through the elastic, stretching it as you sew.

Basting





The basting stitch can be used to baste seams, to tailor tack and tack quilt layers together. Do not use this stitch if needle marks in fabric are permanent. The smaller the needle size the less chance of the needle leaving permanent marks.

Depress the foot control. The machine will take one stitch and stop automatically. Release the foot control.

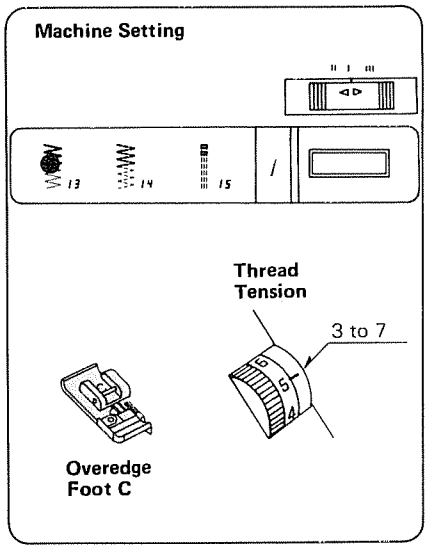
Hold the fabric taut and slide it to where you want the next stitch. Depress the foot control.

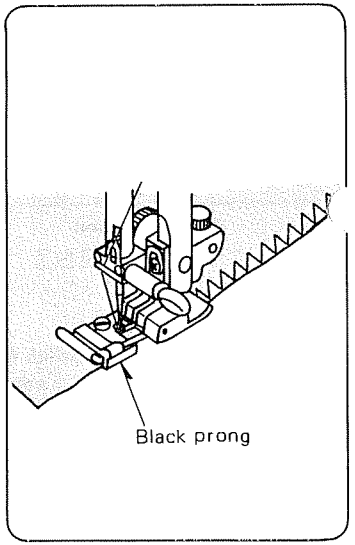
Continue in this manner sliding the fabric sideways or forward.

* Remember to reset tension, pressure and raise the feed dogs when basting is completed.

Overcasting

Zigzag Overcast





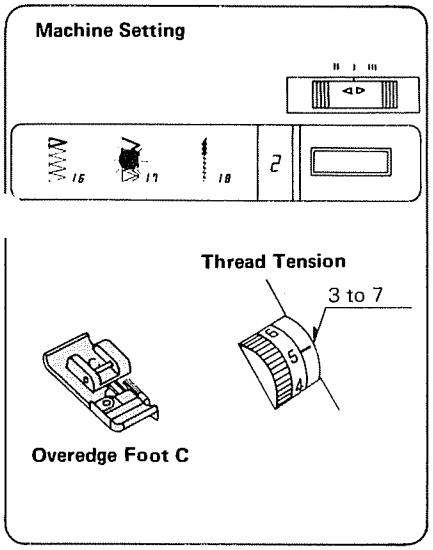
Your Memory Craft is equipped with three overcasting stitches to suit the wide variety of fabrics available in today's market.
Test each stitch on the actual fabric to determine which one gives the best appearance.

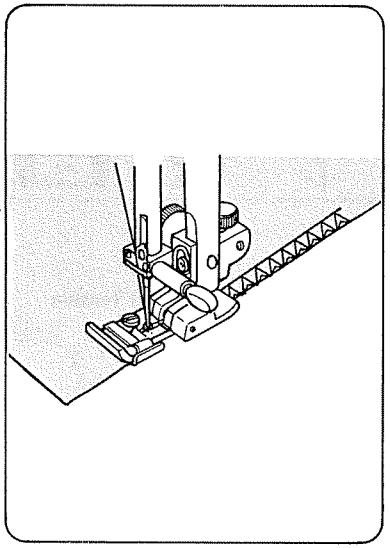
Pattern 13 can be used on most woven fabrics. It's the fastest way to finish and leaves you with a neat, flat edge.

Place the edge of the fabric next to the black prong of foot **C**.

The wires on this foot prevent light weight fabric from rolling and creating a ridge. The black prong guides your sewing so the needle falls off the fabric wrapping the threads around the edge to stop raveling.

Double Edge Zigzag

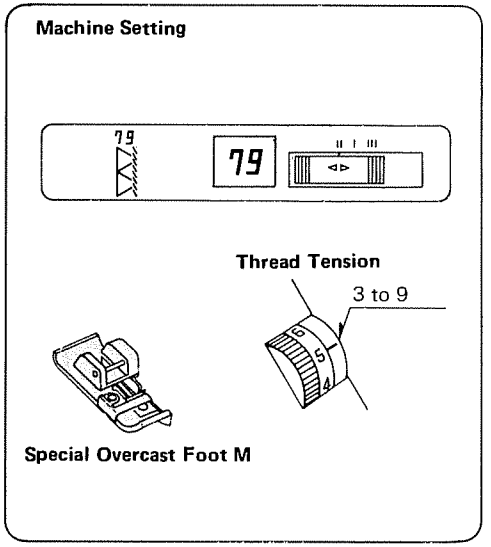


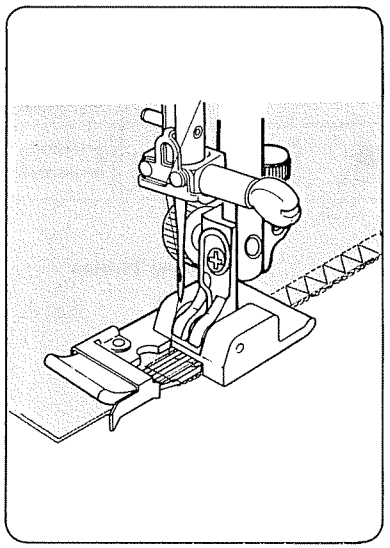


Pattern 17 is an excellent stitch for fabrics that tend to fray extensively such as linens and gabardines.

Two rows of zigzag stitches are simultaneously sewn over the edge to insure that your seams will not ravel.

Overlock Stitch





Pattern 79 in Mode II finishes the edges of your seams similar to a commercial overlocking machine giving you that professional look.

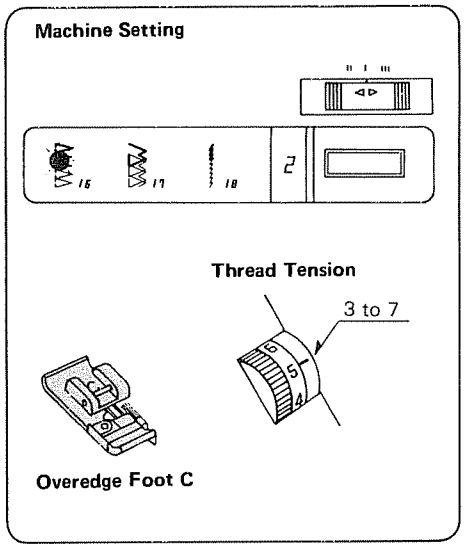
Using foot M, guide the black prong next to the fabric edge.

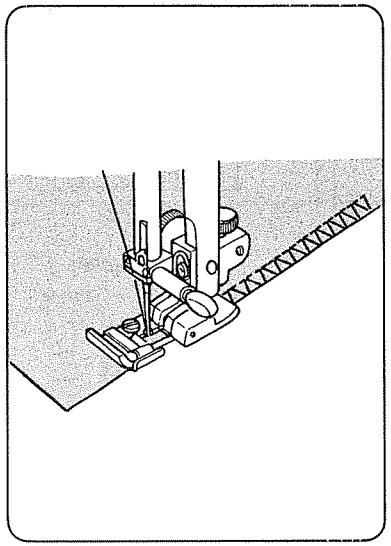
The wire farthest to the right will lie off the fabric edge providing support for the stitches interlocking off the edge.

* Reduce the needle thread tension and bobbin tension on light weight fabrics until the threads interlock at the fabric edge.

* Stretch fabrics may require a stitch length of "5".

Overedge Seam



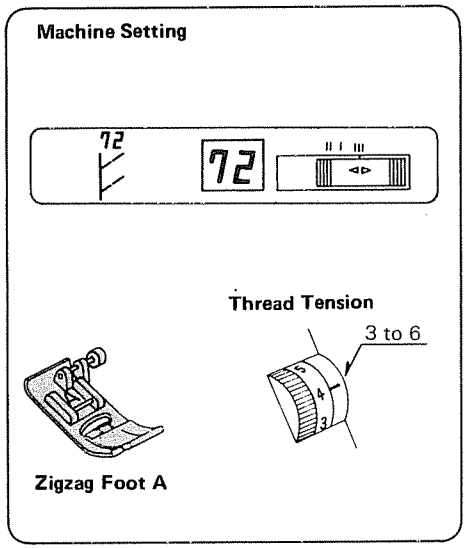


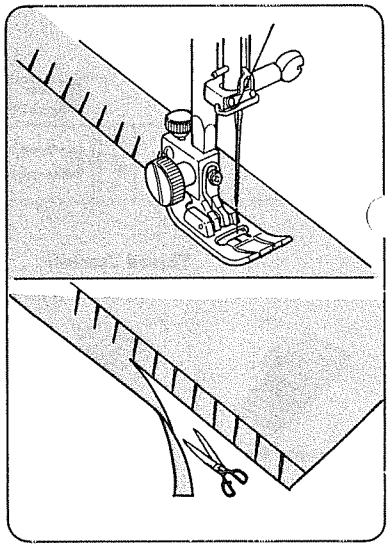
Pattern 16 can be used to simultaneously stitch and overcast seams in one step. Use this stitch when you do not need to press seams open flat. Test the stitch on the actual fabric for the best results.

Pattern 16 is ideal when you want to sew a 0.5 cm (1/4") seam on knits such as attaching ribbing, or on medium to heavy weight wovens where a narrow seam is desired. This pattern has reverse cycle providing elasticity when sewing with knits and extra strength when sewing with wovens.

If your pattern calls for 1.5 cm (5/8") seams, trim seams to 0.5 cm (1/4") as you cut out the pattern. Be sure to fit the pattern before cutting. Guide the black prong next to the fabric edge as you sew. When sewing with knits, you might want to reduce your pressure to "1".

Knit Stitch





Pattern 72 in Mode III is recommended for sewing such fabrics as swimwear and stretch velour as it provides the greatest amount of elasticity and strength.

Guide the seam allowance next to the 1.5 cm (5/8") mark on the needle plate.

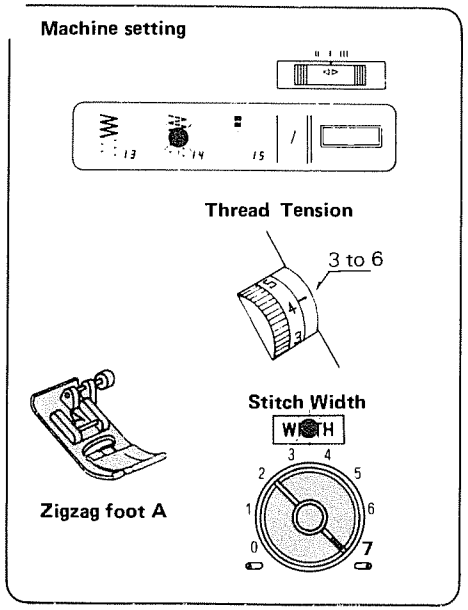
Trim seam allowances after sewing.

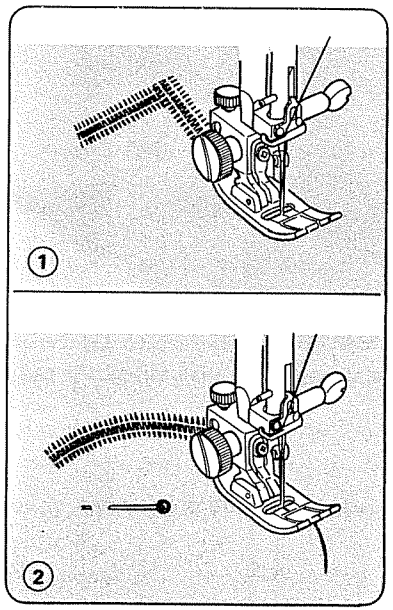
* A pressure of "1" is recommended so that the knit will retain its shape as you are sewing.

Multiple Zigzag Stitch

This stitch sews on patches smoothly and securely, repairs straight tears, finishes seams in terry cloth and quickly sews strong bar tacks for belt loops, pockets and drapery pleats.

Mending and Patches



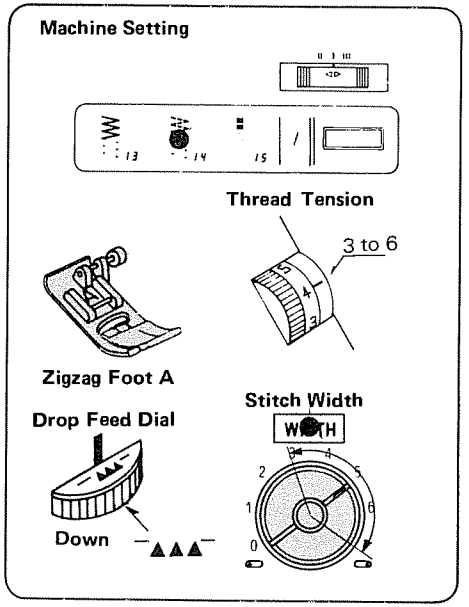


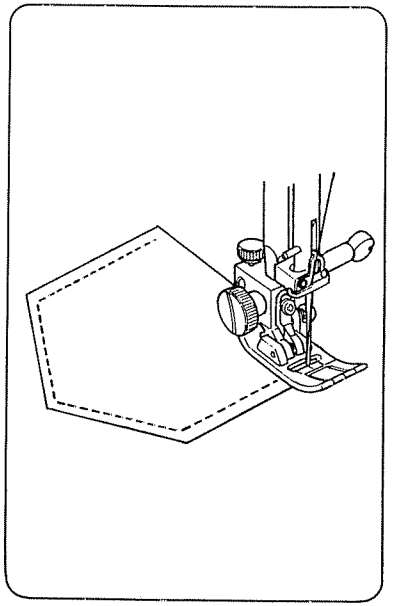
ıanually set your stitch width at "7" giving you that extra wide width. Sew back and forth two or three times until the rip is firmly secured (1).

Pin the patch in place. Sew, guiding the foot so the right hand stitch falls off the edge of the patch onto the fabric. (2).

* Reduce the pressure when sewing curved patches and stitch slowly turning the fabric as you sew.

Bar Tacks





Adjust the stitch width to the desired setting. The wider the bar tack the more durable it is.

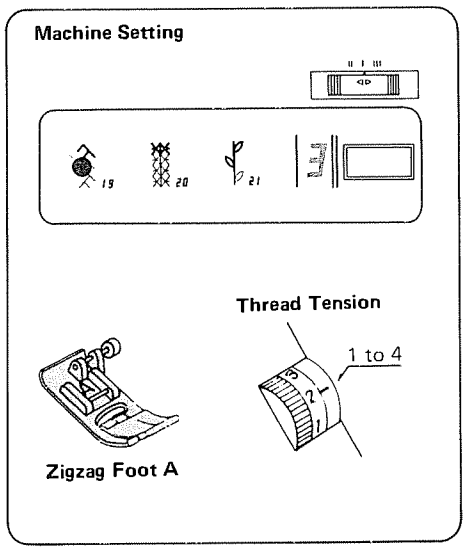
Press the programming buttons in the following order: [M] [M] [⊙] [M] . The Memory Craft will sew the bar tack, lock the threads and stop automatically.

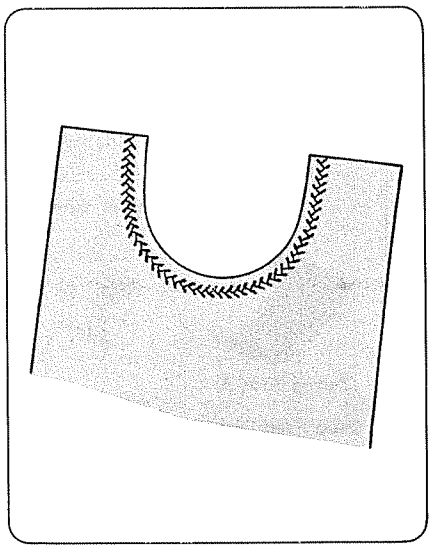
Keep the foot control depressed until the machine stops by itself.

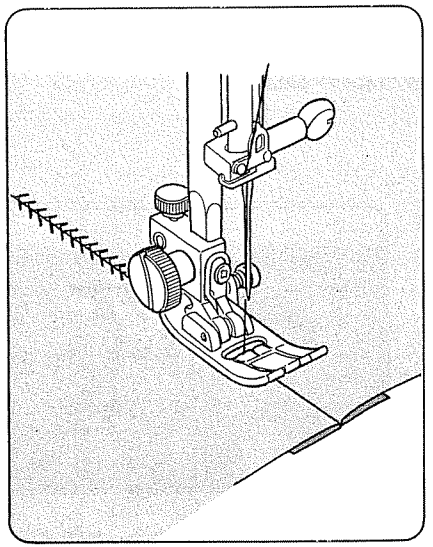
To sew another bar tack DO NOT TOUCH ANY CONTROL BUTTONS. Simply move the fabric and depress the foot control. Your Memory Craft will continue to sew bar tack until you select another pattern or press the Clear button.

* Remember to raise the feed dogs when finished.

Feather Stitch



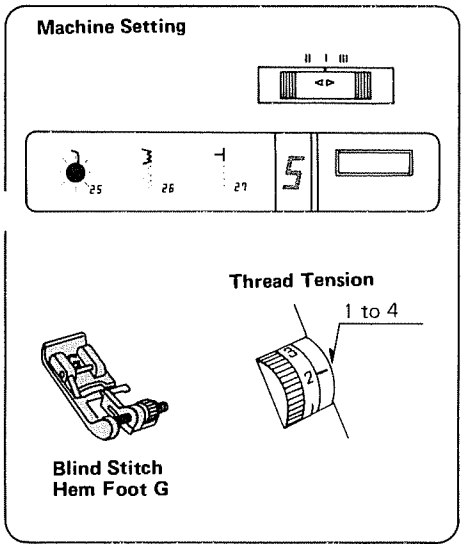




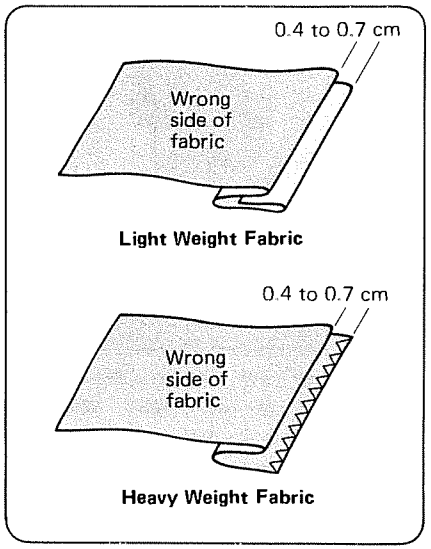
When sewn over a seam the feather stitch reinforces stretch and woven fabrics with a strong decorative stitch. It can be used to sew spandex undergarments or decoratively hem elastic fabric.
Another common use for the feather stitch is patchwork quilting.

When you work with the feather stitch, you can sew the pattern on a seam that is already joined and pressed flat, or you can butt two edges and use just the feather stitch to join them.

Blind Stitch Hemming

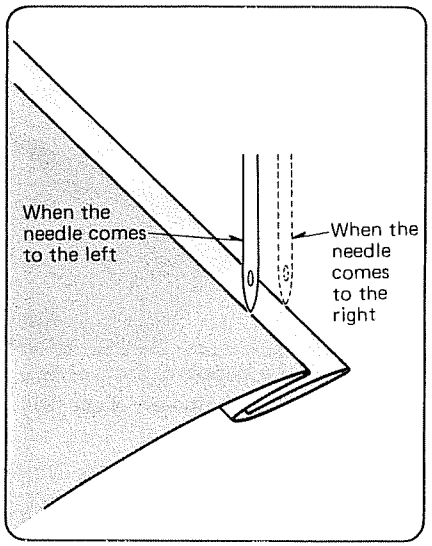


Use pattern 25 for woven fabrics and pattern 26 for stretch fabrics.



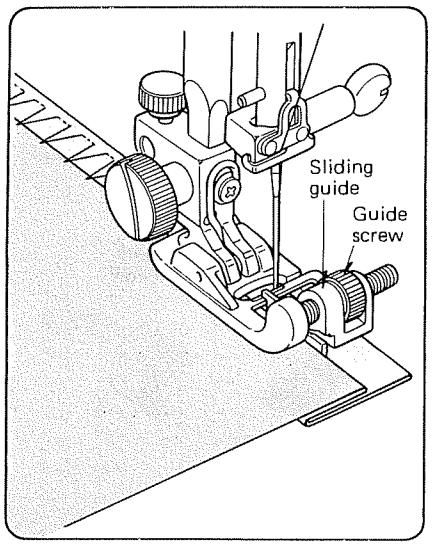
On light weight fabrics the raw edge can be turned under and pressed.
On heavy weight fabrics that ravel, the raw edge should be overcast first.

Fold up the desired amount and pin in place. Then fold the hem under the fabric as illustrated.



Position the fabric so that the needle just pierces the folded part of the fabric when the needle comes over to the left side.

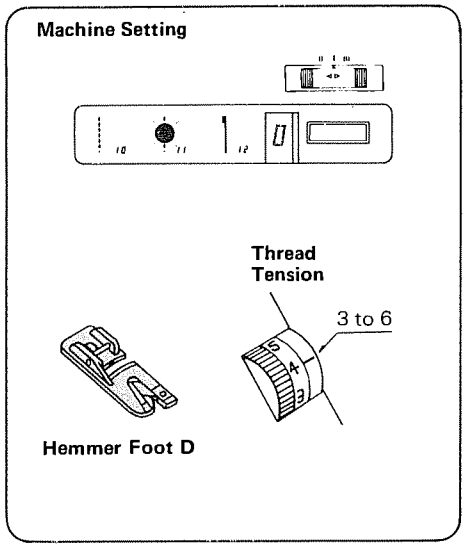
Lower the presser foot.



Turn the guide screw and move the sliding guide next to the folded edge. Sew guiding the folded edge along the sliding guide.

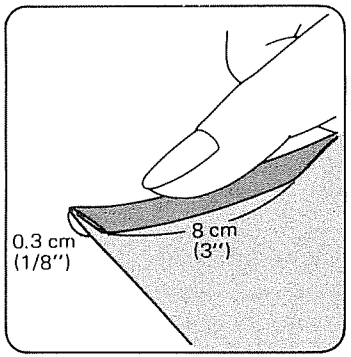
For a professional looking hem fold the fabric reducing the lip to a scant 0.2 cm (1/8"). As you sew the right hand stitch will fall off the fabric edge forming a chain stitch.

Rolled Hem

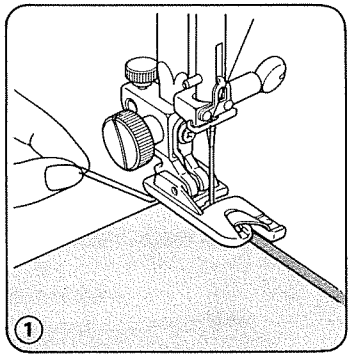


Rolled hems are attractive finish for scarfs, table linens and as edge finishes on tricot lingerie fabrics.

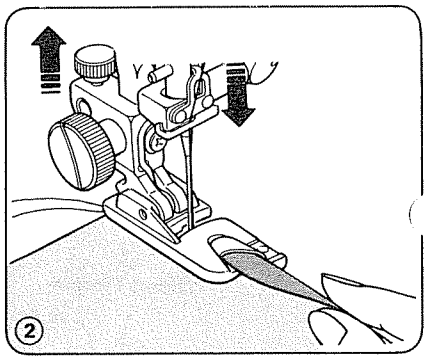
Sew with straight stitch pattern 11 or zigzag pattern 13. The sewing method is the same for either stitch.



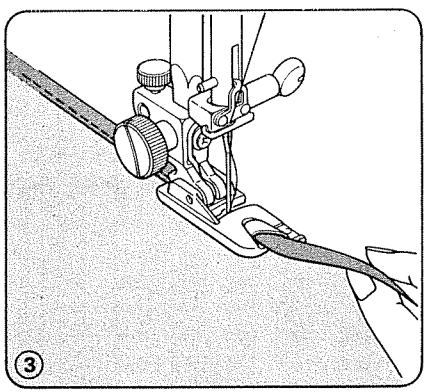
Make a double 0.3 cm (1/8") fold approximately 8 cm (3") in length.



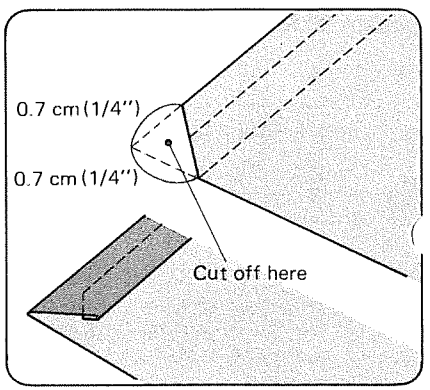
Lower the needle into the fabric at the point where sewing is to begin, then lower the hemmer foot.



Sew 3 or 4 stitches while holding the needle and bobbin threads. Lower the needle into the fabric and lift the hemmer foot. Insert the folded portion of the fabric into the curl of the hemmer foot.

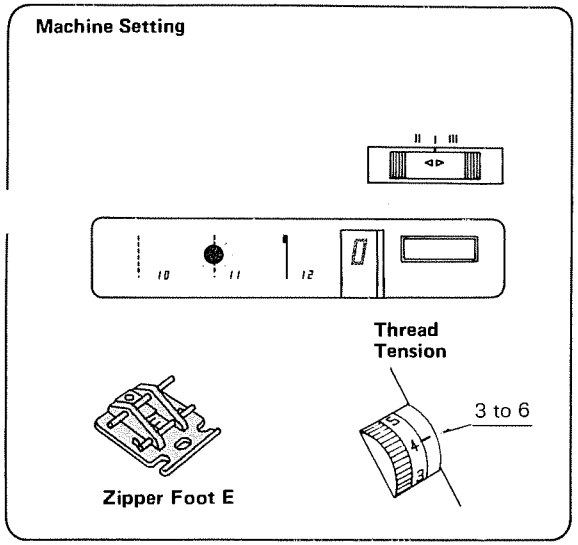


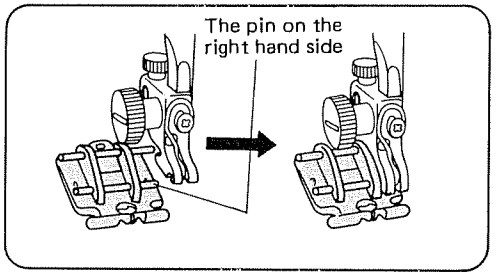
Lower the hemmer foot, then sew by lifting up the edge of the fabric to keep it feeding smoothly and evenly.

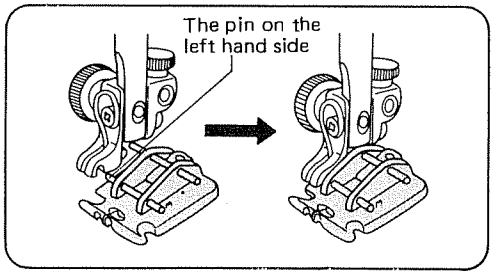


Trim about 0.7 cm (1/4") from corners to reduce bulk.

Zipper Sewing



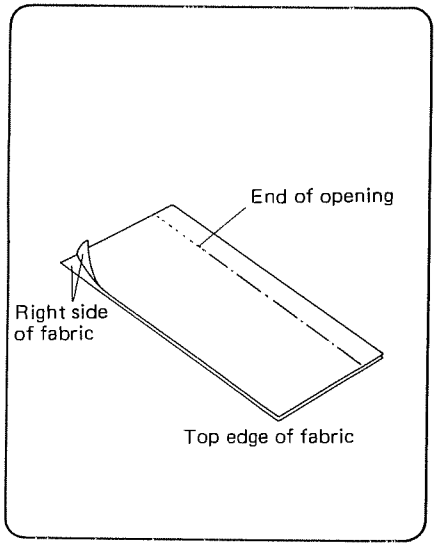




To sew the left side of the zipper, attach the zipper foot to the pin on the right hand side.

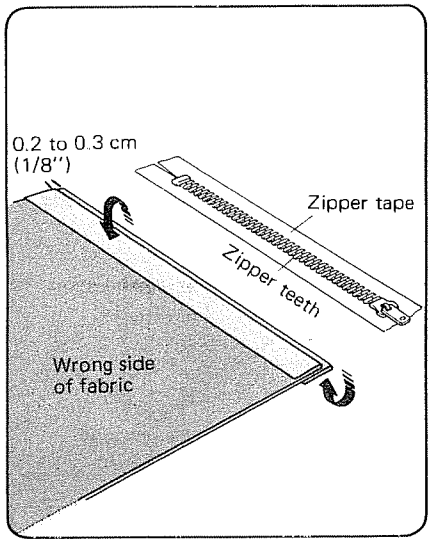
To sew the right side of the zipper, attach the zipper foot to the pin on the left hand side.

Fabric Preparation:



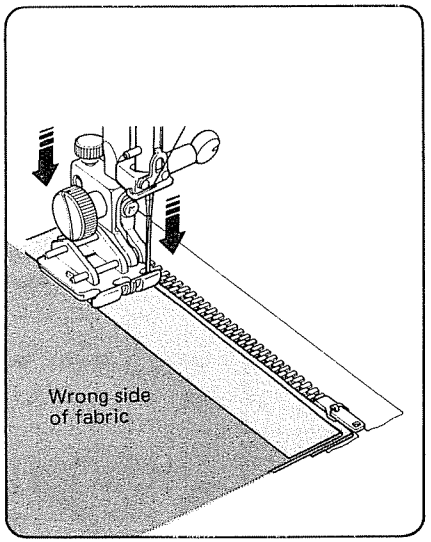
Place right sides of fabric together and sew to the end of the zipper opening. Reverse stitch to knot the stitches.

Manually set the stitch length at "5" and sew the zipper opening.

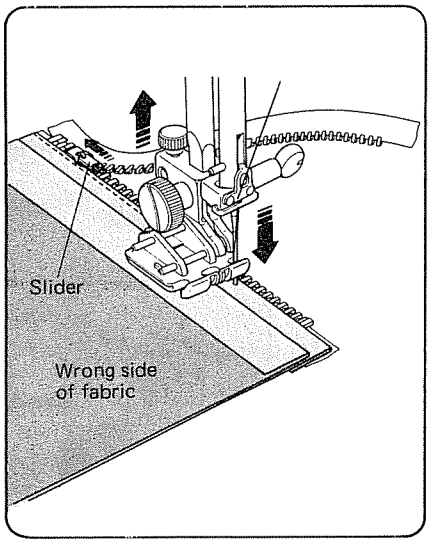


To sew:

Fold back the left seam allowance. Turn under the right seam allowance to form a 0.2 to 0.3 cm (1/8") fold. Place the zipper teeth next to 0.2 to 0.3 cm (1/8") fold and pin in place.



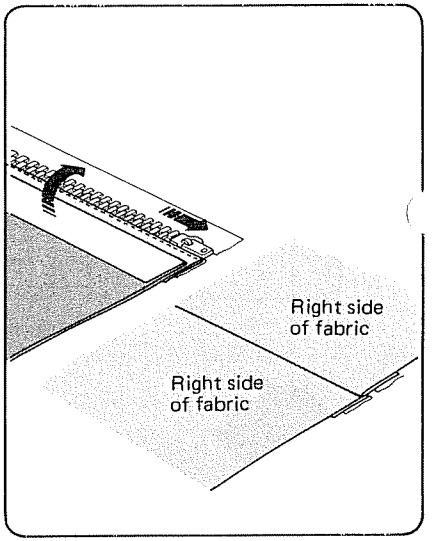
Attach the zipper foot with the pin on the right hand side. Lower the zipper foot.



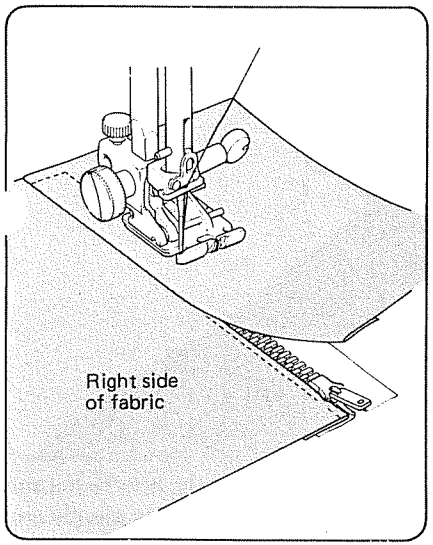
Sew through fold and zipper tape. Stop just before the zipper foot reaches the slider on the zipper tape.

Lower the needle slightly into the fabric.

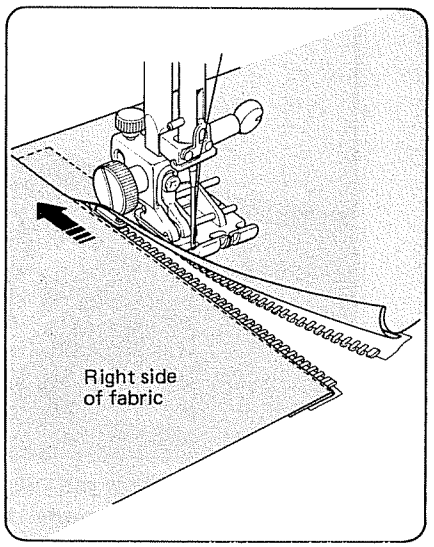
Raise the zipper foot and open the zipper. Lower the foot and stitch the remainder of the seam.



Close the zipper and spread the fabric flat with the right side facing up.



Move the zipper foot to the left pin. Guide the edge of the foot along the zipper teeth and stitch through garment and zipper tape. Stop about 5 cm (2") from the top of the zipper.



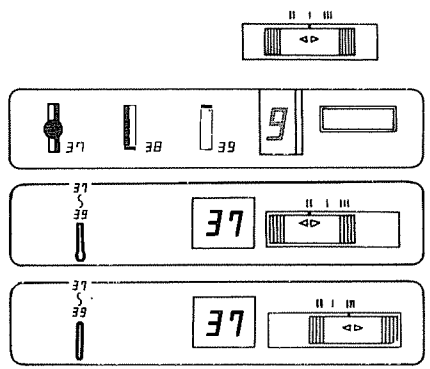
Lower the needle slightly into the fabric, raise the foot, remove the basting stitches and open the zipper.

Then lower the foot and stitch the remainder of the seam making sure the fold is even.

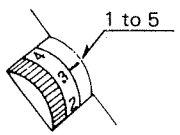
Buttonholes

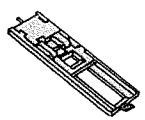
The Memory Craft sews three different types of buttonholes to meet every sewing need. The keyhole is perfect for jeans, tailored coats and suits, the rounded for delicate fabrics and the regular can be used on medium weight and heavy fabrics. All three buttonholes are made in the same way. When one buttonhole is sewn, the length is memorized and the machine will sew every buttonhole the exact same length.

Machine Setting



Thread Tension

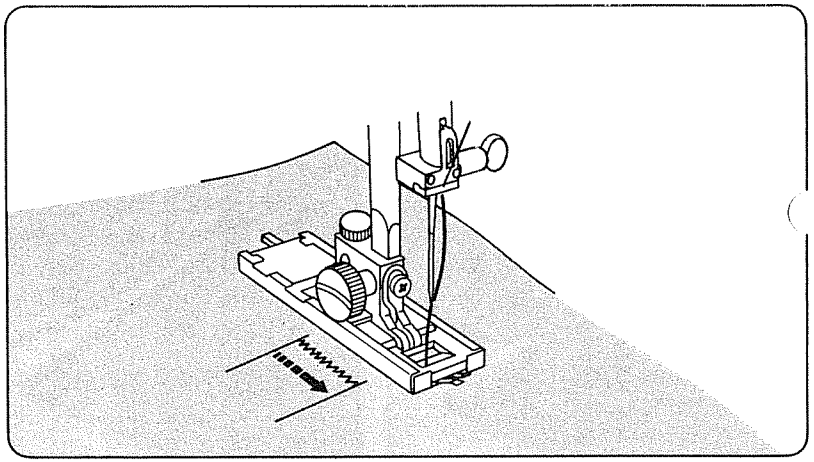




or

Sliding Buttonhole Foot J

Transparent Buttonhole Foot B

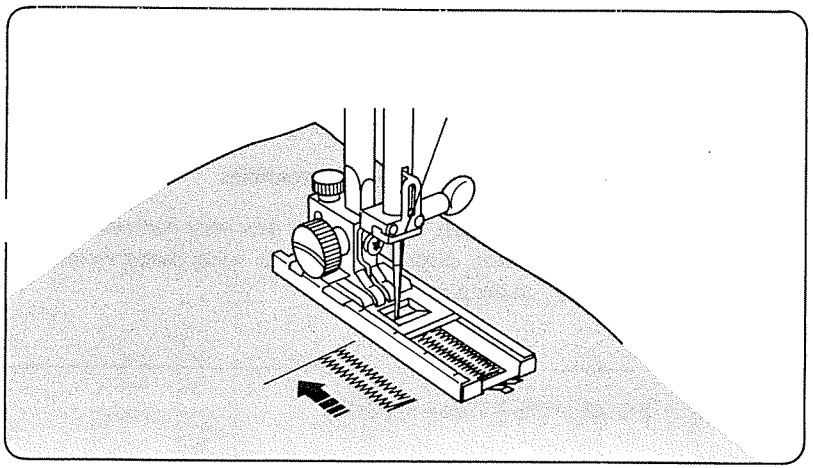


Make a test buttonhole and a sample duplicating the fabric, interfacing and seams of the actual garment. Place the button on the fabric sample and mark the top and bottom to determine the buttonhole length.

Select Mode I for regular buttonholes, Mode II for keyhole and Mode III for rounded buttonholes.

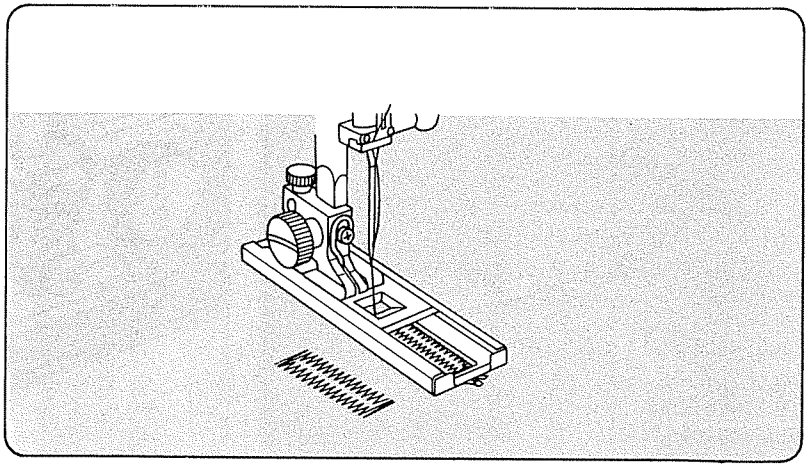
Select pattern 37.

Lower the needle at the top mark. Sew down the right side stopping at the bottom mark.



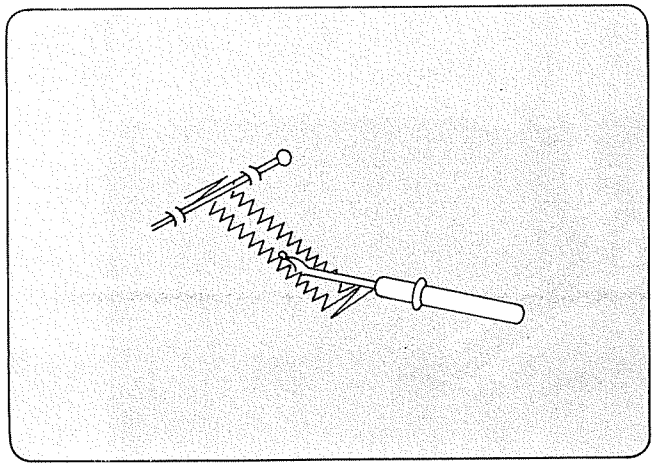
Press the memory button. The machine will automatically bartack and sew up the left side of the buttonhole.

Stop the machine when you are directly opposite the first stitch on the right hand side.



Press the memory button. The machine will bartack, knot the stitches and stop sewing. Keep the foot control depressed until the machine stops by itself.

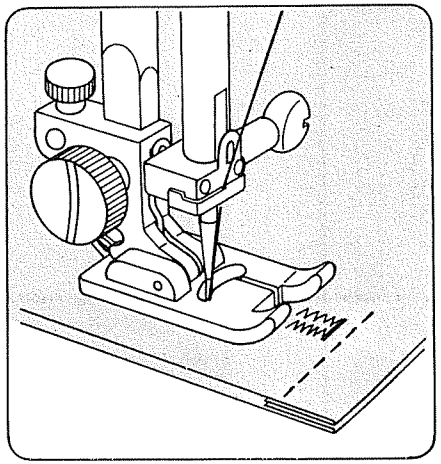
To make the next buttonhole, position the fabric and step down on the foot control. DO NOT TOUCH ANY CONTROL BUTTONS. The Memory Craft will sew another buttonhole identical to the first each time you step down on the foot control.



Remove the fabric and place a pin just below the bartack at each end to prevent accidentally cutting the bartacks. Cut the opening with the seam ripper.

Slide the button through the opening. If the length is correct, you're now ready to sew the buttonholes on your garment. If the length needs to be altered, sew a new buttonhole in the same manner as above.

* Carefully cut the round opening first on keyhole buttonholes. Cut the straight portion with the seam ripper.



Buttonhole foot B has a wedge down the center of the foot keeping the buttonhole evenly spaced.

Buttonhole foot J has markings which can be used to determine the length of your buttonhole. This foot also helps you to determine when the two sides are even.

Satin Buttonholes

If you desire a more satiny buttonhole, adjust your stitch length between the 2–3 symbol. This adjustment must be made before you begin the buttonhole. Make a test sample.

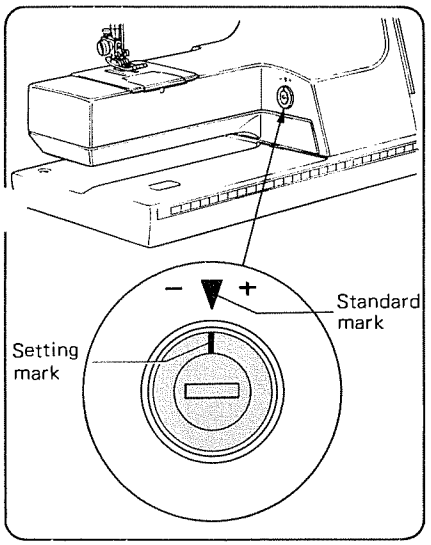
Baby Buttonholes/Overcoat Buttonholes

You can also adjust the width to sew very narrow buttonholes for infant clothing or 7 mm wide buttonholes for overcoats. Make a test sample.

FOUR IMPORTANT POINTS

1. Make sure you do not push or pull the fabric when sewing a buttonhole. Left the Memory Craft feed the fabric naturally.
2. When you sew the first buttonhole make sure the two sides are even.
3. Always keep the foot control depressed until the machine stops by itself.
4. When sewing horizontal buttonholes next to a seam, on a waistband or on a cuff, carefully grade seams to reduce bulk. Duplicate this seam exactly for your sample. Attach foot B and sew towards the seam.

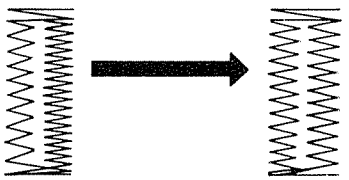
Adjustment of Buttonhole Stitch Density



Stitches on each side of the buttonhole should be the same stitch density. If not, adjust as follows:

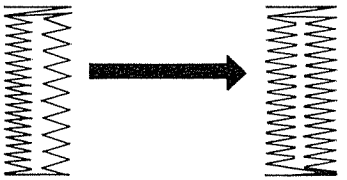
If the stitches on the left hand side are too far apart,

turn the feed balance dial towards the "+" sign.



If the stitches on the right hand side are too far apart,

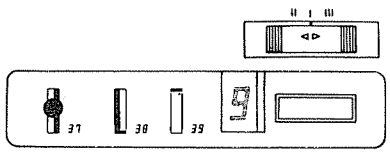
turn the feed balance towards the "−" sign.



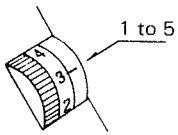
* After making adjustment described above, sew another test buttonhole to make sure the adjustment is correct. Remember to turn the feed balance dial to the standard mark indicated by "▼", when buttonholes are completed.

Corded Buttonhole

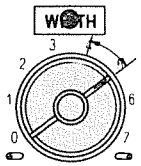
Machine Setting

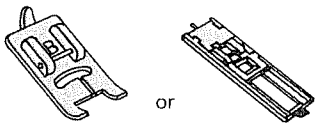


Thread Tension

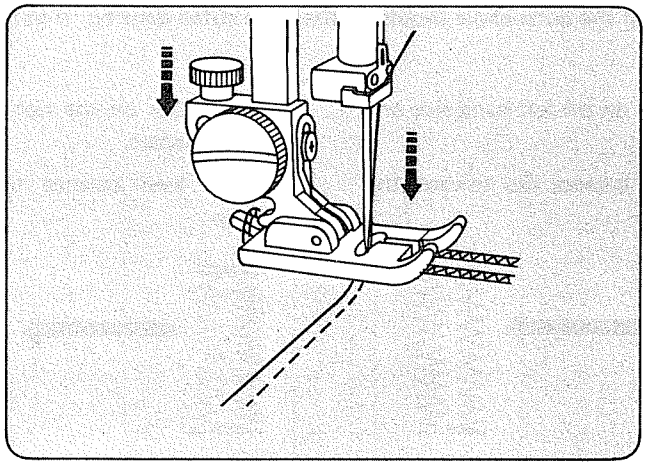


Stitch Width





Transparent Buttonhole Foot B or **Sliding Buttonhole Foot J**

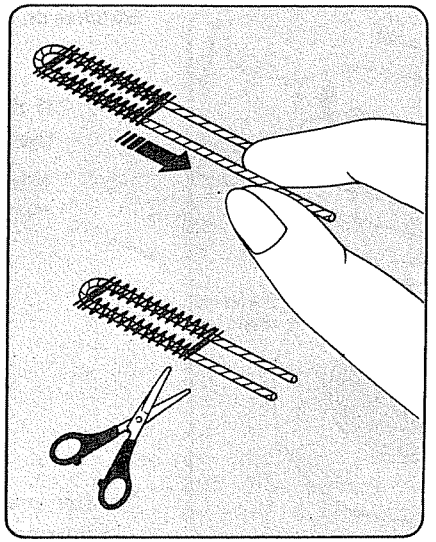


Select pattern 37 in Mode I.

Hook a filler cord on the cord spur located at the rear of the buttonhole foot, and bring the ends forward under the buttonhole foot. Slide both threads to the left.

When using foot J, hook the filler cord into the forked projections on the front of the foot to hold the threads taut. Lower the needle into the garment where the buttonhole is to start, and lower the buttonhole foot.

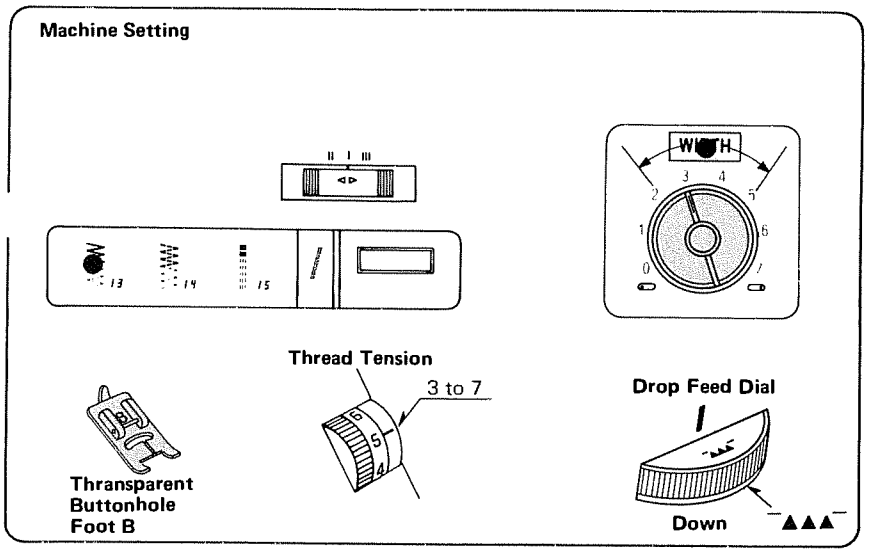
Sew the buttonhole following directions on pages 45 and 46. Each side of the buttonhole and the bartacks will be sewn over the cord.



When the buttonhole is completed, remove the fabric from the machine, and cut the sewing threads.

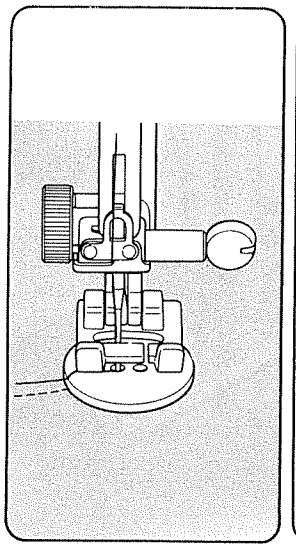
Pull the left end of the filler cords to tighten. Thread the ends through a darning needle, draw to the wrong side of the fabric and cut.

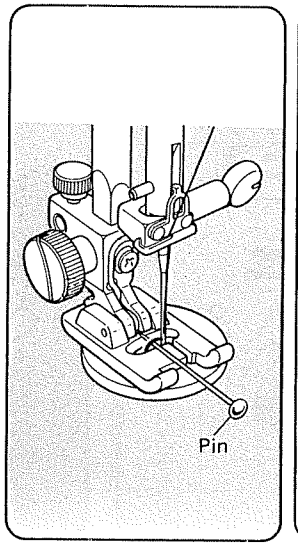
Sewing Buttons and Snaps

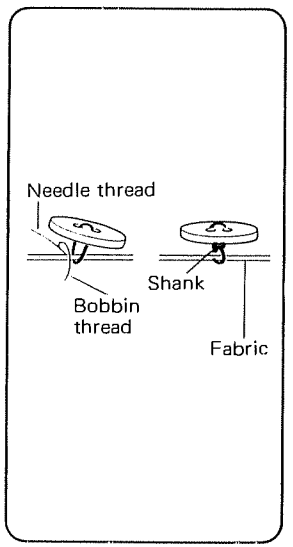


The Memory Craft can be programmed to sew buttons and snaps automatically making the sewing job so much easier and faster.

Tape the button over the placement mark.
A pin can be placed on top of the foot to form a shank. Before lowering the foot, test the needle swing making sure the needle drops in each hole. Adjust the stitch width if necessary. Lower the foot.







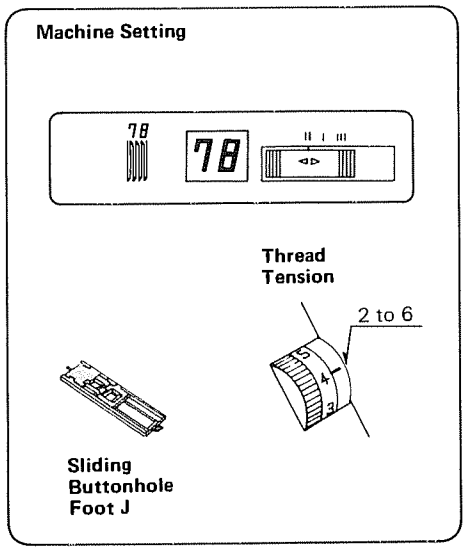
Press the programming buttons in the following order: [M] [M] [⊙] [M] .
The machine will sew 12 stitches, lock the threads and stop automatically.

To attach the second button, DO NOT TOUCH ANY CONTROL BUTTONS. Align the needle with the holes of the second button, lower the foot and depress the foot control.

To strengthen the shank, cut the threads leaving a 20 cm (8") tail. Bring the needle thread down through the hole in the button and wind it around the shank.

Draw the thread to the wrong side and knot.
Snaps are attached in the same manner. Adjust the stitch width accordingly.

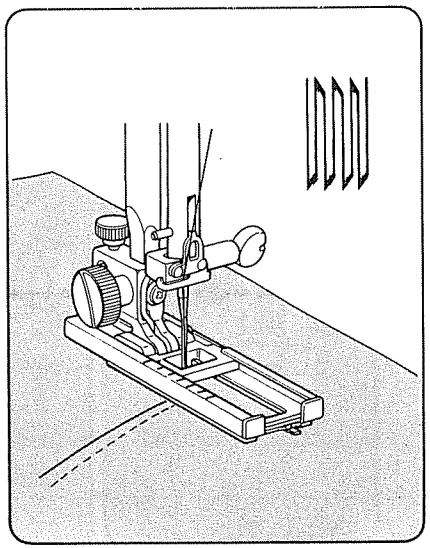
Quick-Darn



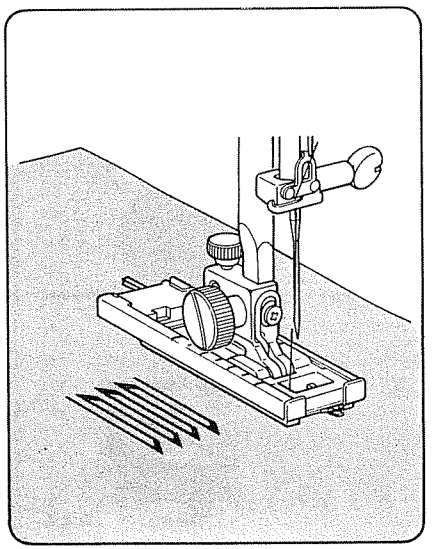
The Memory Craft automatically darns rips and holes. Large and small holes can be mended quickly and easily with this unique stitch.

Buttonhole foot J is used to hold the fabric securely while darning.

For extra support, or to strengthen the darn, pin or baste a backing fabric such as organdy under the hole.

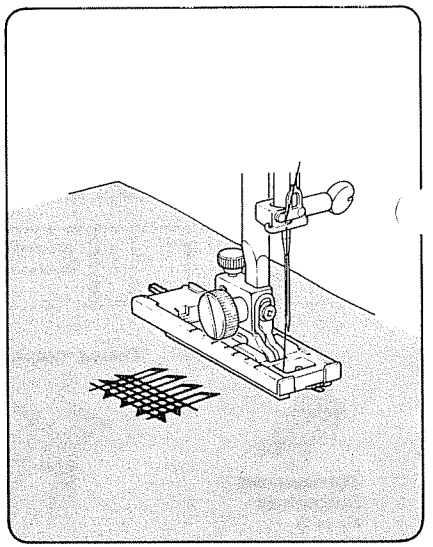


Press down the foot control. The machine will auto-lock, sew 16 rows of darning, auto-lock and stop automatically.



Keep the foot control depressed until the machine stops sewing.

To reinforce the darn press the turn over memory button and depress the foot control. The machine will sew back over the darn moving from right to left and stop automatically.

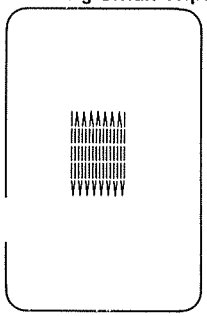


For extra strength on blue jeans or other work clothes the darn can be reinforced as shown above.

The finished darn measures 2.5 cm (1") long by 0.7 cm (1/4") wide.

If hole is larger, move the fabric ar
sew additional darning units until t
hole is covered.

Darning Small Rips



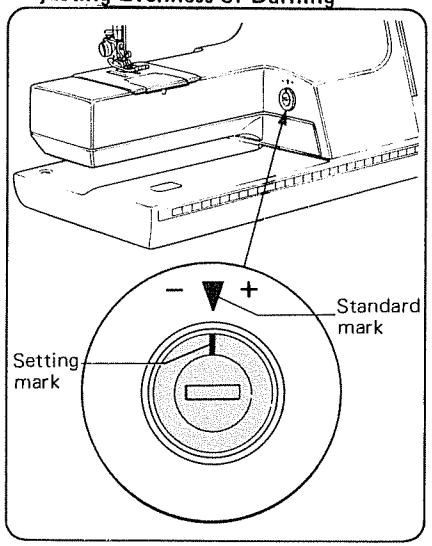
Small rips can be repaired by programming the machine to sew a shorter darn.

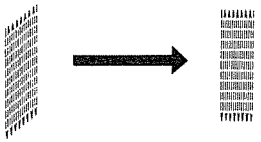
Begin the first row of the darn stopping the machine when you reach the bottom edge of the rip. For example, you may only need to sew 5 stitches. Press the reverse button but do not hold it. The machine will now complete the 16 rows with 5 stitches in each row and stop automatically.

This small darn can also be reinforced by pressing the turn-over memory ıtton. Five stitches will be sewn in ɔach row.

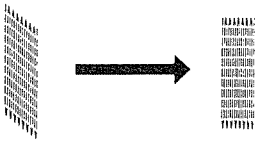
The small darn can be repeated by pressing the memory button after the first darn is sewn. Do not press memory button before sewing.

Adjusting Evenness of Darning





When the left side is lower, turn the adjustment screw to "+".

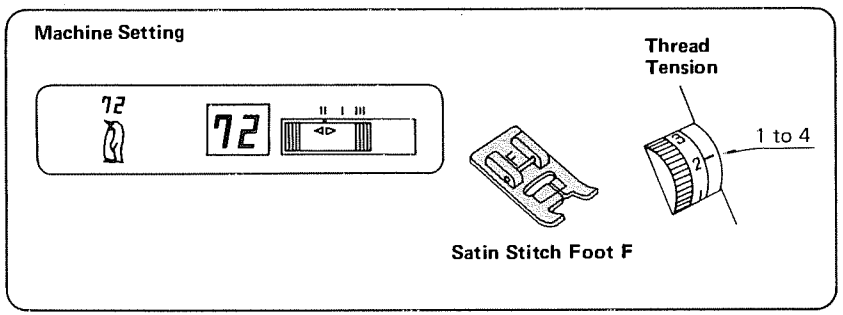


When the right side is lower, turn the adjustment screw to "−".

* After darning, return setting mark to "▼".

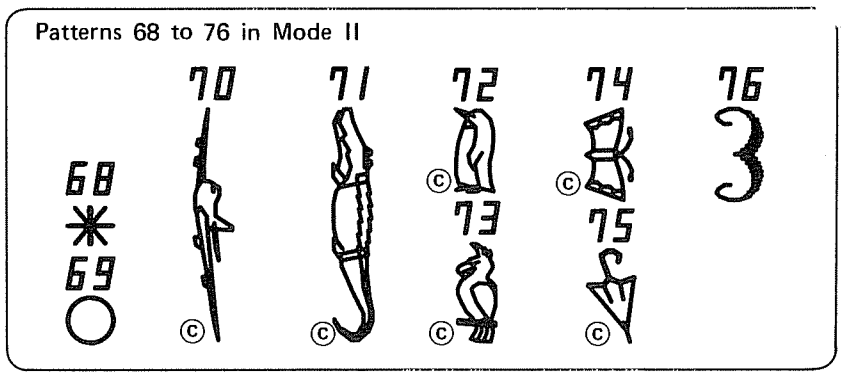
Exquisite embroidery can be created with your Memory Craft Machine. Imagine, you can select one pattern, or a variety of patterns; program the machine in the order you want to sew these patterns and then sew them anywhere you desire. You'll be amazed and delighted for years to come as you explore this new sewing craft.

Memory Lock Patterns



These special patterns are automatically locked at the beginning and end of the pattern.

Use them alone as a single design on a shirt or combine them with letters, numbers and other craft patterns.



To sew a penguin for example, select Mode II and pattern 72. Depress the foot control and sew until the machine stops.

The penguin will be knotted at each end. To sew a second penguin, release the foot control, then depress it again.

Another penguin will be sewn automatically. Separate the penguins by clipping the floating threads.

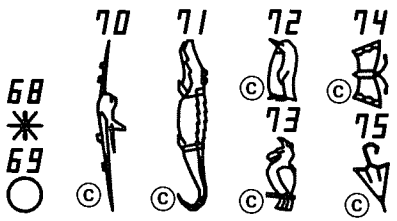
The curved scissors included in your accessory box are perfect for they allow you to scoop the thread and cut it close to the stitching.

Memory Lock patterns are found in Mode II, patterns 68 to 76.

To Reduce the Patterns

These patterns can be reduced in size by adjusting the stitch width. When the width is reduced, the length is automatically shortened proportionally. Manually changing the stitch length will not change the width.

Reducible Patterns

Mode II 68 to 75	Mode II 81	Mode III 83, 84
		

Program pattern 72 in Mode II.
Sew a mother penguin.

Press the manual stitch width knob and set at "6".
A baby penguin will be sewn.

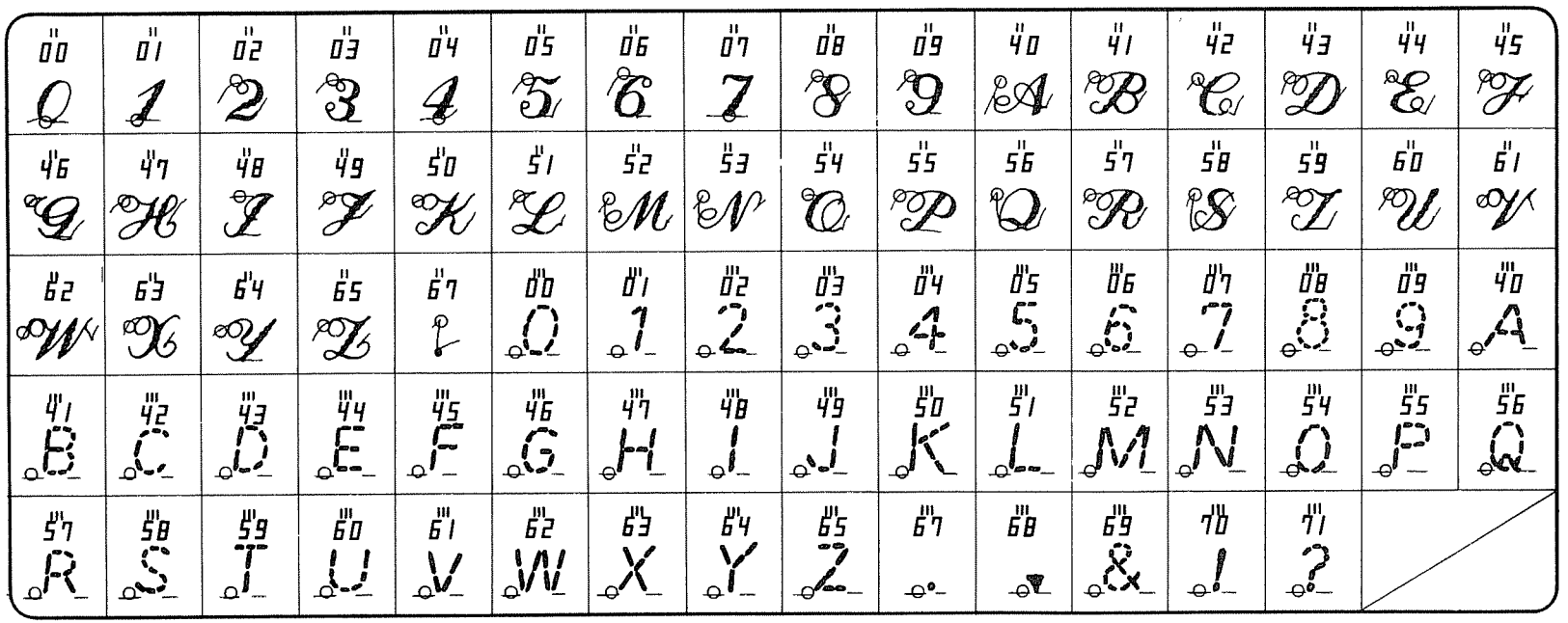
Set the manual stitch width knob at "5".
Sew another baby penguin.

* Manually set the width at "5" or wider.

Memory Lock Alphabet and Numbers

Your Memory Craft machine will sew the 26 letters of the alphabet and numbers 0 to 9 in script when Mode II is selected and in block print in Mode III. Words and entire sentences can be programmed including punctuation marks.

Each letter and number is automatically locked at the beginning and end enabling you to clip the connecting threads. The chart below shows where to clip the extra threads. Each pattern starts at "o".



Letters are programmed by selecting the corresponding number and then touching the M button.

To write: SUE

Program: 58M 60M 44M

Depress the foot control and sew until the machine stops. Clip connecting threads.

When programming long sentences write the sentence on a piece of paper to avoid missing letters. See page 66 for information on editing your program. Letters and numbers can be sewn two-thirds their regular size by pressing turn-over memory instead of memory when programming.

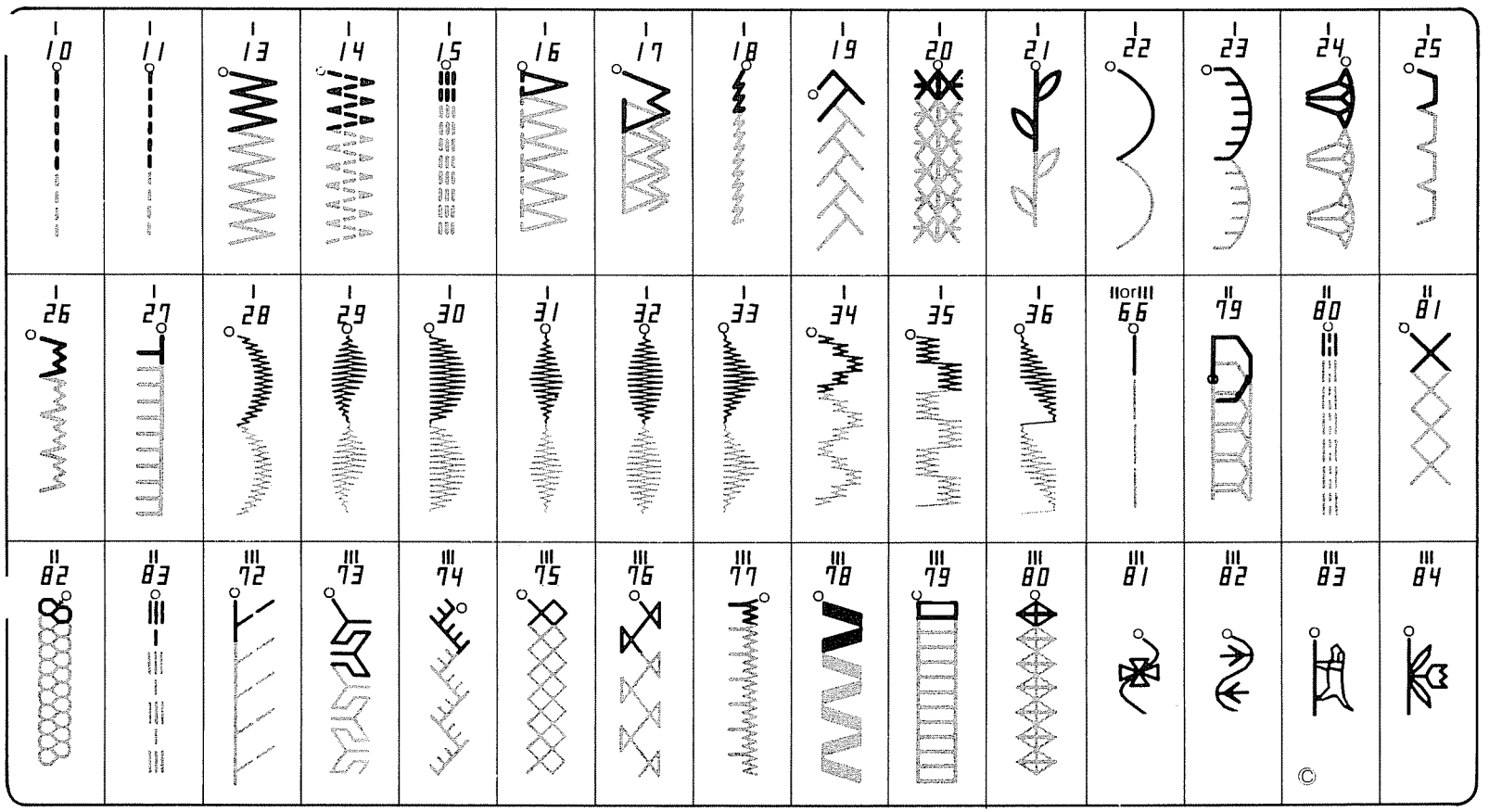
Use pattern 66 in Mode II or III to program spaces between words.

Craft Patterns

You'll find craft patterns in Mode I, II and III. The bold lines on the chart indicate the unit of each pattern sewn when the memory button is touched once.

Pattern can be varied by manually changing the stitch length and stitch width.

Each pattern starts at "o".



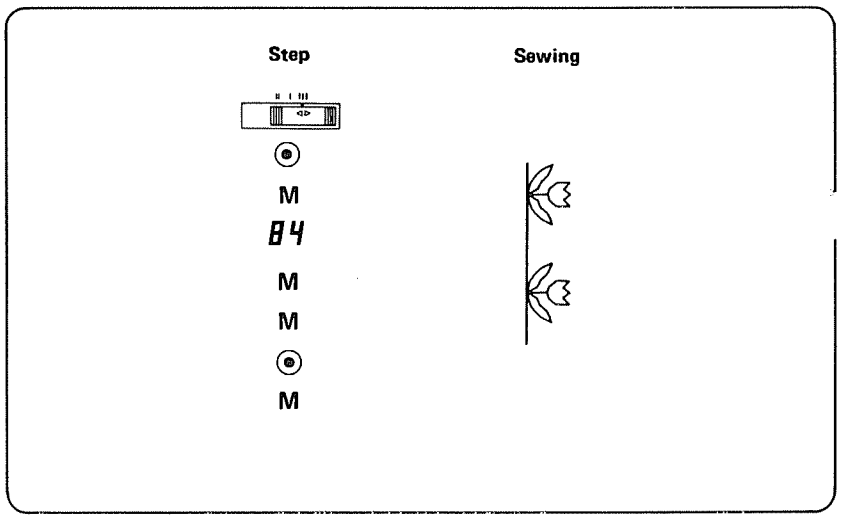
Combining Patterns

In Mode I, seven patterns can be combined and memorized. When Mode II is selected your Memory Craft combines and memorizes up to 31 patterns. Patterns can be chosen from both Mode I and Mode II.

When Mode III is selected 31 patterns can be combined and memorized from both Mode I and Mode III.

The auto-lock stitch can be programmed at the beginning and end of a pattern combination to lock the stitches eliminating hand knotting. The auto-lock is not counted as one the patterns at the beginning of a combination, but it is counted at the end.

Patterns 12, 77 and 78 in Mode II and buttonholes cannot be added to a pattern combination.



To program pattern combinations press the programming buttons in the order shown.

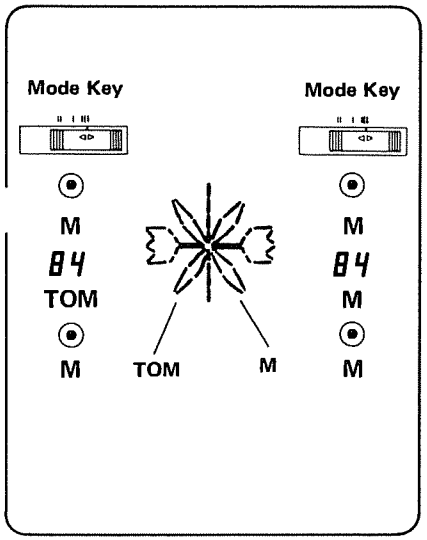
For example, to sew the two flowers. Select Mode III, then press the auto-lock button and the memory button. The machine has memorized the auto-lock stitch.

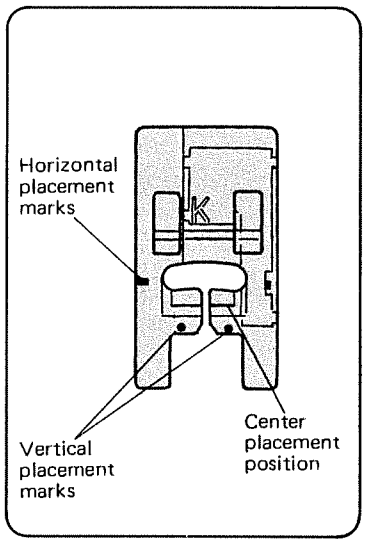
Select pattern 84 and press the memory button twice. The machine has memorized two flowers.

Press the auto-lock button and the memory button to memorize the auto-lock stitch at the end of the pattern combination.

* When a memory lock pattern is the first and/or last pattern in a combination, the auto-lock can be eliminated.
* Pattern combinations are sewn repeatedly when auto-lock is not programmed at the end of a combination.

Single Design Placement



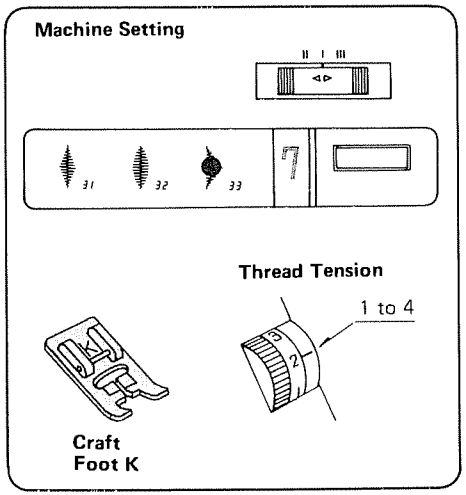


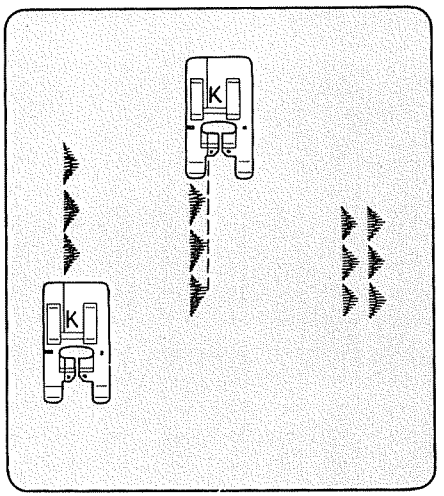
Attach craft foot K. This foot has placement markings for positioning individual designs and aligning evenly matched rows.

Sew one flower in turn-over memory.
Press the clear button and 10 will appear. Program the flower in memory.

Lower the needle into the fabric at the exact point where you began the first flower using the placement marks on foot K.

Evenly Matched Rows



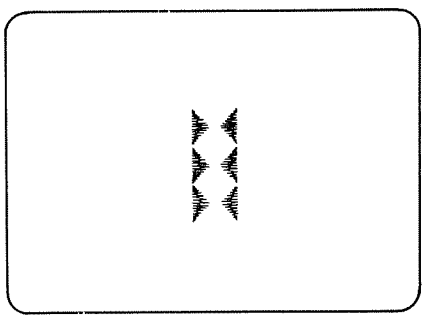


Select one pattern and match row upon row for a bold, imaginative design. Or program a combination of patterns matching the rows in memory and turn-over memory to expand the creative possibilities.

Mark a stitching line on your fabric for the first row. Select pattern 33 and position the vertical placement mark on foot K over the stitching line. Sew the first row.

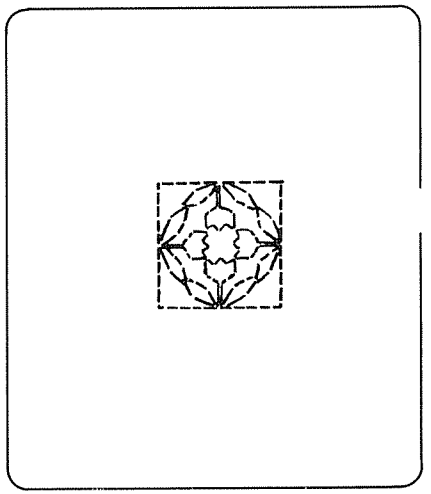
Press the slow speed button, and sew the second row to the right of the first row. The cut away portion of foot K will ride smoothly over the first row of stitching.

To position the second row even with the first row, match the vertical and horizontal placement marks on foot K as pictured. Press the memory button to return pattern 33 to the beginning. Sew guiding the vertical placement next to the first row of stitching.



By pressing the turn-over memory button for the second row, your design will look like this.

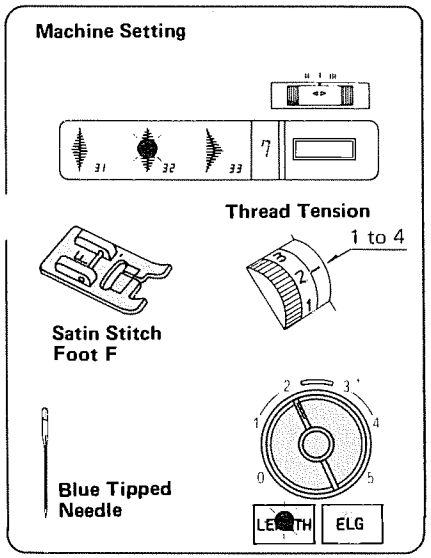
Block Designs



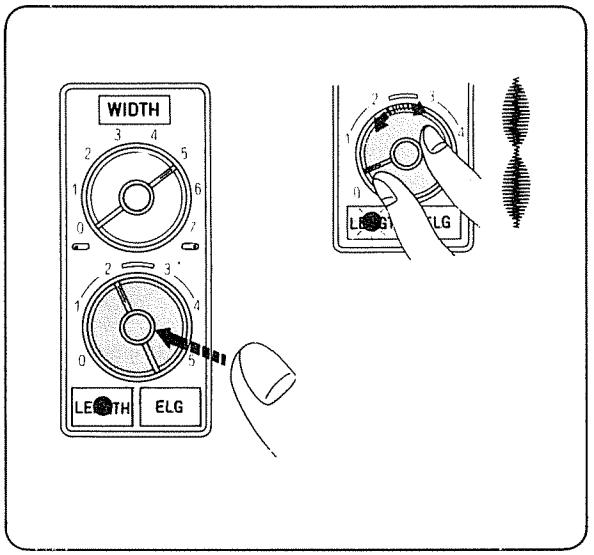
Program one flower pattern 84 in Mode III with the auto-lock stitch. Sew until the machine stops. But do not raise the presser foot.

Lower the needle back into the fabric, then raise the presser foot and pivot the fabric 90 degrees to the left. Sew another flower. Complete the square.

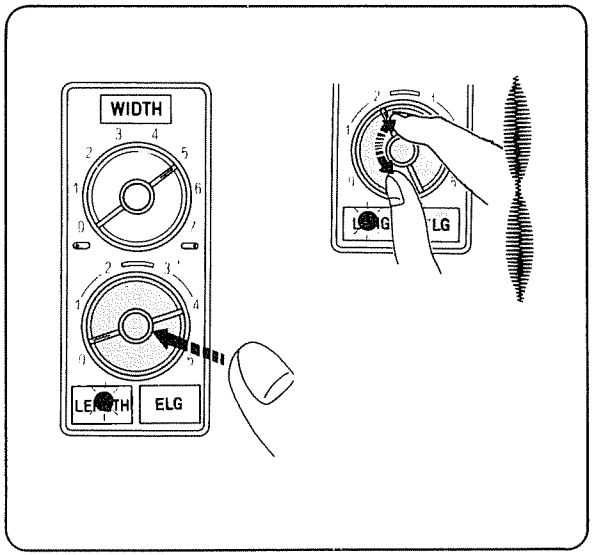
Elongated Satin Stitching



In Mode I, patterns 28 to 36 can be increased up to five times their length and sewn with closely spaced stitches for a satin like appearance.



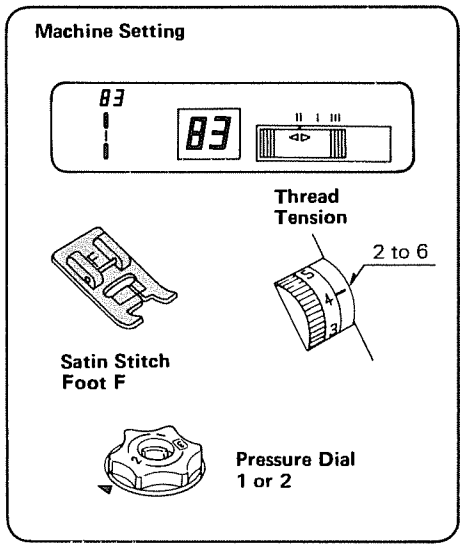
Select pattern 32. Press the manual stitch length control and the red signal will light. Turn the dial to the desired satin stitch setting.

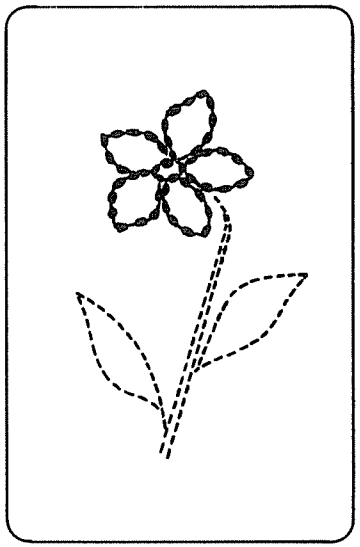


Press the manual stitch length control again. Both the red and yellow signals will be lighted. Turn the dial to the desired elongated setting. When you press the button a third time the machine will return to the automatic setting.

* Once the satin stitch and elongation have been set, you can sew any pattern between 28 and 36 in elongated satin stitching.
* You can also combine pattern 28 to 36 in memory and turn-over memory.
* Selecting a pattern other than 28 to 36 automatically cancels the yellow elongation signal.

Sculpture Stitch





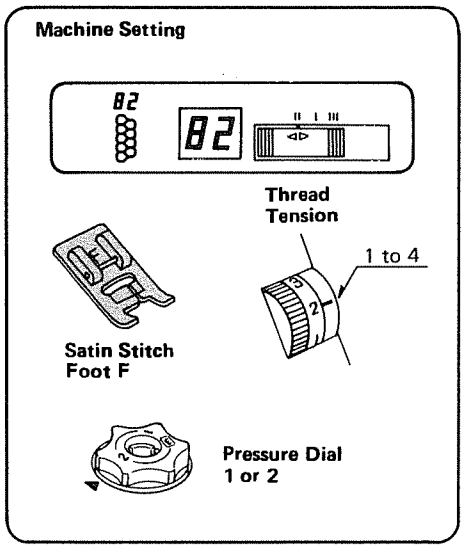
The sculpture stitch adds a three dimensional effect when outlining designs for elegant motifs on clothing, table linens and crafts.

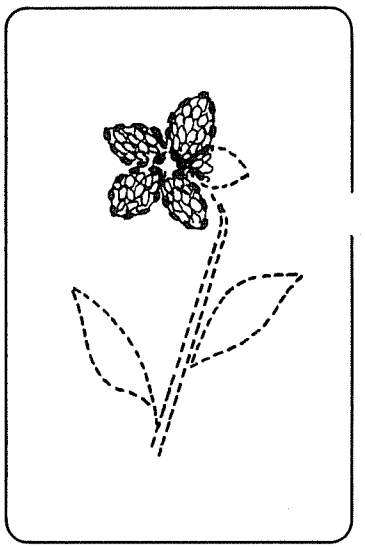
The sculptured look is formed by five back and forth stitches and one forward stitch.

Trace your design on the right side of the fabric. Place a tear away backing underneath for extra support on light weight fabrics.

Stitch slowly guiding foot F over the traced line, pivoting at corners. Secure the threads with the auto-lock stitch.

Sand Stitch

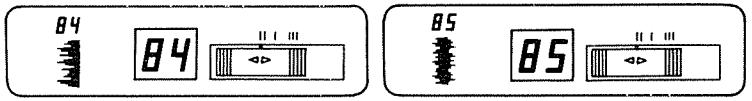


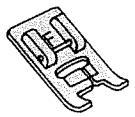


The sand stitch fills outlined designs. Sew in rows starting at the edge. Manually decrease the stitch width to fill in small spaces.

Shading Stitches

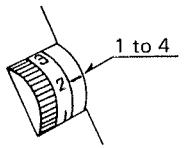
Machine Setting





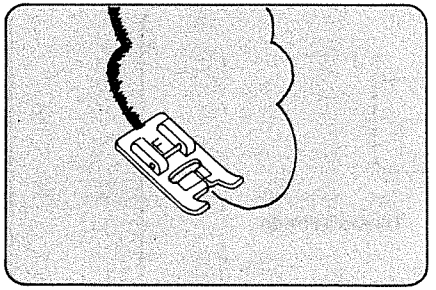
Satin Stitch
Foot F
or
Embrodiery Foot

Thread Tension



Pressure Dial

1 or 2

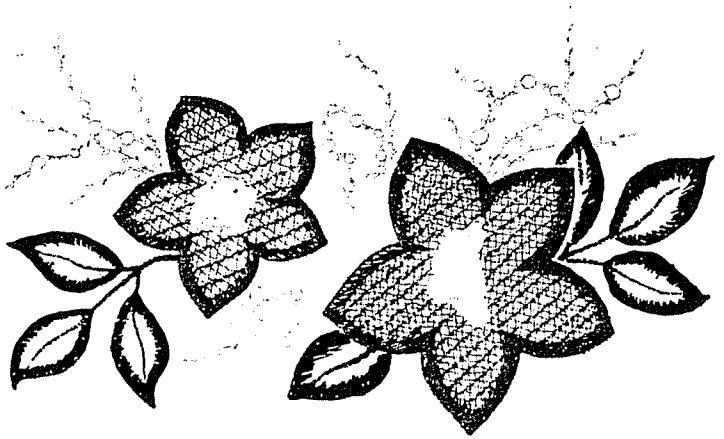


Patterns 84 and 85 in Mode II can be used to quickly and neatly outline designs. Use them to enhance appliques and create your own machine embroidered motifs.

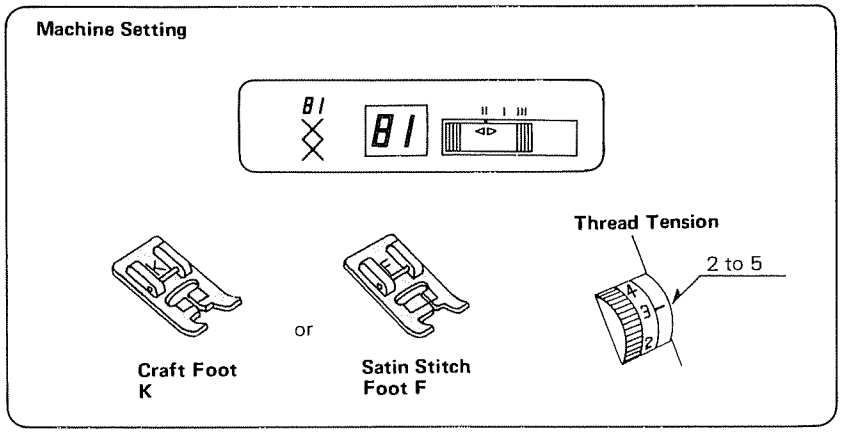
Draw the design on the right side of the fabric. Place a tear away backing or iron-on interfacing beneath the fabric for support where necessary.

Use the automatic settings or manually adjust the stitch length and width to achieve a desired effect. Reduce the pressure to facilitate sewing curved areas and you may need to pivot on sharp curves.

A second row in the same or varied thread color can be sewn inside the first row for a more pronounced outline.



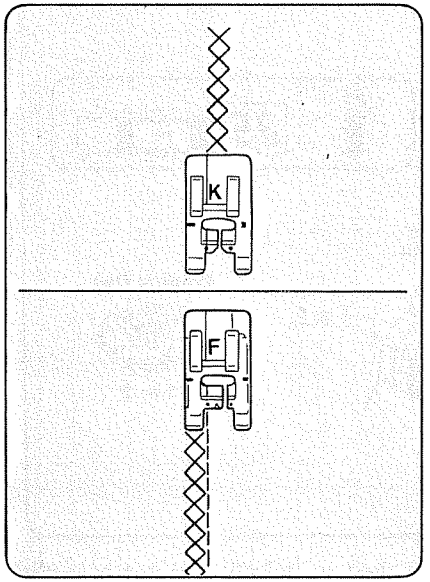
Cross Stitch

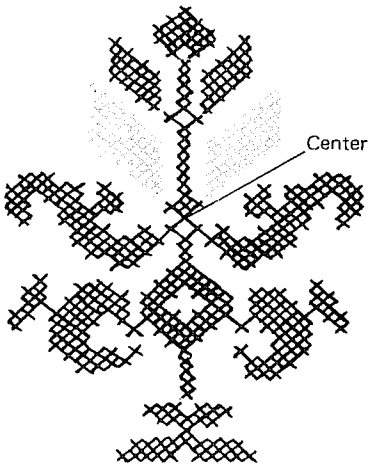


You'll love the beautiful designs you can sew with this craft stitch pattern, and in half the time it would take if embroidered by hand. Cross stitches can be effectively combined with the alphabet and other craft patterns for attractive samplers and other sewing projects. Counted cross stitch pamphlets for hand work are excellent design sources.

A plain close weave such as linen or wool flannel make the best backround fabric. Support light weight fabrics with a tear away backing. The stitch width and length can be manually adjusted if desired.

Find the center of the design, or if it's a border, choose a starting point. Make sure you allow enough room on all sides to accommodate the design.



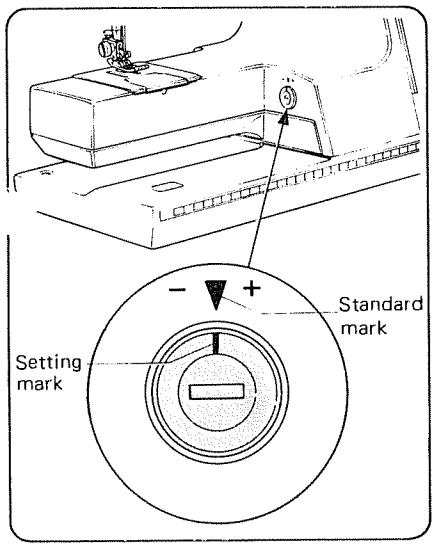


Count the cross stitches from the center up and program the appropriate number. Remember to use the auto-lock at the beginning and end of programming.

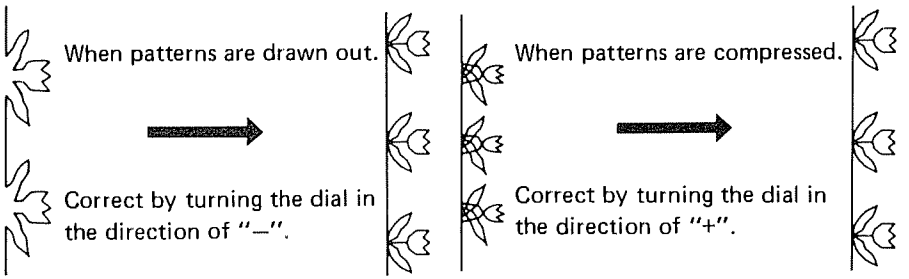
Starting in the center of the design sew the first row letting the fabric feed naturally. Then count the next row of stitches to the left or right. Add or delete stitches by pressing the clear button and reprogramming or by usir editing (Page 66).

Begin each row by lowering the needle at the corner of a previous stitch.

To Adjust Distorted Pattern

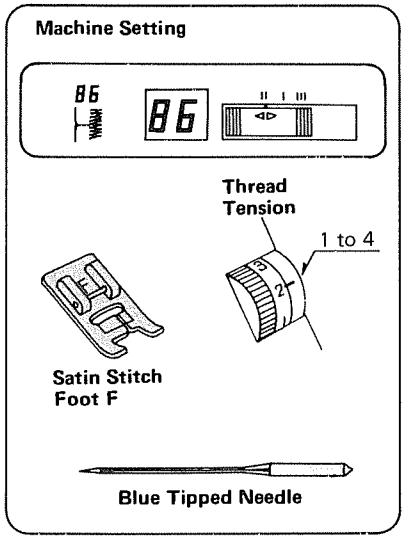


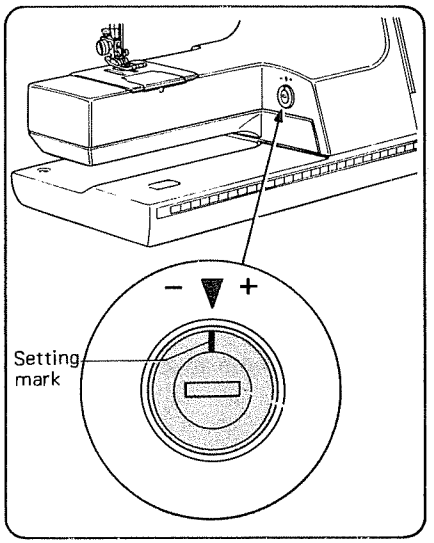
If patterns are uneven when sewing with a particular fabric, adjust them with the feed balance dial.



* After sewing with an altered dial setting, you must reset the dial to "▼".

To Adjust Distorted Letters or Numbers

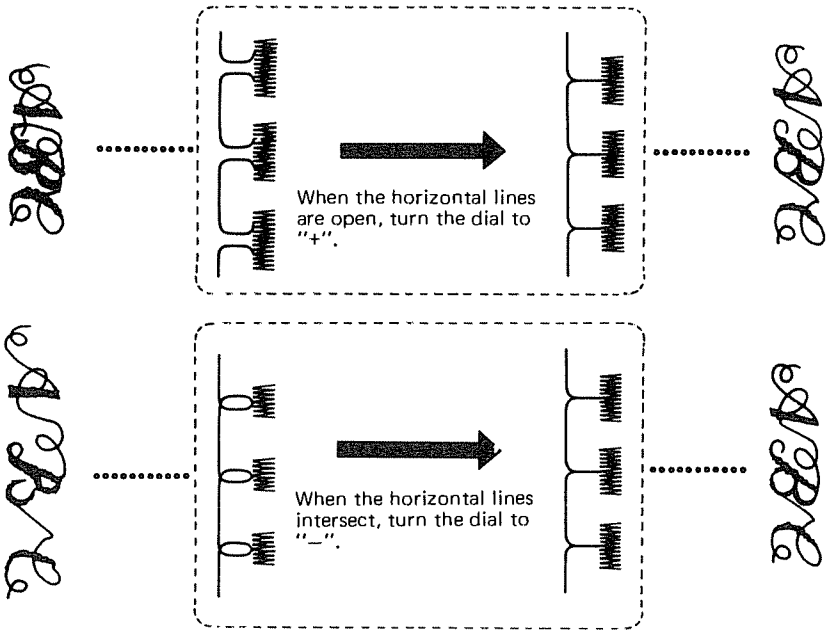




If letters or numbers are uneven when sewn on a particular fabric, select pattern 86 in Mode II to test the stitch then adjust the feed balance dial with the large screwdriver.

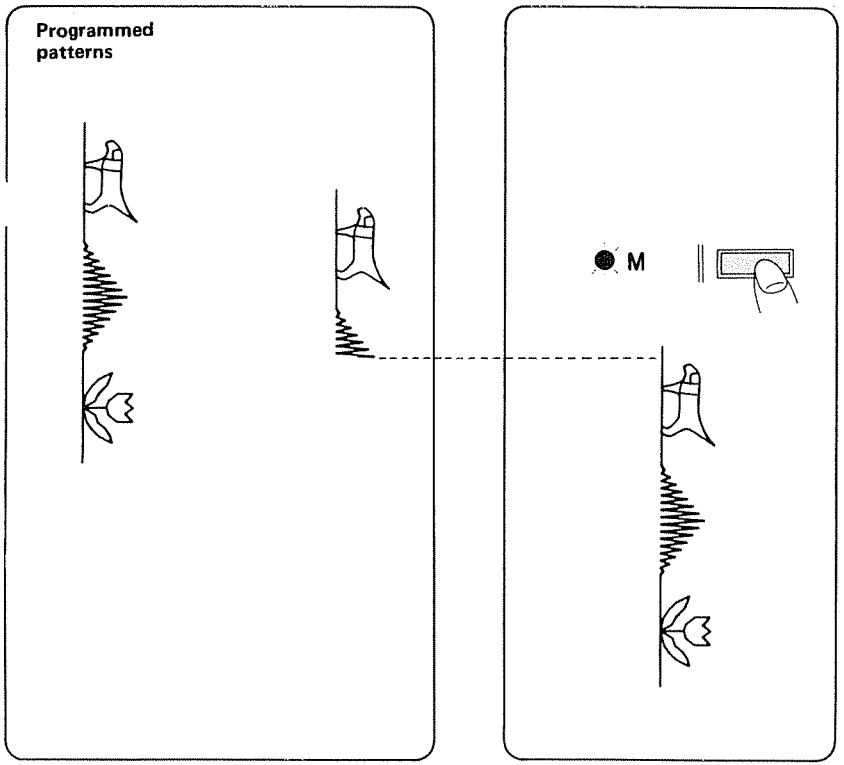
Pattern 86 sews backwards rather than fowards. Begin sewing several inches or centimenters down from the fabric edge.

* Pattern 86 in Mode II is not indicated on the panel.



* After sewing, reset the dial to "▼".

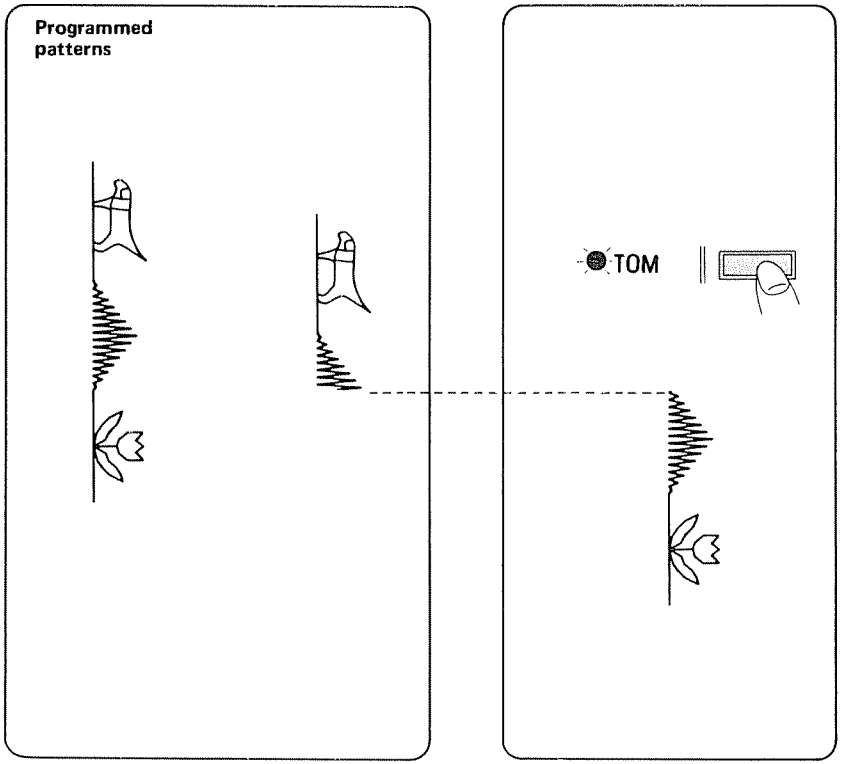
Test Sewing Pattern Combinations



There may be instances when you want to test a pattern combination without ...wing all the patterns.

Sew as much as necessary then press the memory button.

The Memory Craft will now start sewing at the beginning of your programmed pattern combination.



If you run out of thread in the middle of a pattern, press the turn-over memory button.

Remove the stitching of the last pattern only.

Lower the needle at the end of the last completed pattern.

The Memory Craft will start sewing at the beginning of the pattern you were sewing when you ran out of thread and continue sewing the remaining patterns.

Correcting Pattern Combinations

Individual patterns can be deleted and new patterns added to a pattern combination BEFORE YOU BEGIN TO SEW.

Each time you press the clear button the last pattern programmed will be deleted until pattern 10 appears in the pattern indicator in Mode II or III; in Mode I, a red signal will appear under pattern 10.

Programmed patterns: 84 20 83 29 29

For example patterns 83 and 29 in Mode III can be deleted and 24 added. After programming, press the clear button three times. Pattern 20 will appear in the pattern indicator. Then select pattern 24 and the memory button.

Programmed patterns: 84 20 24

If you press the clear button after sewing, all the patterns will be deleted and the machine will return to pattern 10.

Editing Pattern Combinations

To check your programming for possible errors in long patterns sequence, your Memory Craft has a built-in editing system (EDT).

After programming touch the editing button. A flashing light will appear and the pattern indicator will show the first pattern number programmed. Each time the memory button is pressed the pattern indicator will advance to the next pattern. Continue pressing the memory button until you reach the la pattern or you find an error.

If your programming is correct, press the editing button again. The flashing light will disappear and you're ready to sew. The machine will not sew when the editing signal is flashing.

In editing, pressing the memory button advances the patterns from first to last while the turn-over memory button shows the sequence from last to first.

Correcting Pattern Combinations in Editing

If you discover an error in editing or you want to add or delete patterns, the changes must be made in editing. You can add or delete as many patterns as you want. Patterns can also be added or deleted after sewing by pressing the editing button.

› Delete and Add Patterns

You wanted to program 01, 02, 03 and 04 but 05 was programmed instead of 03.

Press the editing button. Then press the memory button until 05 appears in the pattern indicator. Press the clear button. 02 will appear in the pattern indicator.

Now select pattern 03 and press the memory button. Pattern 05 has been deleted and pattern 03 added.

To Delete Patterns Without Adding

You programmed 01, 02, 03, 04 and 05. You want to delete 02 and 04.

Press the editing button. Press the memory button until 02 appears. Press the clear button. Advance until 04 appears. Press the clear button. 02 and 4 have been deleted.

To Add Patterns Without Deleting

You programmed 01, 03 and 04. You want to add 02 and 05.

Press the editing button. 01 will appear. Because you want 02 to come after 01 add it when 01 is in the pattern indicator.

Select pattern 02 and press the memory button. Press the memory button again until 04 appears. Select pattern 05 and press the memory button.

You can check your corrections by pressing the turn-over memory button and moving the sequence backwards until the first pattern programmed appears. Double check by advancing the sequence forward with the memory button.

When programming is correct, press the editing button again. The flashing light will disappear and you're ready to sew. The machine will not sew in editing.

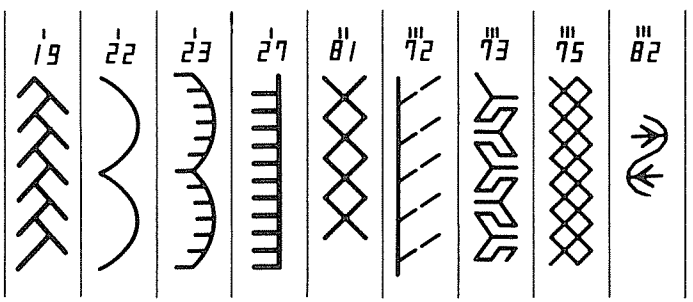
The techniques covered in this section are those special extra touches that make an ordinary outfit outstanding. By taking a few extra minutes you can transform any garment you sew into something special.

Twin Needle Stitching

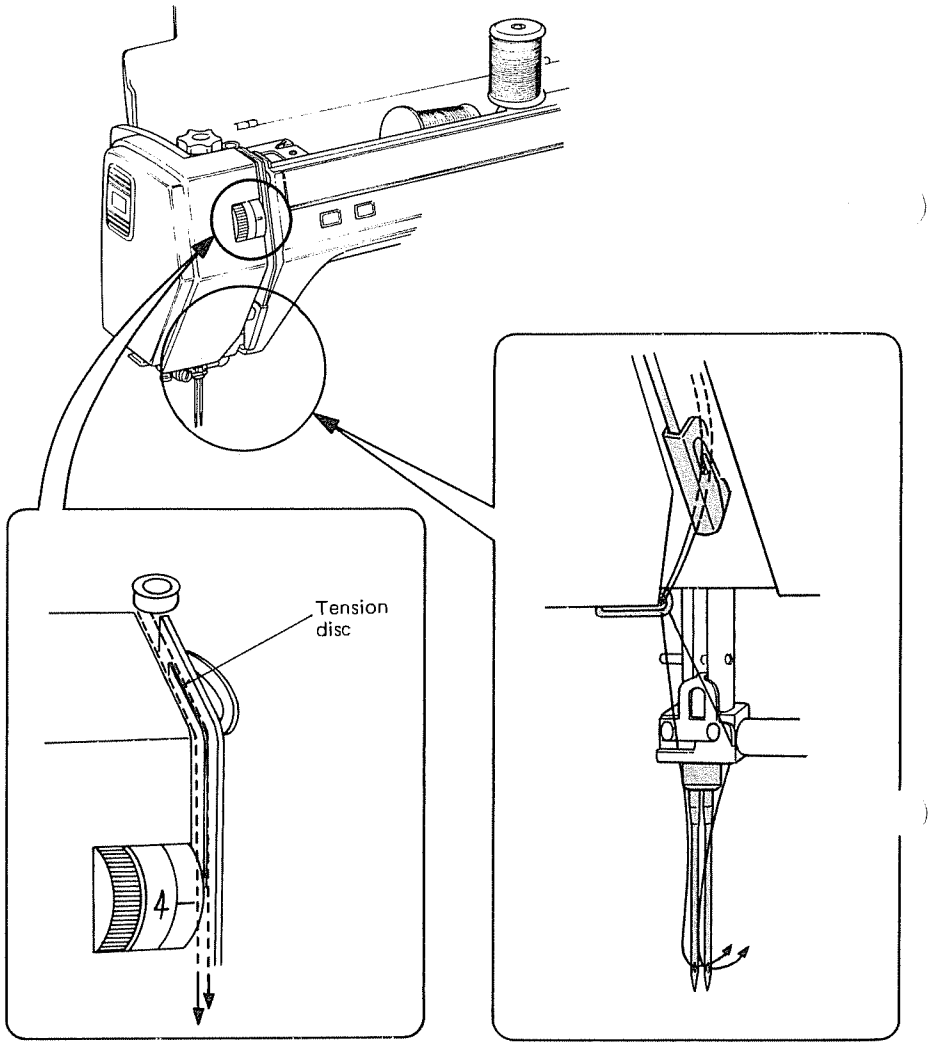
Your Memory Craft is equipped with a twin needle that can be used to sew parallel rows of straight or decorative stitches adding an exquisite touch to table linens and clothing.

When threading the machine for twin needle sewing follow this chart making sure you separate the threads, placing one on each side of the tension discs plate and one in each thread guide on the needle bar.

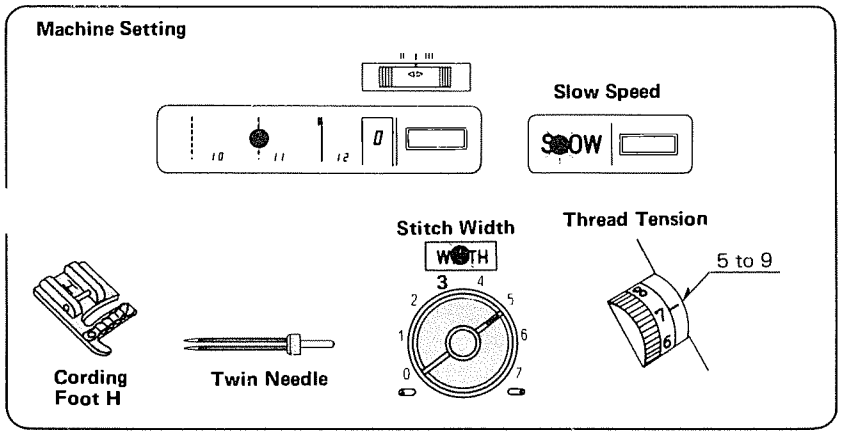
Use foot A or F. Select pattern 11 for parallel rows of straight stitching. Manually set the stitch width at "3" for decorative patterns.



At corners, raise the needles till they clear the fabric. Partially raise the presser foot and carefully pivot the fabric.



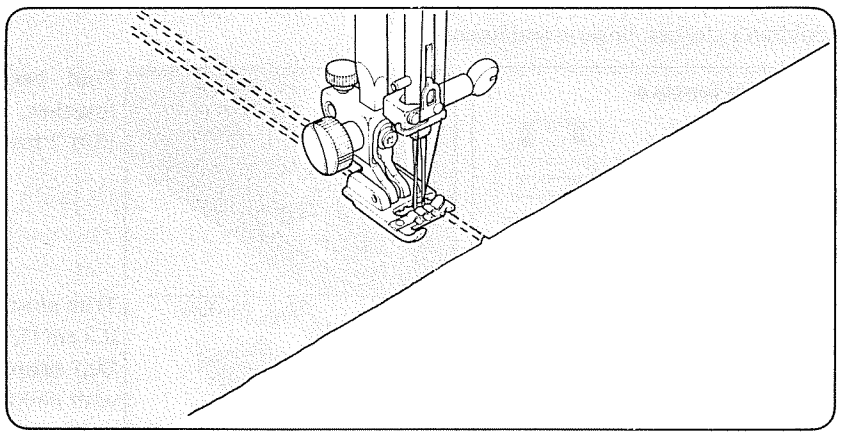
Pintucking



Pintucks are narrow tucks spaced close together adding design interest on such items as blouses and pillowcases.

Sew on the right side of the fabric through a single layer. Hold the fabric taut while sewing.

When sewing several rows of pintucking, place the previous row under the notch farthest to the right on the bottom of foot H. The notch will keep the rows parallel.

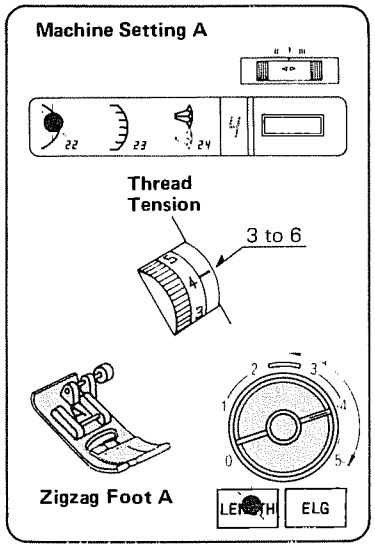


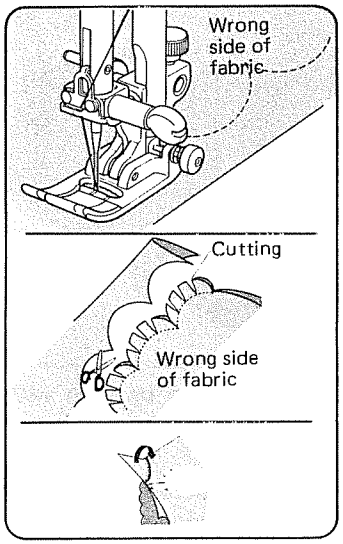
Scallopped pintucking can be sewn with pattern 22. Manually adjust your stitch length, zigzag width at "3".

More defined pintucks can be sewn with a regular needle and pattern 11. Fold the fabric with wrong sides together on the foldline and sew with foot C guiding the fold next to the black prong. For slightly larger tucks use pattern 10.

Scallop Hems

The Memory Craft provides a special pattern for scalloping hems on curtaines, children's clothes, lingerie and linens.





Fold hem with right sides together. Sew scallops. 1 cm (3/8") from folded edge.

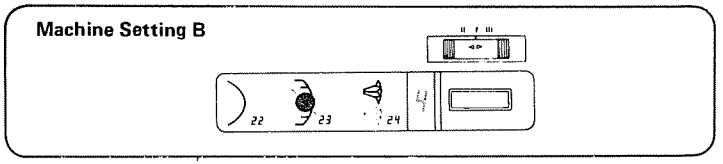
Trim close to stitching leaving 0.3 cm (1/8") seam allowance. Clip seams as shown or trim with pinking shears.

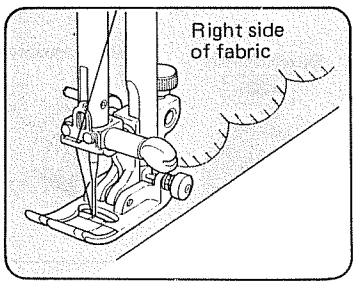
Turn them to right side and press.

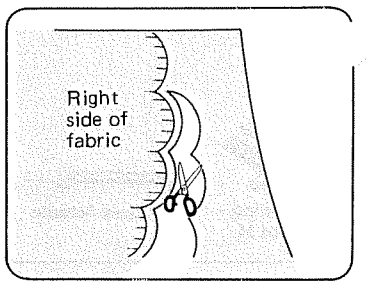
Variations of stitch length using manual stitch length button

Stitch Length	Seam Variations
5	
3.5	
2.5	

Edging







Some of your craft patterns can be used to attractively finish the edges of collars, pockets and placemats.

To edge a collar, place interfacing between upper and under collar and sew the pattern on the seam line.

For a delicate appearance on fabrics such as chiffon use a single layer with a tear away backing underneath for support.

Sew decorative edgings on the hemline of dresses or sleeves using a tear away backing if necessary.

After stitching, trim fabric close to stitching taking care not to cut the thread.

Pattern 28 and 30 look attractive when used as edging in an elongated satin stitch.

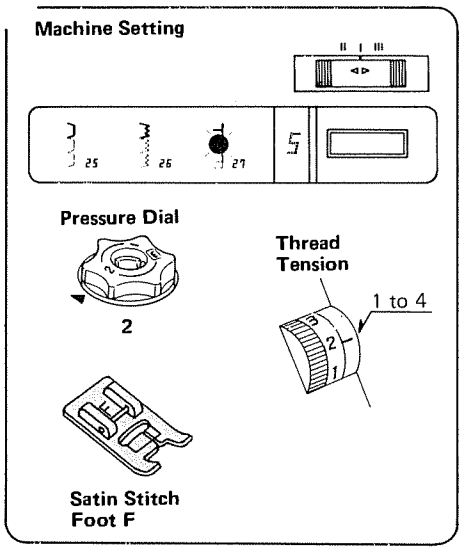
* When sewing curved edges, reduce the pressure and sew slowly.

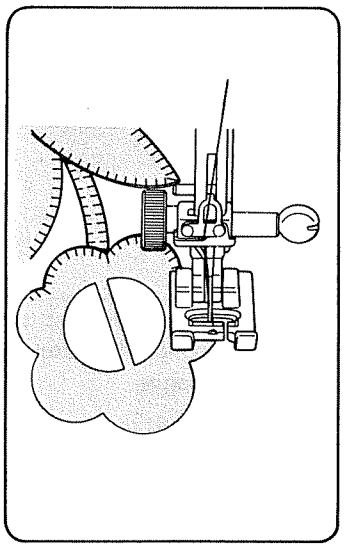
Applique

Applique, a technique for stitching fabric shapes onto another fabric opens limitless design possibilities.

Dimension and texture can be added by lightly stuffing all or part of a design. The Memory Craft has several different patterns that can be used to enhance your applique.

Blanket Stitch





In this type of applique raw edges are folded under. To finish raw edges cut applique design out of cardboard.

Fuse a light weight interfacing to the wrong side of the fabric then cut the fabric slightly larger than the cardboard.

Fold the fabric around the cardboard and press to form a perfectely shaped design.

Tape the applique in place and sew guiding the slot on foot F next to the finished edge of the applique.

With Satin Stitch

Satin stitches in pattern 13 are sewn over the raw edges of the applique completely enclosing the raw edge.
Stitch length and width can be varied to suit a particular fabric.

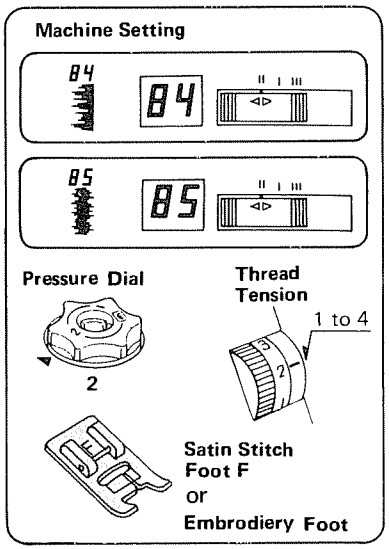
1. Iron on a light weight fusible interfacing to the wrong side of the applique fabric.

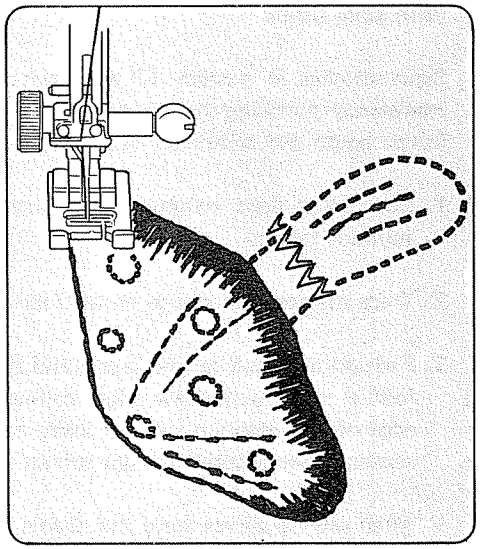
2. Trace the applique design on the fabric and cut out.

3. Position applique on the fabric and tape in place. Sew guiding the slot on foot F next to the raw edge making sure the needle falls off the outer edge of the applique. A tear away backing underneath the fabric may be necessary for support on light weight fabrics.

4. When sewing curves leave the needle in the fabric and pivot the fabric to the right or left.

With Shading Stitches



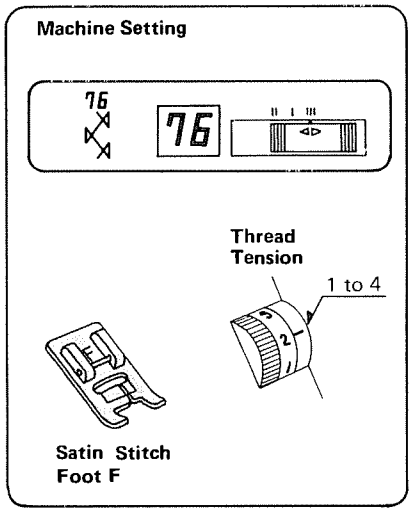


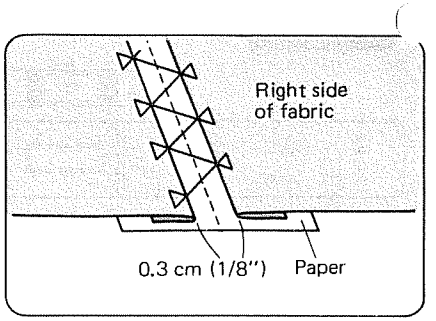
Patterns 84 and 85 in Mode II are used to applique following steps 1 to 4 on page 71. Shading effects can be created by edging the applique with pattern 84, then sewing a second row inside in pattern 85. Changing thread colors adds a further dimension.

With Satin Blanket Stitch

Pattern 77 in Mode III is another attractive applique stitch. Use the same method for shading stitch appliques.

Fagoting





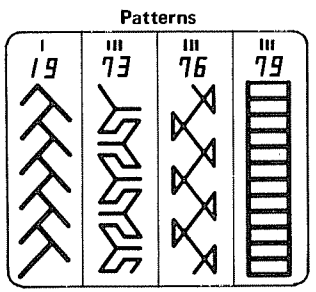
An open worked stitch used to join two pieces of fabric adding design interest to plain garments. Topstitching thread in the needle and bobbin gives a hand worked appearance.

Fold under 1.5 cm (1/2") on each fabric edge and press.

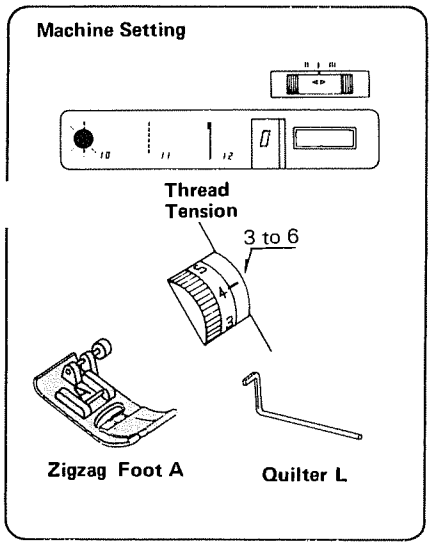
Pin the two edges to paper 0.3 cm (1/8") apart.

Sew slowly guiding the fabric so the needle catches the folded edge on each side.

Patterns 19 and 79 should be set at a stitch width of 7 for maximum effect.

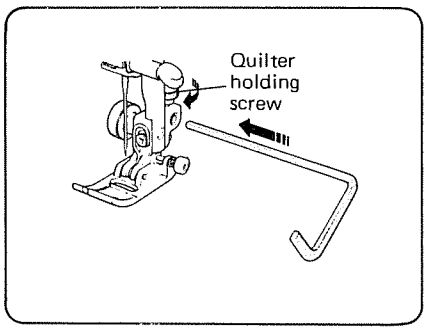


Quilting



Quilting is produced by stitching two layers of fabric together with batting in between to add dimension and warmth. Traditionally used for bedspreads, quilting is now applied everywhere.

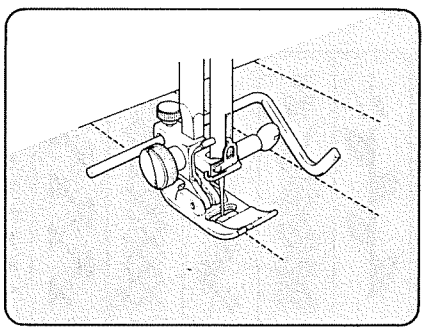
Crafts, entire garments or parts of garments such as yokes, pockets, cuffs and collars can be sewn with straight rows of quilting or embellished with decorative stitches and pattern combinations.



Test the pressure and stitch length on a fabric sample duplicating the layers of the actual quilting.

Puckering can be reduced by quilting on the bias.

The quilting guide will help to keep the stitching lines straight. Loosen the quilter screw. Slide the quilter in the opening to the desired width and tighten the screw.



Sew guiding the quilter over the previous row of stitching.

When quilting large areas, tack the layers together with the basting stitch (See page 34), then quilt from the center out.

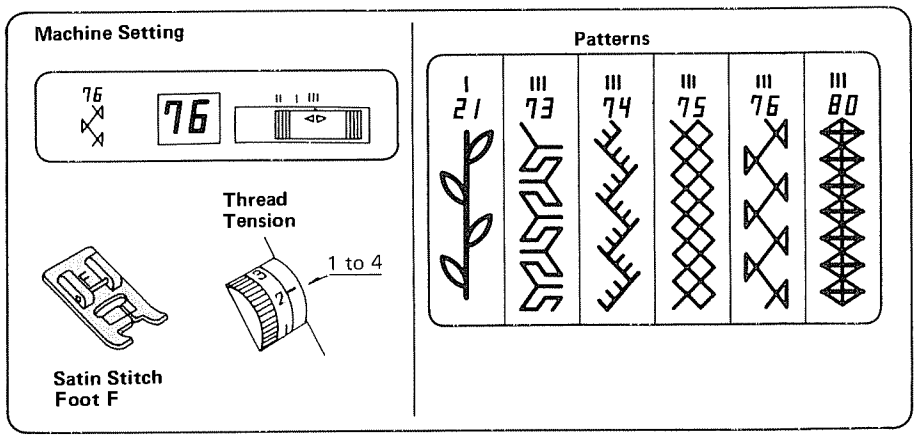
Bartack Quilting

Instead of quilting with rows of straight stitching, you might want to use bar tacks to tie off your quilt.

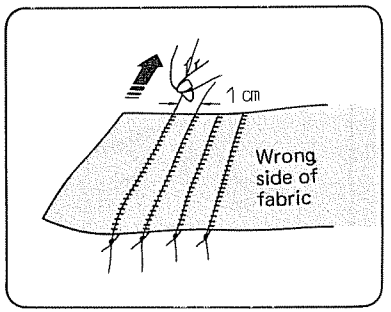
Set up your machine as though you were going to sew on a button (Page 49).

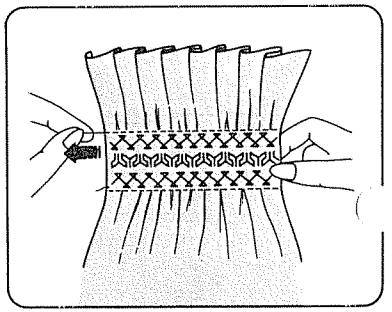
Position your fabric and sew.

Smocking



A delicate, decorative treatment, smocking can be applied whenever gathers are used. Turn a child's dress into something very special or smock a yoke on a peasant blouse. Choose a soft, lightweight fabric such as batiste, gingham or challis. Cut the fabric three times the finished width.



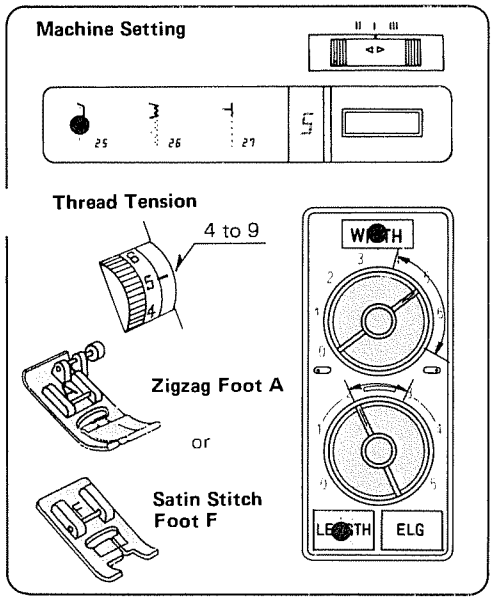


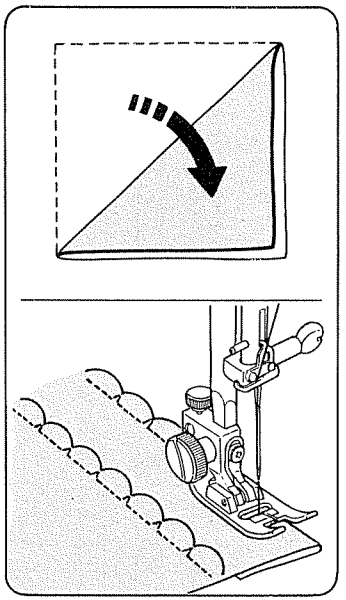
With the manual stitch length button at "5" and sew straight lines 1 cm (3/8") apart, across the area to be smocked. A looser needle thread tension will make gathering easier. Knot the threads along one edge. Pull the bobbin threads and distribute the gathers evenly. Secure the threads at the other end.

Reduce the tension and pressure if necessary and sew pattern stitches between the straight seams.

Pull out the gathering stitches.

Shell Tuck



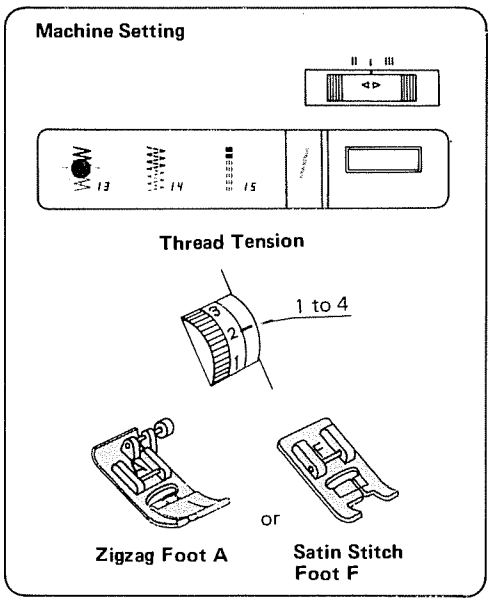


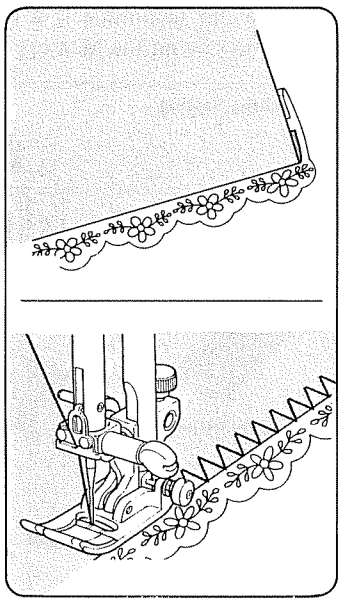
Shell tucking adds a sophisticated, elegant finish on blouses and lingerie. The tucks are formed by sewing a blind hem in a mirror image over folded rows of fabric. It can be used to finish hems, sleeve and neck openings or create scalloped tucks on blouses and lingerie.

Knits can be tucked in any direction. Wovens should be folded and stitched on the bias for best results. Place folds about 1.5 cm (1/2") aparts for rows of tucks.

Select pattern 25, press the turn-over memory button and manually set the stitch width at 5. Place the folded edge along the slot of foot F. The needle should fall off the edge of the fabric on the right forming a tuck.

Lace Work





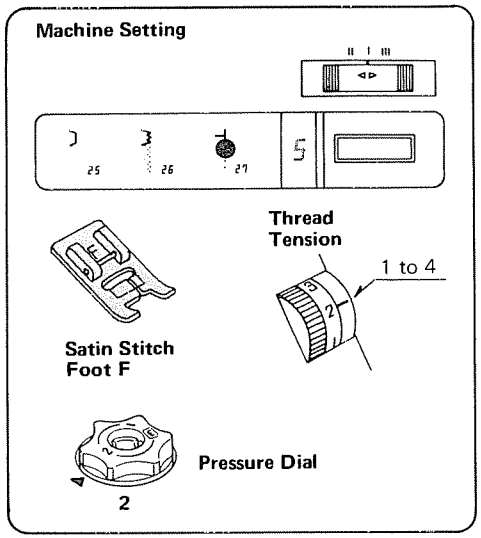
Lace adds a fanciful, feminine touch to blouses and lingerie. Table linens and pillows become more elegant when trimmed with lace.

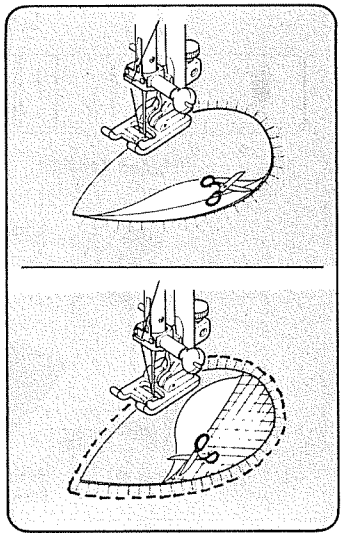
Place lace on right side of fabric at least 1.5 cm (1/2") in from the raw edge. Zigzag in place with narrow, relatively close stitches. Trim excess fabric close to stitching.

Lace can be inserted down the front of a blouse by zigzaging each side of the lace onto the fabric. Cut away the fabric beneath the lace for a romantically sheer look.

Cut Work

This age old technique is a beautiful addition to lines and clothing and it's so easy to sew on the Memory Craft.





Choose a simple design and trace the outline on the right side of the fabric. Place a piece of tulle or organdy under the design and pin in place. Use a different color to accent your work.

Baste the layers together stitching just inside the outline.
Remove pins.

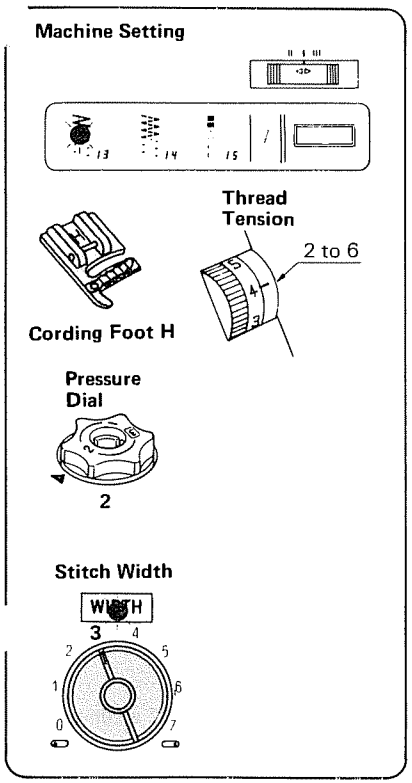
Stitch around the design in pattern 27 or use a narrow satin stitch.

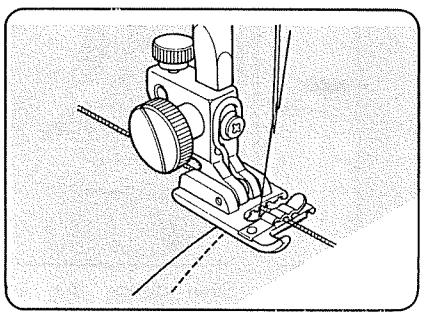
Remove basting and cut the fabric close to the stitching with an embroidery shears.

Cording

Sew over one strand of cording to create a pretty swirled design on a jacket or vest or sew over three strands of cording for border trims. Perle cotton, knitting yarn or embroidery floss can be used for cording.

Single Cording





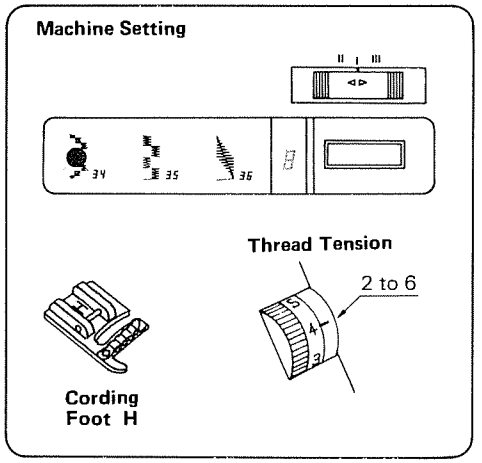
Mark the design on the right side of the fabric. Insert cording in the center groove of foot H with 5 cm (2") extending behind the foot.

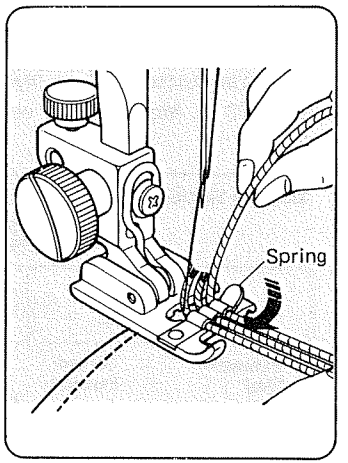
Manually set the stitch width so stitches just cover the cord.

Stitch slowly and smoothly turning the fabric as you sew while guiding the cording over the marked line.

* You may want to reduce the pressure when sewing curves.

Triple Cording



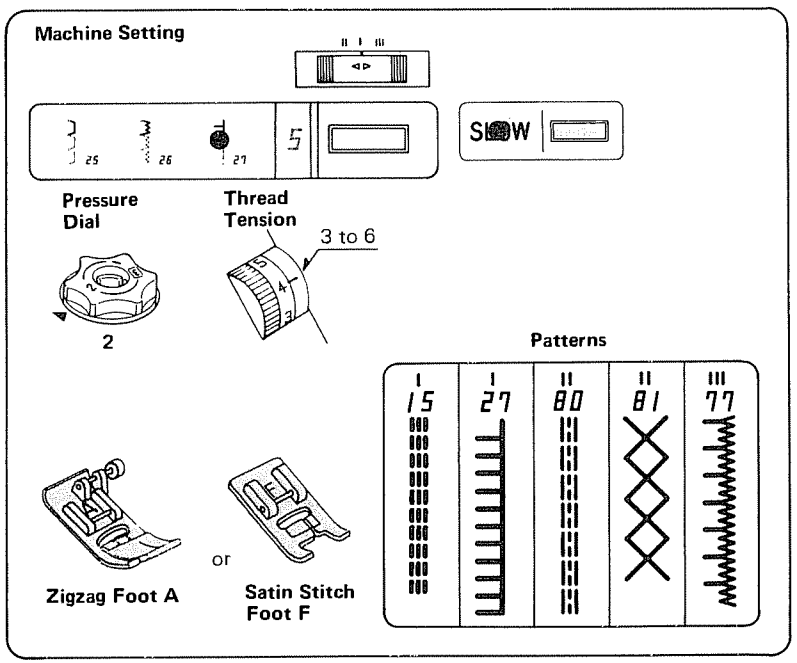


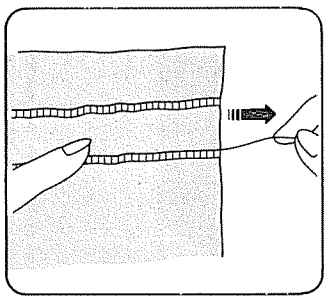
Slide the sewing threads to the left and insert three strands of cording into the slots of foot H with 5 cm (2") extending behind the foot.

The slots on foot H will hold the lengths of cording in place while the stitches form over the cording.

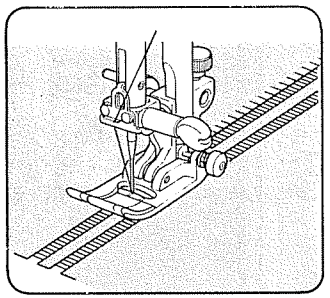
Drawn Work and Fringing

Drawn work and fringing add a special touch to table linens and shawls. Choose a firm, plain weave fabric such as linen where threads can be removed easily. Use pattern 27 in matching thread for more formal table linens or pattern 77 in Mode III, in contrasting colored thread for a casual country look.





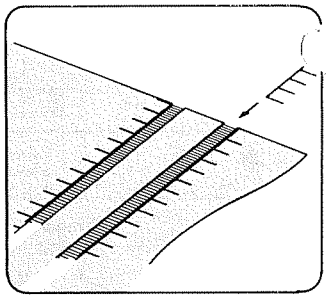
Carefully cut the fabric on grain. Determine the width of the drawn work and remove one yarn at each end.



Sew down the left side guiding the fabric so the right hand stitches fall in the open sapce.

Press the turn-over memory button and sew down the right side.

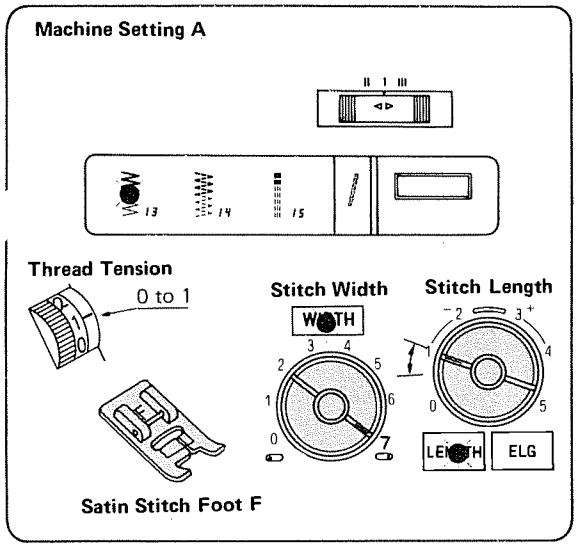
Remove the yarns between the stitching.



Fringing is sewn in the same way. Remove a single yarn where fringing is to begin and stitch. Remove the remaining yarns.

* Reset the pressure dial to "3" after sewing.

Fringing with Threads

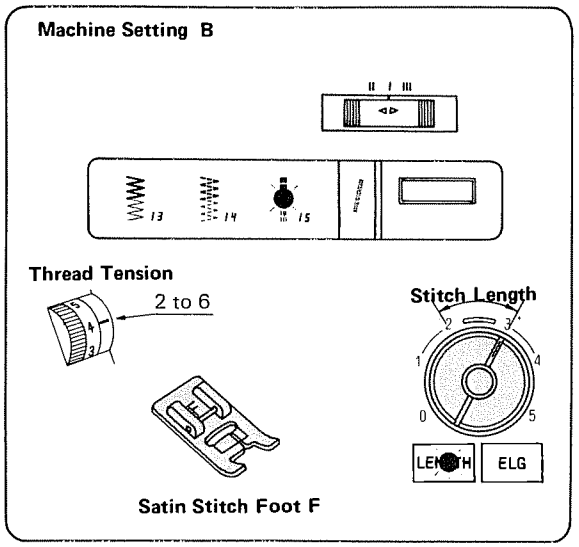


Select pattern 13.

Manually set the stitch width dial to "7" and the stitch length dial between "0" and "1".

Loosen the needle thread tension.

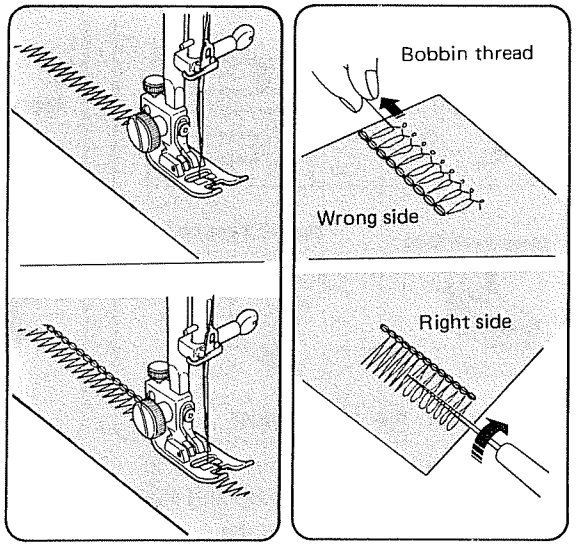
Sew a row of zigzag stitches.



Select pattern 15 and tighten the thread tension.

Manually set the stitch length dial to "2-3".

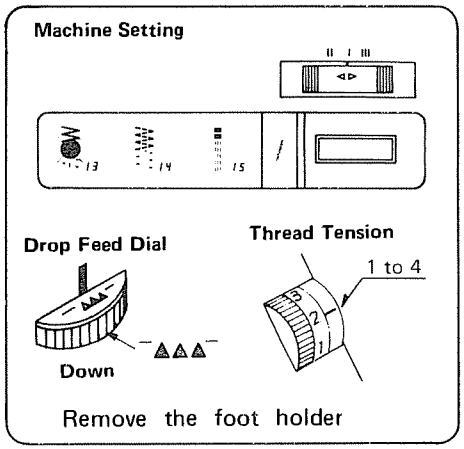
Sew over the right edge of the satin stitch and avoid catching the bobbin threads as you sew.



Pull out the bobbin thread of satin stitch.

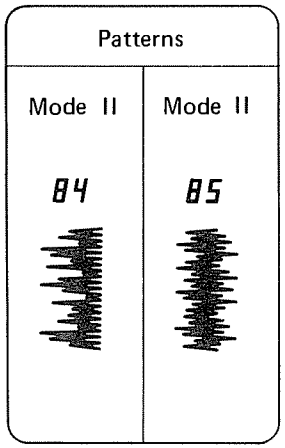
Lift up the needle threads.

Free Hand Machine Embroidery



In this type of embroidery, fabric is placed in an embroidery hoop and the design is formed by guiding the fabric as you sew.

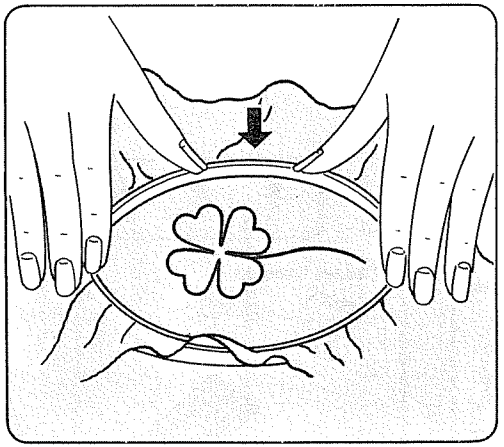
Use a 15 cm (8") embroidery hoop with an adjustable screw, size 11 (75) blue tipped needle, standard or machine embroidery thread in the needle and soft basting thread or white embroidery thread in the bobbin.



Remove the foot holder, lower the feed dogs and reduce the needle thread tension.

Trace the design on the right side of the fabric and secure firmly in the embroidery hoop with the flat side of the hoop down.

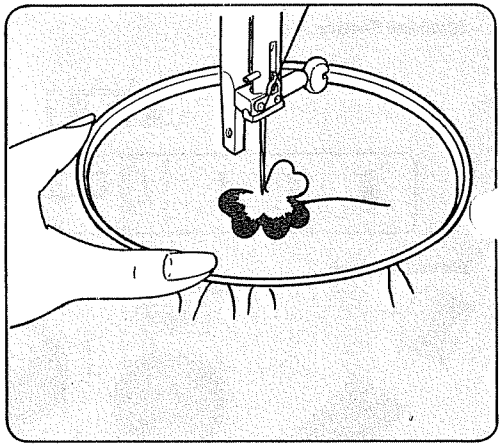
Pull the fabric as tight as possible (drum tight). Loose fabric causes puckering and skipped stitches.



Next push the inner ring so it extends 0.3 cm (1/8") beyond the outer ring.

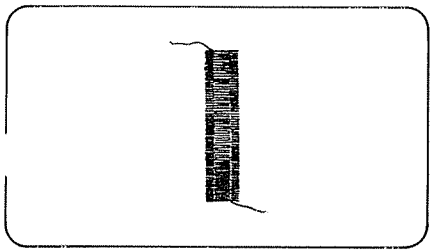
* Clean the bobbin holder before and often during embroidering. You will be sewing at high speed which causes faster lint build-up.

Make a Practice Sample

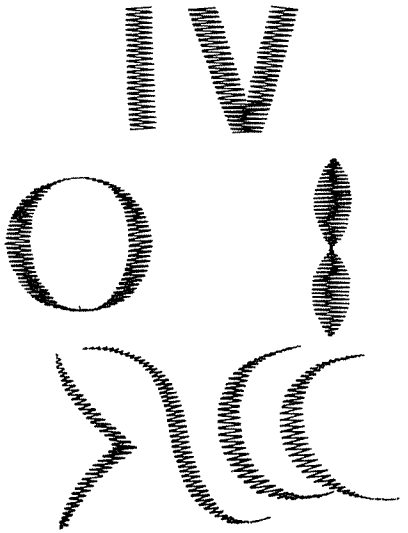


Place the hoop under the needle and hold as pictured. The hoop can be moved horizontally, vertically or diagonally but never rotated, which could cause needle damage.

Correct Appearance of Wrong Side



Lower the presser bar and bring up the bobbin thread with the needle position button. Sew a row of stitches and adjust the thread tension so the threads look as pictured on the wrong side.



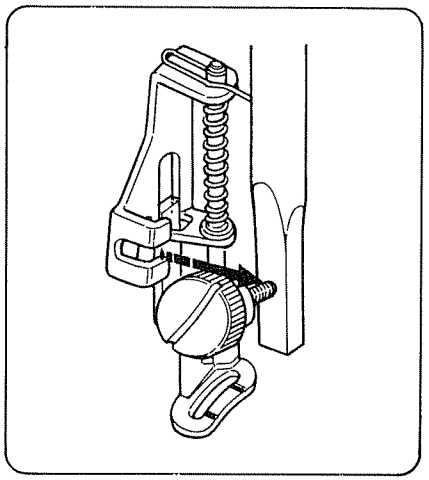
Draw lines on your fabric and practice stitching over the lines. The manual stitch width can be adjusted for variation or try a straight stitch for fine work.

* Embroidery is easiest when you stitch at top sewing speed. Move the fabric slowly as you sew forming closely spaced satin stitches.

Embroidery Foot

When monogramming, quilting and free hand machine embroidering your work will be facilitated with the embroidery foot included in the accessory box.

The foot moves up and down with the needle holding the fabric taut to eliminate skipped stitches while enabling you to move the fabric freely. Use the embroidery foot with or without a hoop.



To Attach:

Remove the foot holder. Attach the thumb screw to the presser bar and screw it for a couple of turns. Hang the fork of the foot on the thumb screw and tighten the screw until the fork is clamped around the presser bar.

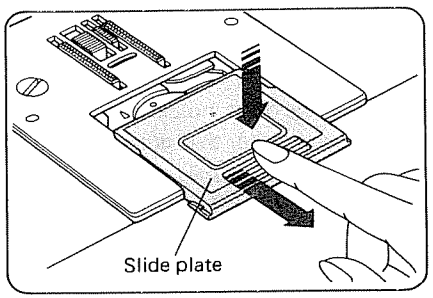
To Sew:

Set drop feed dial at "DOWN". Sew moving the fabric as you would in free hand machine embroidery. The higher the pressure setting the firmer the foot will hold the fabric.

The Memory Craft has been meticulously designed and manufactured to give you a lifetime of trouble-free sewing. The machine never needs oiling but the bobbin area and hook race should be cleaned after completion of every garment. Do not store the machine in an area high humidity, near a radiator or in direct sunlight. Clean the outside of the machine with a soft cloth and neutral soap. Press the needle position button to raise the needle and unplug the machine before cleaning.

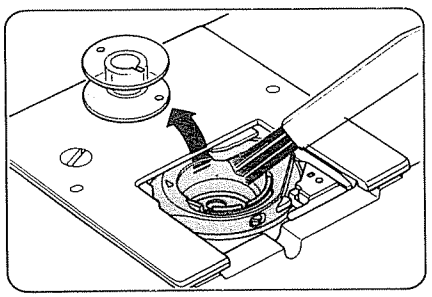
Cleaning the Bobbin Holder

Loose threads and dust may cause puckered stitches and thread breakage during stitching. Check for lint build-up after each garment is completed.



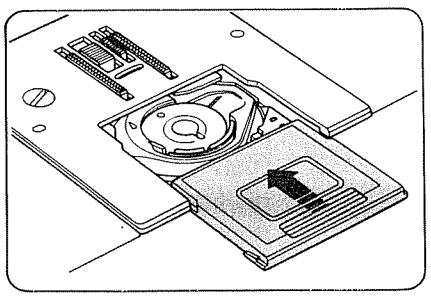
Turn off the power or unplug the machine.

Remove the slide plate from the machine by firmly pulling it toward you.



Take out the bobbin.

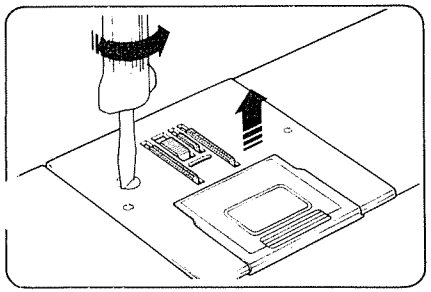
Brush out dust and lint or you may use a vacuum cleaner.



Replace the bobbin.

Refit the slide plate, by pushing it into the grooves on both sides.

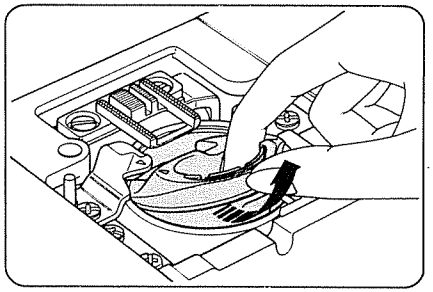
Cleaning the Hook Race



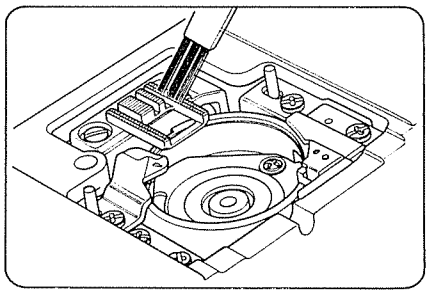
Unplug the machine and remove the presser foot and needle.

Remove the screw on the left hand side of the needle with the large screwdriver supplied with the machine.

Remove the needle plate.

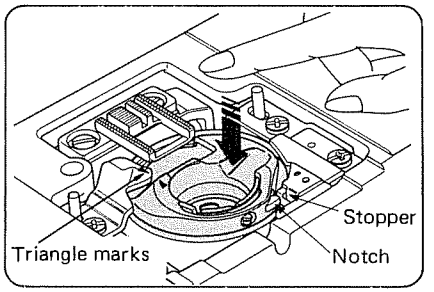


Take out the bobbin. Lift up the bobbin holder and remove it.



Clean the feed dogs, hook race and bobbin holder with the lint brush and a soft dry cloth.

Replacing the Bobbin Holder



Line up the triangle marks and position the bobbin holder so the notch fits next to the stopper in the hook race.

Trouble Shooting

Should you have difficulty in achieving good stitching results rethread your machine including the bobbin. If the difficulty was not corrected replace your needle even if it is new.

It might have a manufacturers defect. Make sure your machine settings are correct. If the machine is still not sewing correctly check the following:

Condition	Cause	Reference
The machine does not run smoothly and is noisy.	1. Threads have been caught in hook mechanism. 2. The feed dog is packed with lint.	See pages 82 and 83 See page 83
The needle thread breaks.	1. The needle thread is not threaded properly. 2. The needle thread tension is too tight. 3. The needle is bent or blunt. 4. The needle is incorrectly inserted. 5. The fabric is not being drawn to the rear when sewing is finished. 6. The thread is either too heavy or too fine for the needle.	See page 11 See page 24 See page 23 See page 23 See page 18 See page 22
The bobbin thread breaks.	1. The bobbin thread is not threaded properly in the bobbin holder. 2. Lint has collected in the bobbin holder. 3. The bobbin is damaged and doesn't turn smoothly.	See page 10 See page 82 Exchange bobbin
The needle breaks.	1. The needle is incorrectly inserted. 2. The needle is bent or blunt. 3. The needle clamp screw is loose. 4. The tension of the needle thread is too tight. 5. The fabric is not drawn to the rear when sewing is finished. 6. The needle is too fine for the fabric being sewn.	See page 23 See page 23 See page 23 See page 24 See page 18 See page 22

Condition	Cause	Reference
Skipped stitches	1. The needle is incorrectly inserted. 2. The needle is bent or blunt. 3. The needle and/or threads are not suitable for the work being sewn. 4. A BLUE TIPPED needle is not being used for sewing stretch, very fine fabrics and synthetics. 5. The needle thread is not threaded properly. 6. The presser foot pressure is not strong enough. 7. The fabric is not taut when basting.	See page 23 See page 23 See page 22 See page 22 See page 11 See page 28 See page 34
Seam puckering	1. The needle thread tension is too tight. 2. The bobbin thread tension is too tight. 3. The machine is not threaded correctly. 4. The needle is too heavy for the fabric being sewn. 5. The stitch length is too long for the fabric. 6. The presser foot pressure is not correctly adjusted. * When sewing extremely light weight materials, place a sheet of paper underneath the fabric.	See page 24 See page 25 See page 11 See page 22 Make the stitches denser. See page 28
Stitches form loops below the work	1. The needle thread tension is too loose. 2. The needle is either too heavy or too fine for the thread.	See page 24 See page 22
The cloth is not feeding smoothly	1. The feed dog is packed with lint. 2. The presser foot pressure is too weak. 3. The stitches are too fine. 4. The feed dogs were not raised after "Drop feed" was used. 5. The fabric is too heavy.	See page 83 See page 28 Make the stitches coarser. See page 28 See page 21

Condition	Cause	Reference
The machine doesn't work	1. The machine is not plugged in. 2. A thread is caught in the hook race. 3. A single digit number was programmed and a flashing line appears on the pattern indicator. 4. A number without a pattern was selected. 5. Bobbin winder spindle is in the bobbin winding position. 6. The editing button has been pressed.	See page 7 See page 83 See page 15 See page 15 See page 9 See page 66
The power is turned off a second after you press the controller	1. Dust in the hook race.	See page 83
Patterns are distorted	1. Feed balance dial is not set properly. 2. The feed is not suitable for the fabric being sewn. 3. The control circuit is not working correctly.	See pages 63 and 64 See page 17 Turn off the machine and turn it on again. Then set for desired pattern.
The buttonhole stitches are not balanced.	1. The stitch length is not suitable for the fabric being sewn. 2. The feed balance dial is not set properly. 3. Interfacing is not used with stretch fabrics.	See page 17 See page 47 See page 44

INDEX

A

Additional Spool Pin 8
Adjustment: Alphabet 64
Bobbin Tension 25
Buttonhole Density 47
Darning 51
Numbers 47
Pattern 63
Alphabet 54
Applique . . . . . 71~72
Auto-Lock Button 16, 19
Auto-Lock Stitch 19

B

Bar Tacks 37
Basting 34
Blind Stitch Hemming 39
Block Design 58
Bobbin Holder . . . . . 82~83
Bobbin Tension 25
Bobbin Winder 9
Buttonholes . . . . . 44~46

C

Clear Button 16
Combination Patterns 56
Corded Buttonhole 48
Cording 77
Correcting Pattern Combination . . . . . 66~67
Craft Patterns 55
Cross Stitch 62
Cut Work 76

D

Darning . . . . . 50~51
Double Edge Zigzag 35
Drawn Work 78
Drop Feed 28

E

Edging 70
Editing Button 16
Editing Pattern Combination . . . . . 66~67
Elastic Casings 33
Elongated Satin Stitch 59
Elongator 16, 59
Embroidery Foot 81
Evenly Matched Rows 58

F

Fagoting 72
Feather Stitch 38
Foot 5
Foot Holder 28
Free Hand Embroidery 80
Fringing . . . . . 78~79

G

Gathering . . . . . 32~33

H

Hook Race 83
Horizontal Spool Pin 8

K

Knit Stitch 36

L

Lace Work 75
Lock-a-Matic Seam 20

M

Manual Stitch Length Knob . . . . . 16~17
Manual Stitch Width Knob . . . . . 16~17
Memory Button 16
Memory Lock Patterns 52
Mode Key 14
Multiple Zigzag Stitch 37

N

Needle 20, 23
Needle Position Button 13
Needle Threader . . . . . 12~13
Needle Thread Tension 24
Numbers 54

O

Outline Stretch Stitch 31
Overcasting 34
Overedge Seam 36
Overlock Stitch 35

P

Pattern Indicator 14
Pattern Selection Button 14
Pintucking 69
Pressure Dial 28
Presser Foot 27

Q

Quilting 73

R

Reducible Patterns 53
Reverse Button 19
Rolled Hem 40

S

Saddle Stitch 30
Sand Stitch . . . . . (illegible)
Scallop Hems . . . . . (illegible)
Sculpture Stitch 60
Sewing Light 26
Shading Stitch 61
Shell Tuck 75
Single Design Placement 57
Slow Speed Button 16, 26
Smocking 74
Spool Holder 8
Spool Pin 8

T

Test Sewing 65
Thread Cutter 18
Topstitching 29
Triple Strength Stitch 31
Turn-Over Memory Button 16
Twin Needle Stitching 68

Z

Zipper Foot 27, 41
Zipper Sewing . . . . . 41~43