
SINGLE NEEDLE LOCK
STITCH UPPER AND
UNDER FEEDING

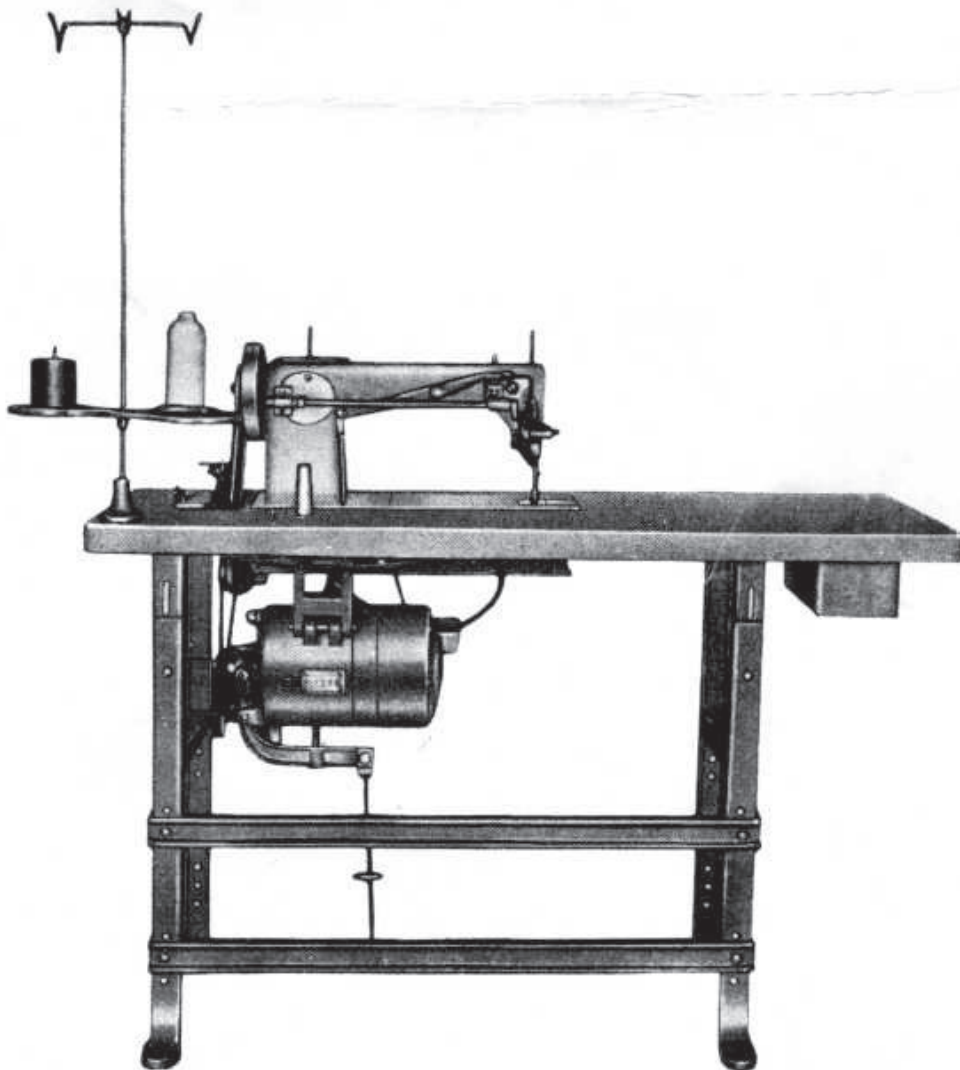
Instruction Book



PREFACE

This industrial sewing machine makes a single needle lock stitch and installed with high lifting, independent upper and under feed mechanism, and is intended for stitching medium, heavy and extra heavy cloth, canvas, leather stitching. With special attachment, a hemming and edge binding etc. will easily be performed.

Upper and under feed mechanism is perfectly synchronized and both lifting and feeding feet alternatively press the cloth tightly together with feed dogs, whereby stitch-shrink or other feeding error is eliminated.



CONTENTS

PREFACE	Page
1. Speed of Machine	1
2. oiling	2
3. Needle	2
4. Thread	2
5. To wind the Bobbin	2
6. To thread the needle	3
7. To set and replace Shuttle Race	3
8. To time the needle and shuttle	4
9. To regulate length of stitch	4
10. To regulate amount of lifting of Presser feet	4
11. To time the feeding mechanism	5
12. To regulate back-forth position of feeding foot	5

I. SPEED OF MACHINE

The maximum speed recommended for this machine is 1800 RPM.

Use 3 phase or 200W (1/4 HP) Single Phase Clutch Motor in case of direct drive.

For beginning one or two month', the machine should be run slower than the maximum machine speed, i. e., about 1400 RPM. is recommended, thereafter have a speed according to the purpose or ability of operator.

2. OILING

The machine must be oiled before operation at the places indicated. For 1 (oil cap), 2 (Take up lever step screw) and 3 (top plate) of Photo No. 1, apply two or three times a day with two or three drip of oil each.

For those indicated by arrow marking in photo No. 1, 2, 3 and 4, apply each one or two drip of oil once or twice a day.

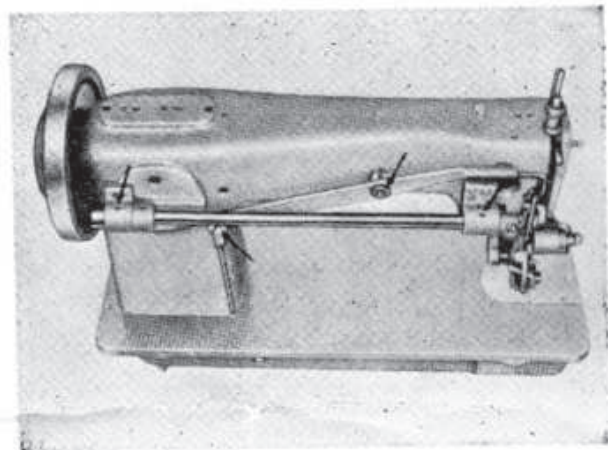


Photo No. 1

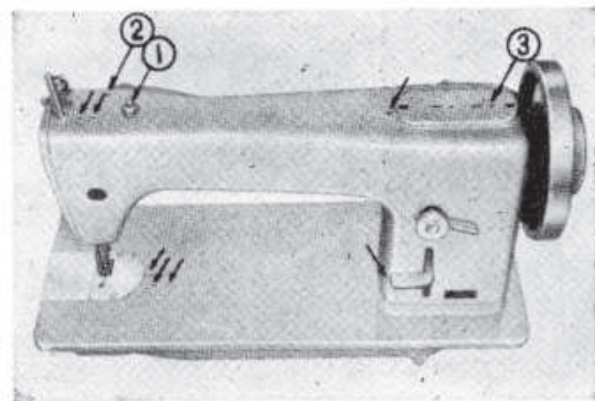


Photo No. 2

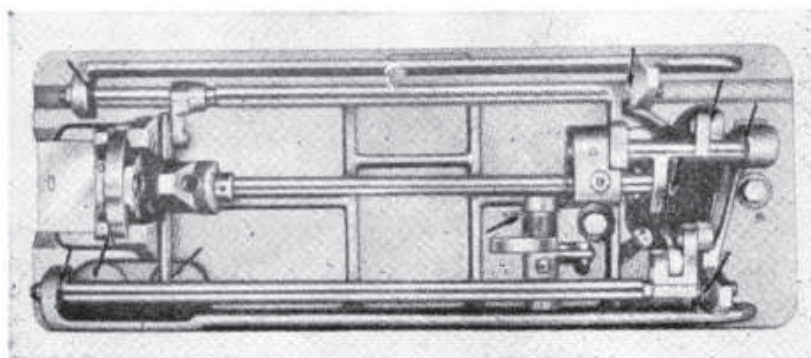
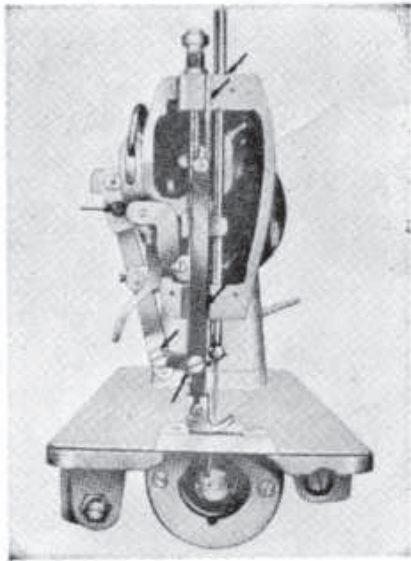


Photo No. 3



3. NEEDLE

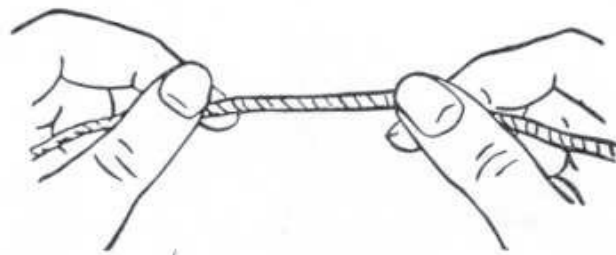
According to the gauge of thread, use 135×17 or 29×3 Singer needle size No. 18 to 23 or same class needle of any other make.

Photo No. 4

4. THREAD

For needle (Upper thread) use left-twisted thread only, and for Bobbin (lower thread) use either left or right twisted thread.

To find out thread twist, hold the thread as shown by illust. No. 1, and turn the thread over toward you between the thumb and forefinger of right hand, and then left-twisted thread will wind tighter strands, and right-twisted thread will unwind.



illust. No. 1

5. TO WIND THE BOBBIN

Fasten the Bobbin winder down on the table as per Photo No. 5. Set the Bobbin winder driving pulley in front of the machine belt at the right position so that the pulley will fall away from the belt when bobbin has been wound with sufficient amount of thread.

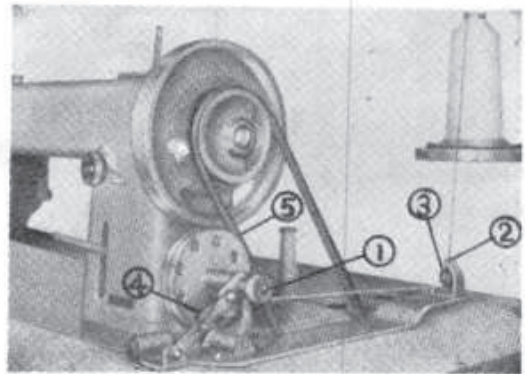


Photo No. 5

Push the Bobbin onto spindle (1) at deepest position, pass the thread down through the thread guide (2) of tension bracket, back and between tension discs (3), then wind the end of thread around the bobbin a few times. Then push stop latch lever (4) so that bobbin winder pulley (5) comes over against the machine belt and start winding.

When sufficient thread has been wound upon the bobbin, then bobbin winder will automatically stop.

6. TO THREAD THE NEEDLE

Set the needle bar at its highest position. Pass the thread from the cotton stand or spool pin (1) through the top thread guide (2) down under from left to right between tension discs (3), under the tension thread guard (4), into thread take up spring (5), and through the hole of take up lever (6), down through the face plate thread guide (7) into the needle bar thread guide (8) and from left to right through the eye of needle (9). Have thread drawn about two inches through the eye of needle with which to start sewing

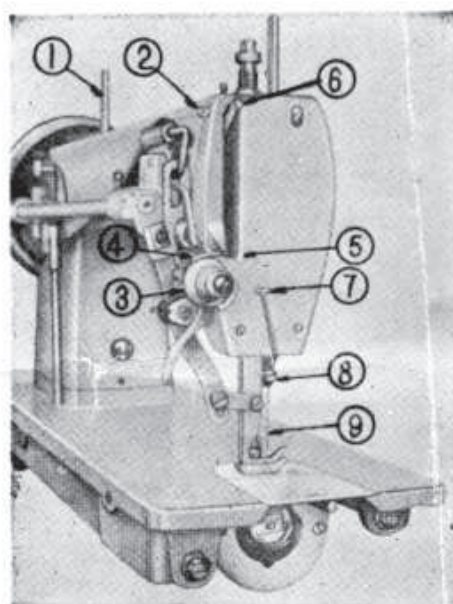


Photo No. 6

7. TO SET AND REPLACE SHUTTLE RACE

Set the needle bar at its highest position and loosen two screws (1), and take out the Shuttle race, shuttle Hook and Bobbin case. To set the Shuttle race, set the needle bar at its highest position, and make Shuttle Hook positioned well with Shuttle Driver, then tightly fasten two screws (1).

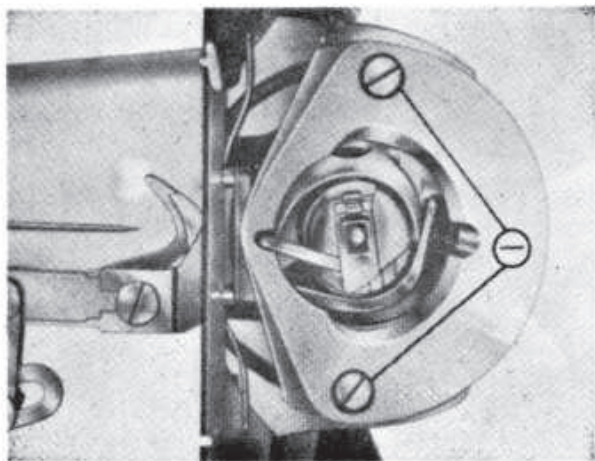


Photo No. 7

8. TO TIME THE NEEDLE AND SHUTTLE

When needle bar at its lowest position, needle tip and internal part of Shuttle Hook must be on level line. When Needle bar is raised and hook point of shuttle hook comes on the center line of Needle, a distance between hook point of Shuttle Hook and eye of needle must be 1.6 mm.

To adjust the distance between Hook point of Shuttle Hook and eye of needle, loosen the set screw (3) of Photo No. 8 (Needle bar connecting stud screw), and adjust the position of needle bar up and down.

9. TO REGULATE THE LENGTH OF STITCH

Loosen up the stop lever of stitch dial, and set the stitch dial at the stitch length desired, and then fasten down the stop lever of stitch dial.

To obtain synchronized feeding of upper and under feed, loosen the screw (2) of Photo No. 8 (step screw of upper feed forked connection), and then fasten this screw (2) at the top position of forked part of upper feed forked connection. When step screw (2) slid down, the amount of upper feed will be increased.

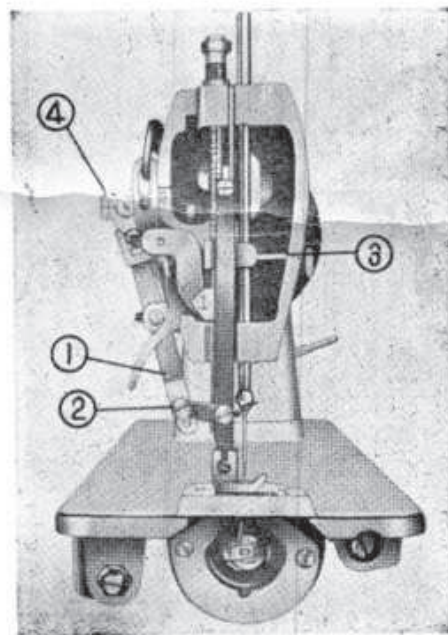


Photo No. 8

10. TO REGULATE AMOUNT OF LIFTING OF PRESSER FEET

Loosen presser bar bracket set screw, and adjust the position of presser bar up and down to regulate amount of lifting of lifting foot and feeding foot.

II. TO TIME THE FEEDING MECHANISM

Feed cam must be properly positioned in the way that when start the needle come down, the feeding mechanism simultaneously start feeding.

To adjust feed cam position, loosen screw (1), turn the feed cam over toward you when feeding starts earlier than Needle start or turn oposite in other case.

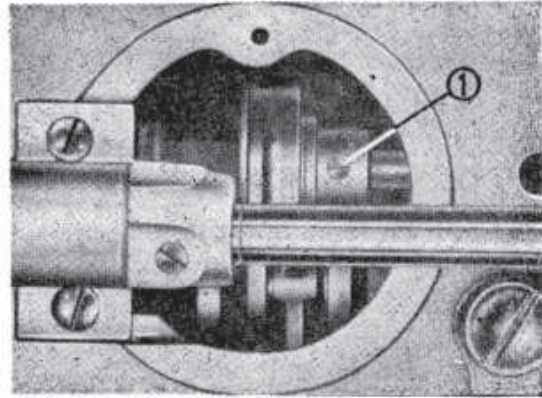


Photo No. 9

12. TO REGULATE BACK-FORTH POSITION OF FEEDING FOOT

Turn the balance wheel over toward you, loosen screw (4) of Photo No. 8 (Upper feed connecting arm set screw) when upper feed comes its extreme forward position toward you, and regulate the position of upper feed connecting arm in the limit way not to touche on the back of feeding foot.

TDA-NG2

Hipster

Blue Seat

Beach

Dirt Bike

