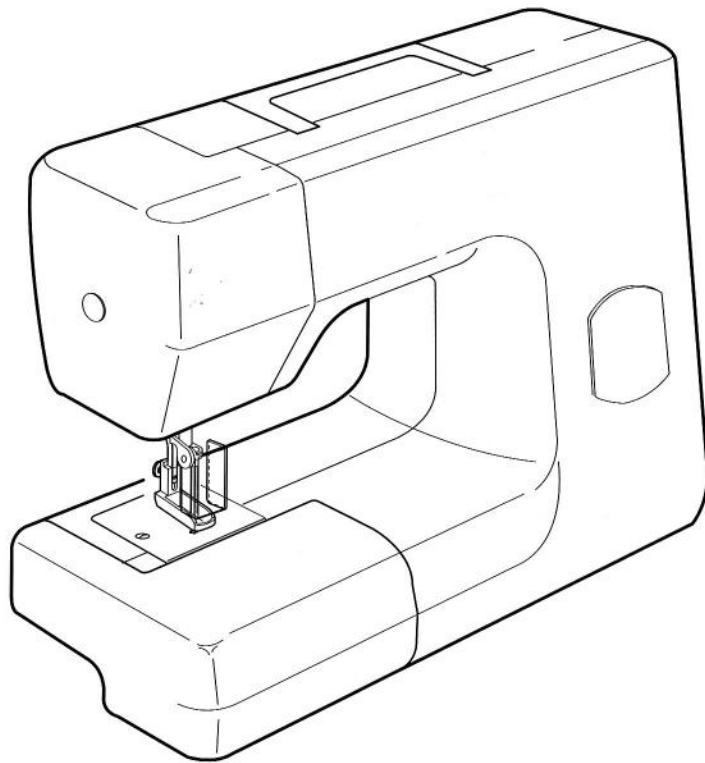


Instruction Book
Manuel d'Instructions
Manual de Instrucciones



IMPORTANT SAFETY INSTRUCTIONS

This machine is designed and manufactured for HOUSEHOLD use only.

This machine is not a toy. Do not allow children to play with this machine.

This machine is not intended for use by children or mentally infirm persons without proper supervision.

When using this machine, basic safety precautions should always followed, including the following:

Read all instructions before using this machine.

DANGER — To reduce the risk of electric shock:

1. The machine should never be left unattended when plugged in. Always unplug this machine from the electric outlet immediately after using and before cleaning.
2. Always unplug before relamping. Replace bulb with same type rated 15 watts.

WARNING — To reduce the risk of burns, fire, electric shock, or injury to persons:

1. Do not allow to be used as a toy. Close attention is necessary when this machine is used by or near children.
2. Use this machine only for its intended use as described in this manual.
Use only attachments recommended by the manufacturer as contained in this manual.
3. Never operate this machine if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return this machine to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment.
4. Never operate the machine with any air opening blocked. Keep ventilation openings of the machine and foot controller free from accumulation of lint, dust, and loose cloth.
5. Never drop or insert any object into any opening.
6. Do not use outdoors.
7. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
8. To disconnect, turn all controls to the off ("O") position, then remove plug from outlet.
9. Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
10. Keep fingers away from all moving parts. Special care is required around the needle.
11. Always use the proper needle plate. The wrong plate can cause the needle to break.
12. Do not use bent needles.
13. Do not pull or push fabric while punching. It may deflect the needle causing it to break.
14. Switch the machine off ("O") when making any adjustment in the needle area, such as changing needle or changing presser foot, etc.
15. Always unplug the machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.

SAVE THESE INSTRUCTIONS

Design and specifications are subject to change without a prior notice.



Please note that on disposal, this product must be safely recycled in accordance with relevant National legislation relating to electrical/electronic products. If in doubt please contact your retailer for guidance.

(European Union only)

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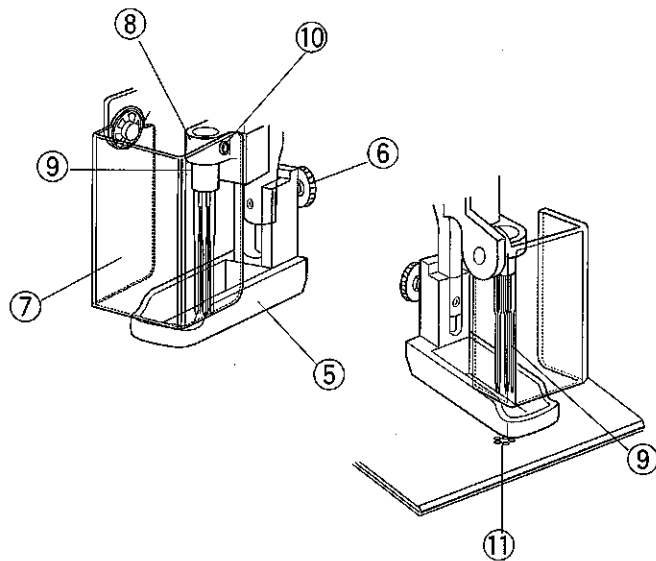
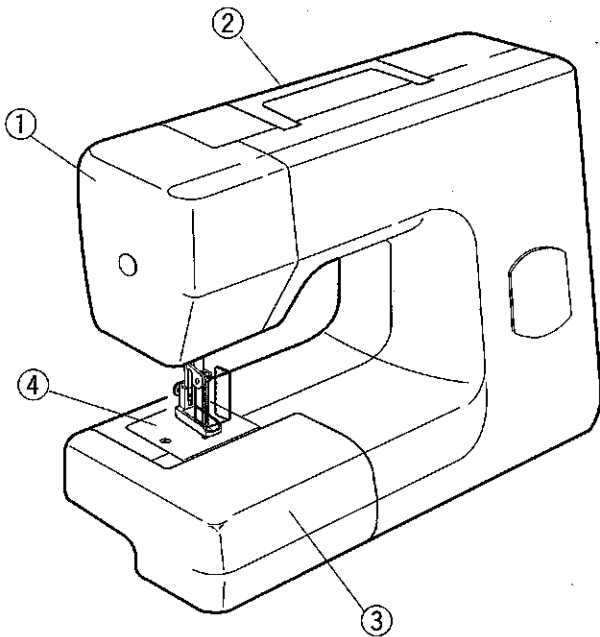
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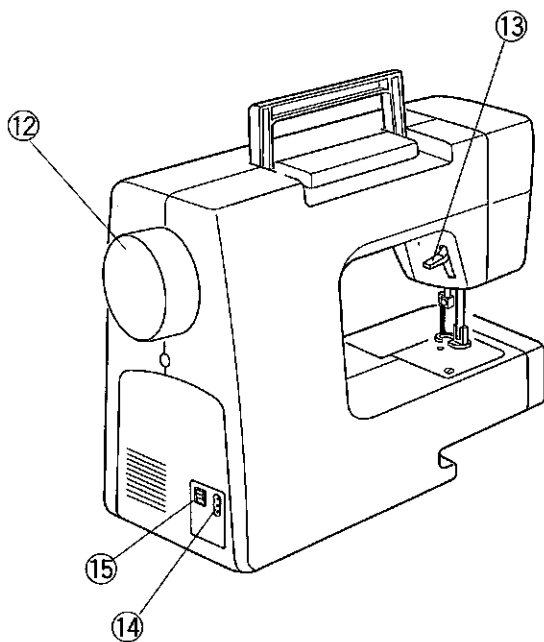
SECTION 1. OPERATING INSTRUCTIONS

Names of Parts

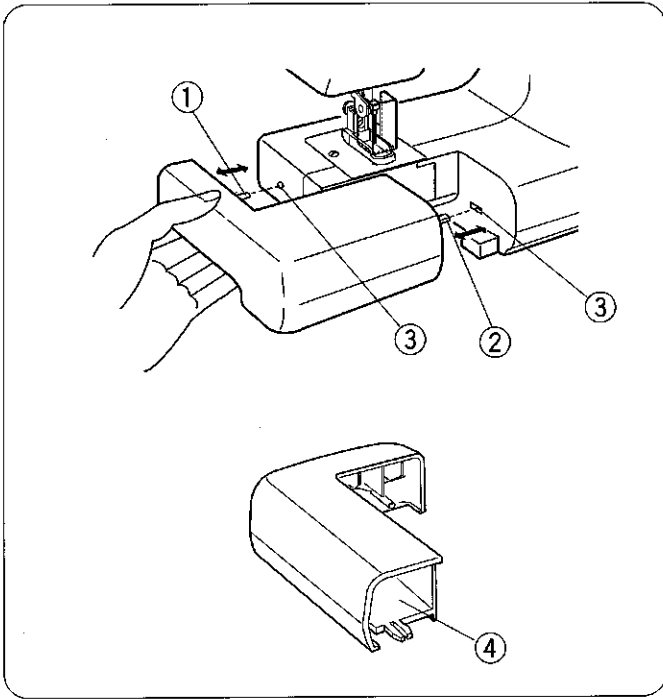
- ① Face plate
- ② Carrying handle
- ③ Extension table (accessory storage)
- ④ Needle plate



- ⑤ Presser foot
- ⑥ Thumbscrew
- ⑦ Finger/eye guard
- ⑧ Needle clamp
- ⑨ Needle unit
- ⑩ Needle clamp screw
- ⑪ Needle hole



- ⑫ Handwheel
- ⑬ Presser foot lifter
- ⑭ Machine socket
- ⑮ Power switch



Extension Table

The extension table provides an extra surface for handling large fabrics.

To detach:

Pull the extension table to the left away from the machine.

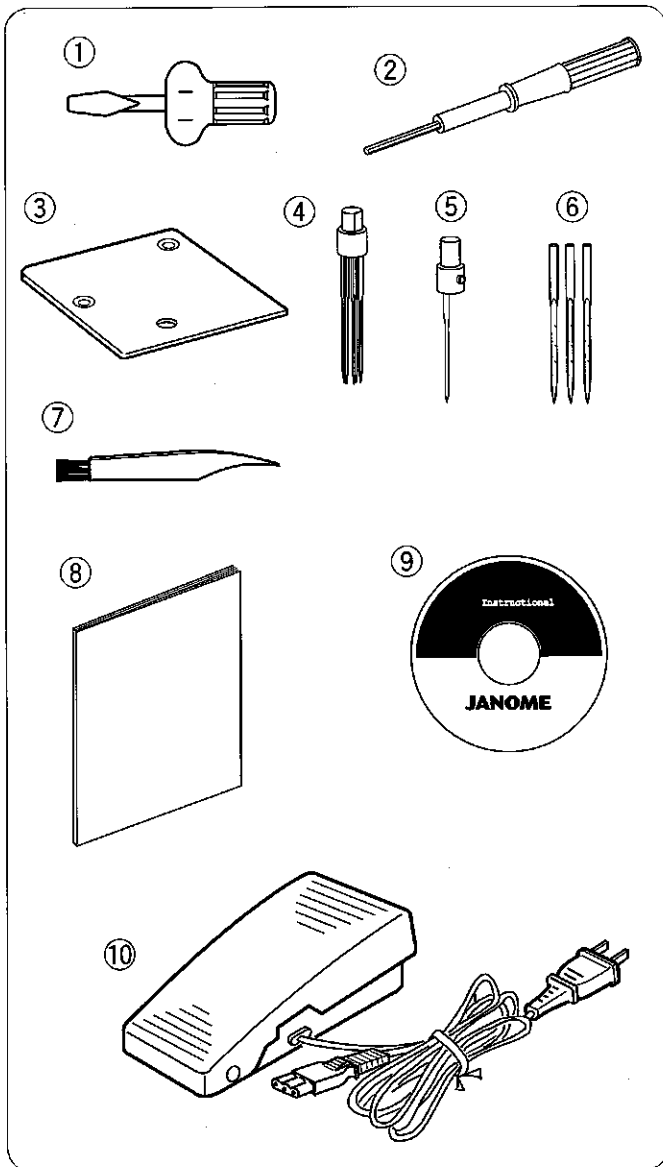
To attach:

Slide the table onto the machine, inserting the pin and tab into the holes. Push the table to snap it in place.

- ① Pin
- ② Tab
- ③ Holes

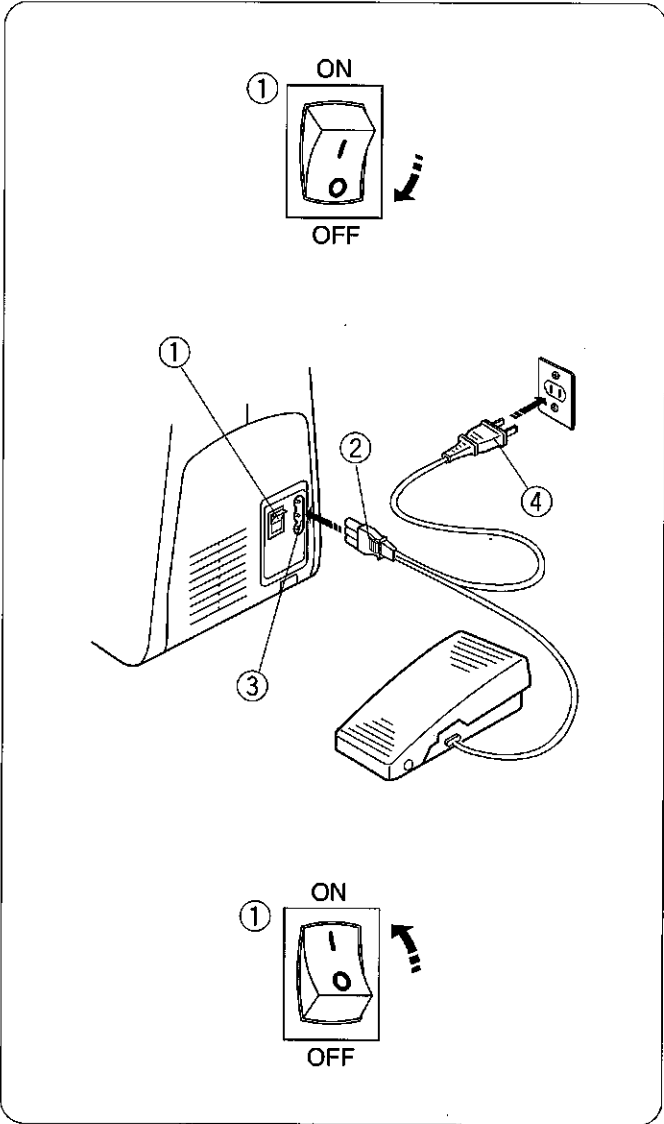
The table also serves as storage for small accessories.

- ④ Accessory storage



Standard Accessories

- ① Screwdriver
- ② Hexagonal wrench
- ③ Needle plate (one hole)
- ④ 5-Needle unit
- ⑤ Single needle unit
- ⑥ Single needles
- ⑦ Lint brush
- ⑧ Instruction book
- ⑨ Instructional movie DVD
- ⑩ Foot control



Connecting the Power Supply

Turn the power switch OFF. Insert the foot control plug into the machine socket.

Insert the power supply plug into the wall outlet.

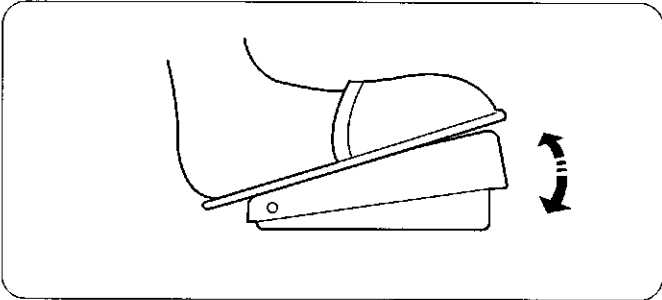
Turn the power switch ON.

- ① Power switch
- ② Foot control plug
- ③ Machine socket
- ④ Power supply plug

For USA and CANADA only

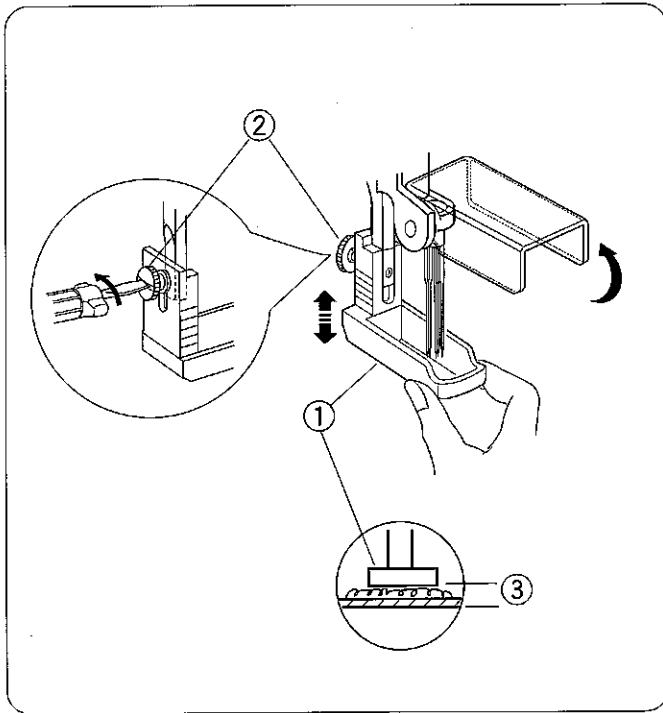
The symbol "O" of a switch indicates the "OFF" position of the switch.

Polarized plug (one blade wider than the other):
 To reduce the risk of electrical shock, this plug is intended to fit in a polarized outlet only one way. If it does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician to install the proper outlet.
 Do not modify the plug in any way.
 Foot control model YC-482J or TJC-150 is for use with Punching machine model 725.



Controlling the Punching Speed

The punching speed can be varied with the foot control. The harder you press the control, the faster the machine runs.

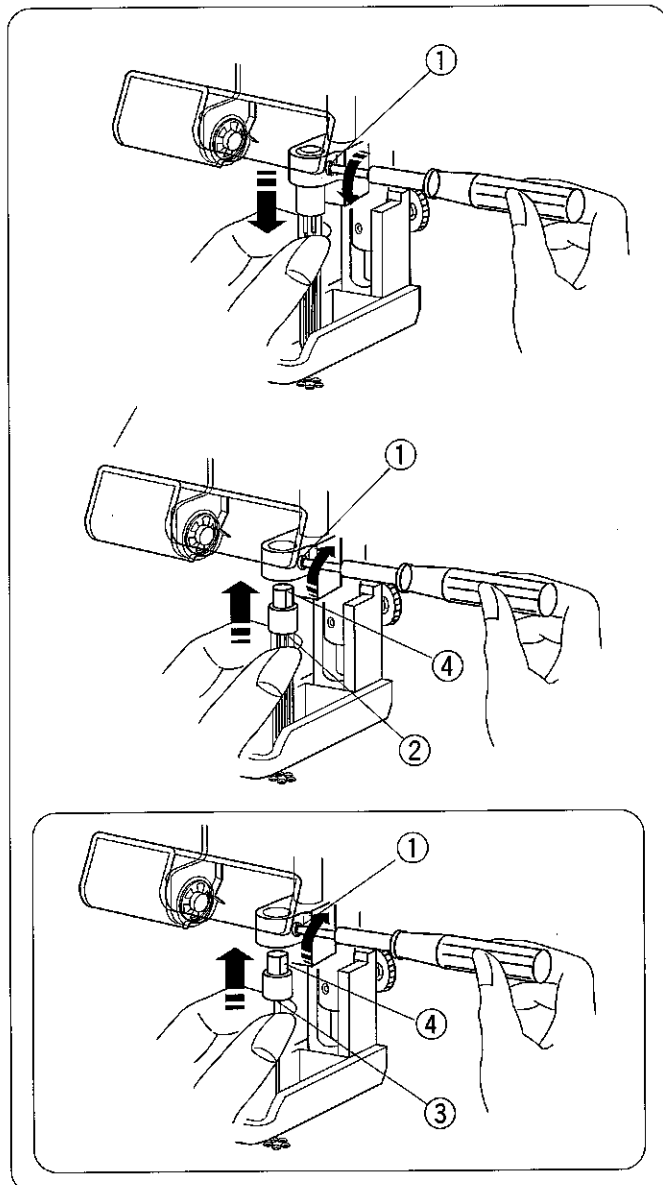


! WARNING– To reduce the risk of injury: Be sure to turn the power switch off and unplug the machine before adjusting the presser foot height or changing the needle unit.

Adjusting the Presser Foot Height

The height of the presser foot should be adjusted depending on the thickness of materials being punched.

- 1 Open the finger/eye guard.
- 2 Lower the presser foot. Loosen the thumbscrew with the screwdriver.
- 3 Move the presser foot up or down to match its height with the total thickness of the material.
- 4 Tighten the thumbscrew with the screwdriver.
- 5 Check if the material can be moved smoothly under the foot.
 - ① Presser foot
 - ② Thumbscrew
 - ③ Total thickness of the material



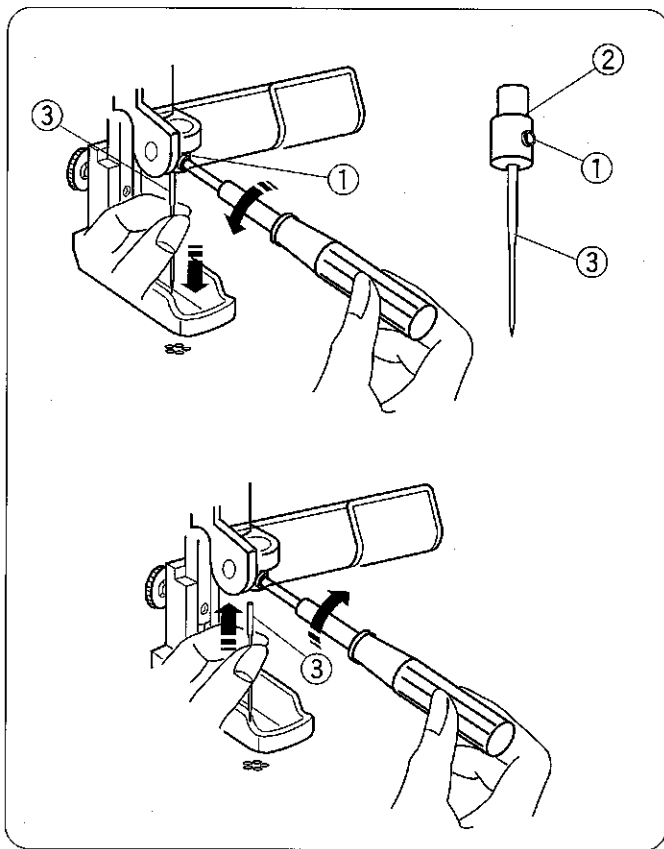
Replacing the Needle Unit

! WARNING– To reduce the risk of injury: Do not use a needle unit if any of the needles are bent or damaged.

- 1 Open the finger/eye guard. Loosen the needle clamp screw with the hexagonal wrench.
- 2 Pull the needle unit out from the needle clamp.
 - ① Needle clamp screw

! WARNING– To reduce the risk of injury: Close attention is necessary when changing the needle unit as it has very sharp points and barbs.

- 3 Insert the new 5-needle unit into the needle clamp with the flat side facing to the right. Push the needle unit up as far as it will go. You can use the single needle unit in place of the 5-needle unit.
 - ② 5-needle unit
 - ③ Single needle unit
- 4 Tighten the screw securely with the hexagonal wrench.
- 5 Lower the needle bar slowly to check if each needle enters into the corresponding needle hole in the needle plate.
 - ④ Flat side



WARNING— To reduce the risk of injury:

Be sure to turn the power switch off and unplug the machine before attaching the single needle or changing the needle plate.

Close attention is necessary when changing the single needle as it has very sharp points and barbs.

Changing the Single Needle

The single needle is useful when punching fine yarns or when you wish to make fluffy designs with carded fiber.

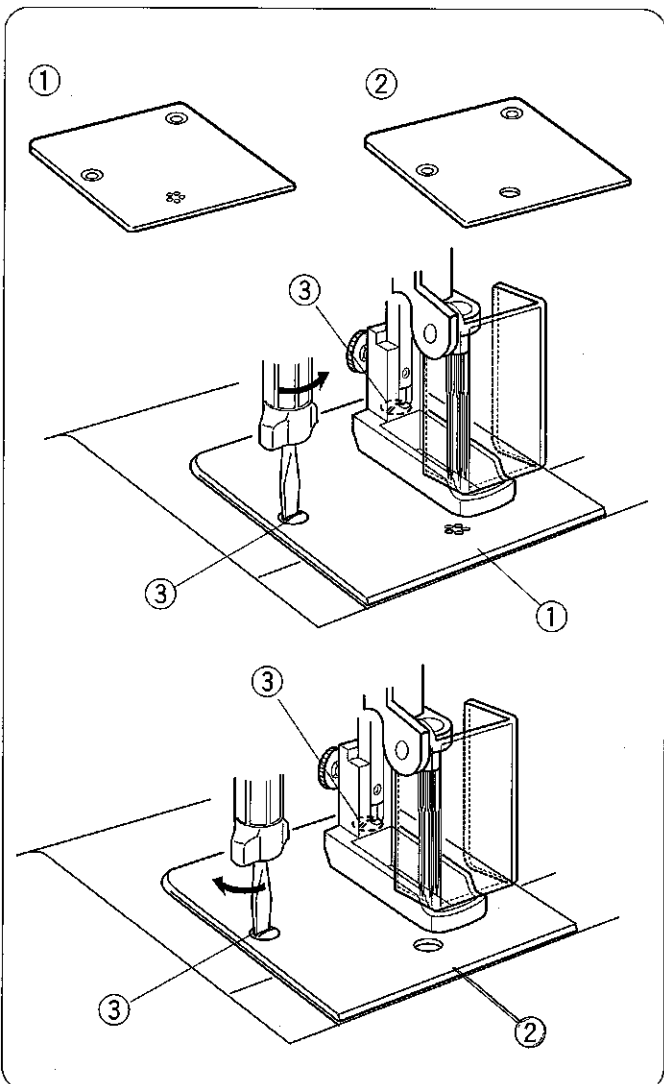
Open the finger/eye guard. Loosen the setscrew on the needle holder with the hexagonal wrench.

Pull the single needle out from the needle holder.

- ① Setscrew
- ② Needle holder
- ③ Single needle

Insert the new single needle into the needle holder and push it up as far as it will go. Tighten the setscrew.

Lower the needle bar slowly to check if the single needle enters into the rearmost hole in the needle plate.



Changing the Needle Plate

The machine is equipped with a 5-hole needle plate which is suitable for ordinary fabrics.

A single-hole needle plate is also included as a standard accessory, which is used for punching thick and/or hard fabrics.

- ① 5-hole needle plate
- ② Single-hole needle plate

To change the needle plate:

Turn the power switch off and disconnect the machine from the power supply.

Raise the needle unit to the highest position by turning the handwheel.

Raise the presser foot.

Turn the setscrews counterclockwise and remove.

Remove the 5-hole needle plate.

- ③ Setscrew

Attach the single-hole needle plate and secure it with the setscrews.

SECTION 2. PUNCHING EMBROIDERY

Carded Fiber Punching

- 1 Draw a design pattern with tailor's chalk on the right side of the base fabric.

NOTES:

Felt or firm woven fabrics such as denim and tweed are recommended for the base fabrics.

Avoid using soft, fine fabrics as they tend to be punched into a hole.

- 2 Shape a piece of carded fiber or roving slightly larger than the design pattern and place it on the design.

- 3 Lower the presser foot and close the finger/eye guard. Punch a few spots on the outer edge of the carded fiber a few times to attach it to the base fabric. Punch the carded fiber evenly by moving the fabric slowly until the entire carded fiber has been fastened.



WARNING— To reduce the risk of injury:

Be sure to close the finger/eye guard before you start punching.

Do not open the finger/eye guard while punching.

TIPS:

Start punching from the center of the design out.

The more punching, the flatter the carded fiber will become.

The single needle is recommended when you wish to enhance the fluffy effect of the carded fiber.

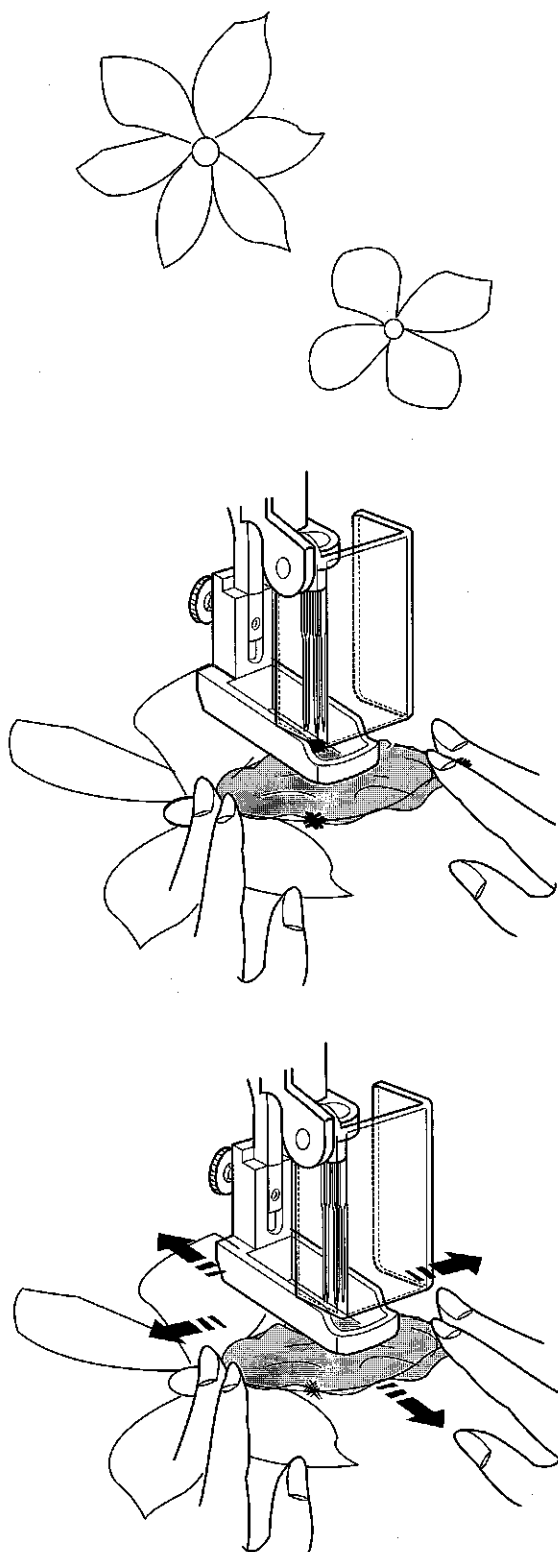
NOTE:

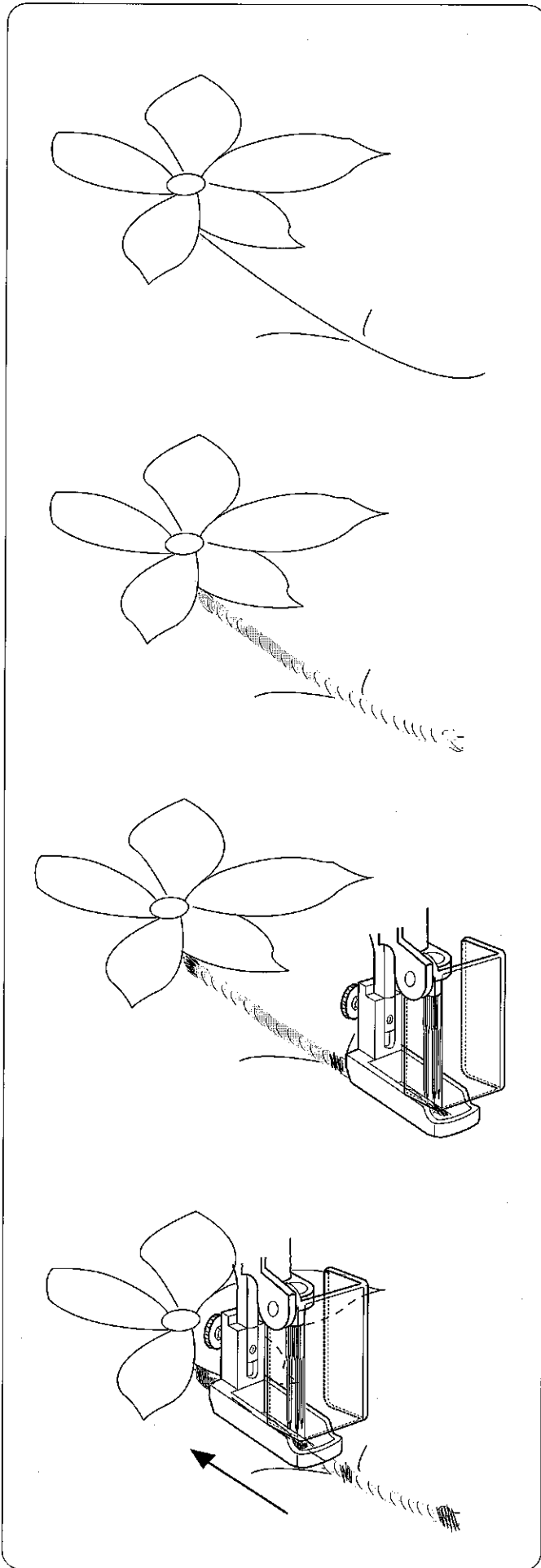
Do not over-punch the same place, it may result in damage to the fabric.

Always raise the needle unit when changing the direction of the fabric.

- 4 Repeat the above steps to punch the remainder of the design. Trim excess fibers to shape the design if necessary.

- 5 After punching is finished, raise the needle unit and presser foot then remove the fabric.





Yarn Punching

- 1 Draw a design pattern with tailor's chalk on the right side of the base fabric.

NOTES:

Felt or firm woven fabrics such as denim and tweed are recommended for the base fabrics.

Avoid using soft, fine fabrics as they tend to be punched into a hole.

- 2 Place wool yarn or a soft decorative braid on the design.
- 3 Lower the presser foot and close the finger/eye guard. Punch a few spots on the yarn a few times to attach it to the base fabric. Punch the yarn evenly by moving the fabric slowly until the entire yarn has been fastened.



WARNING— To reduce the risk of injury:

Be sure to close the finger/eye guard before you start punching.

Do not open the finger/eye guard while punching.

TIPS:

Start punching from the bottom of the design.

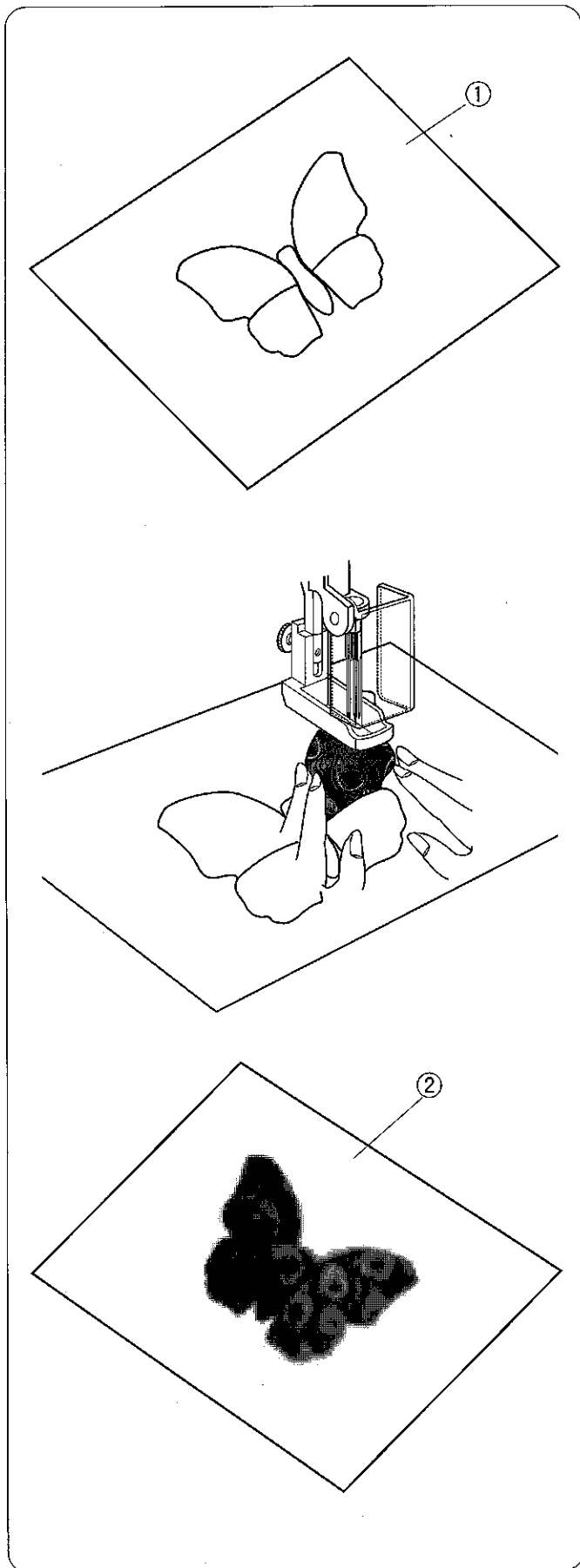
The single needle is recommended for fine yarns.

NOTE:

Do not over-punch the same place, it may result in damage to the fabric.

Always raise the needle unit when changing the direction of the fabric.

- 4 Repeat the above steps to punch the remainder of the design.
- 5 After punching is finished, raise the needle unit and presser foot then remove the fabric.



Reverse Punching

This technique applies a piece of fabric or carded fiber to the wrong side of a base fabric. The design will show through on the right side of the base fabric.

- 1 Draw a mirror image of the design pattern with tailor's chalk on the wrong side of the base fabric.

① Wrong side of the base fabric

NOTES:

Felt or firm woven fabrics such as denim and tweed are recommended for the base fabrics.

Avoid using soft, fine fabrics as they tend to be punched into a hole.

- 2 Cut a piece of fabric to the shape of the design and place it on the wrong side of the base fabric.

- 3 Lower the presser foot and close the finger/eye guard. Punch a few spots on the fabric a few times to attach it to the base fabric. Punch the fabric evenly until the design appears on the right side of the base fabric.

② Right side of the base fabric



WARNING— To reduce the risk of injury:

Be sure to close the finger/eye guard before you start punching.

Do not open the finger/eye guard while punching.

TIP:

If you punch a printed fabric into the base fabric, the pattern from the punched fabric will show through on the right side of the base fabric.

NOTE:

Do not over-punch the same place, it may result in damage to the fabric.

Always raise the needle unit when changing the direction of the fabric.

- 4 After punching is finished, raise the needle unit and presser foot then remove the fabric.

SECTION 3. CARE AND MAINTENANCE

Cleaning the Machine

⚠ WARNING— To reduce the risk of injury:
Turn the power switch OFF and unplug the machine
when performing any cleaning or maintenance.

Remove the extension table and open the bed cover.

① Bed cover

Remove any lint or dust accumulated inside the cover.
Brush away any dust on the needle unit and presser
foot.

Close the bed cover.

NOTE:
Clean inside of the bed cover after every use.

⚠ WARNING— To reduce the risk of injury:
Raise the needle to the highest position to avoid
accidental contact with the needle before cleaning.

Remove the cap and setscrew with a screwdriver.

Remove the face plate.

- ① Cap
- ② Setscrew

Brush away any lint or dust accumulated around needle
bar area.

You may also use a vacuum cleaner if there is a large
amount of lint, but always finish with the brush.

Attach the face plate with the setscrew.

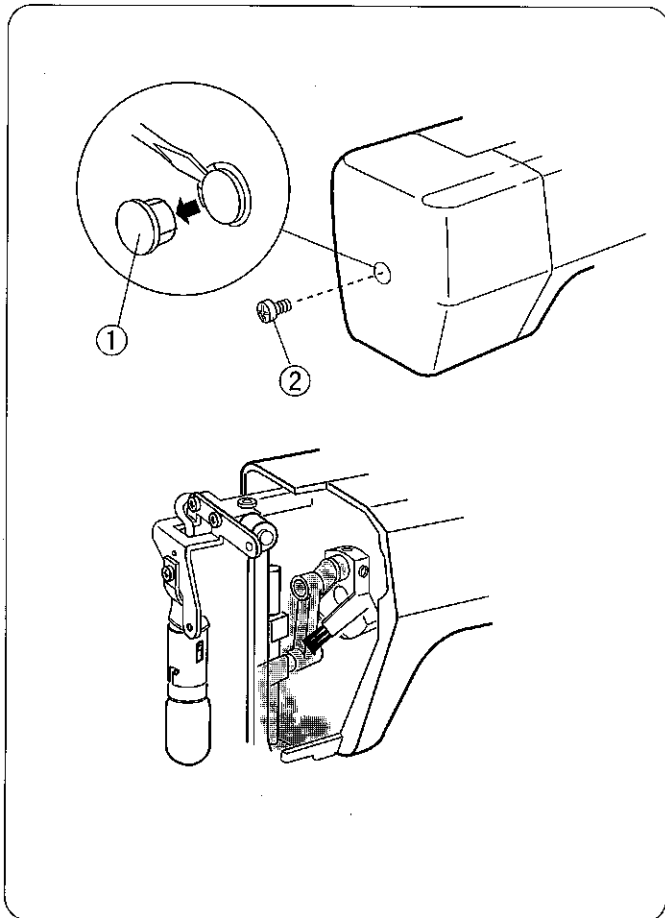
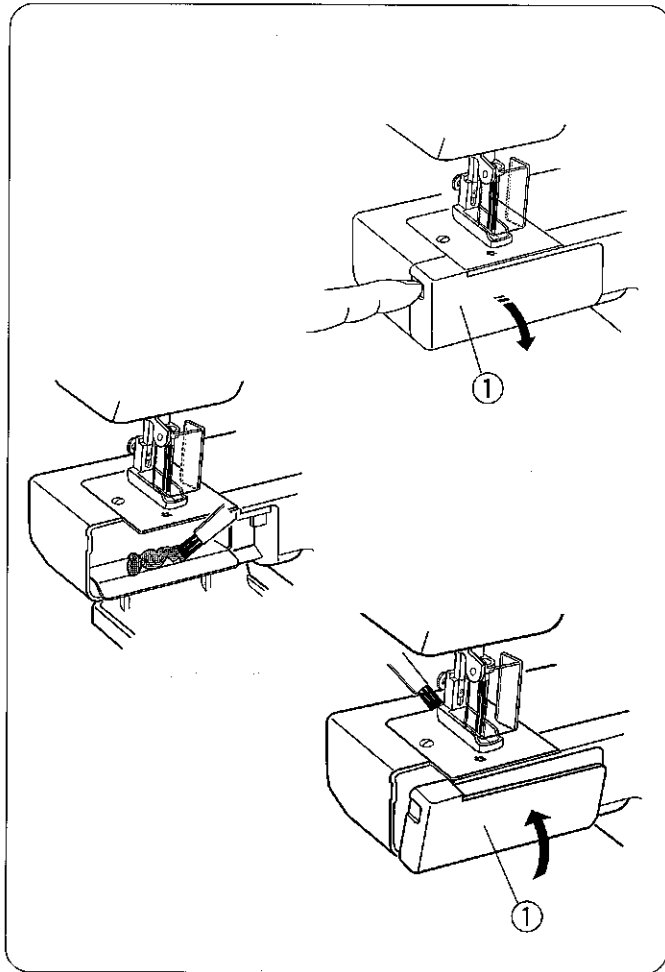
Attach the cap to the face plate.

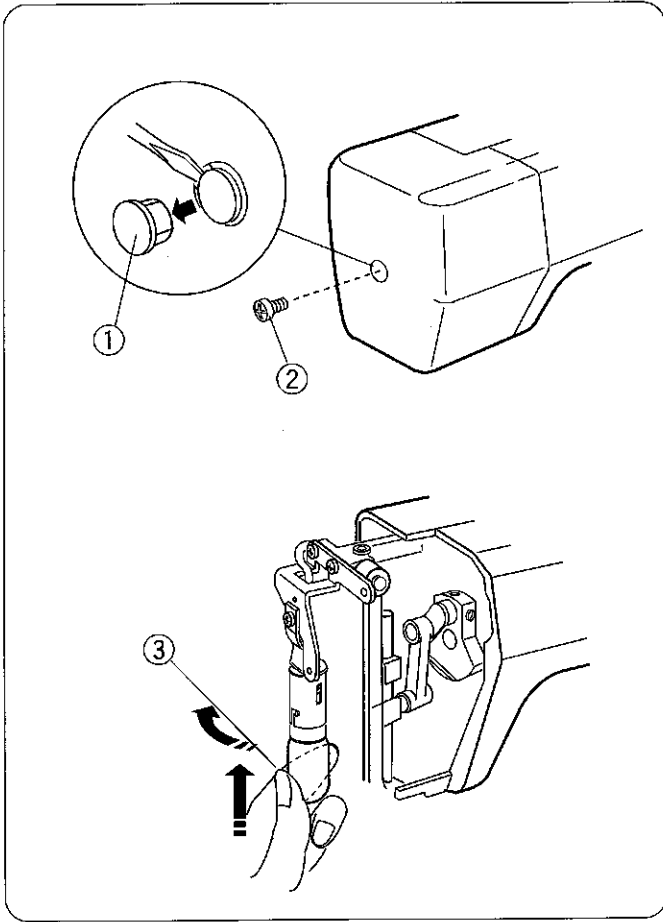
NOTE:
Clean inside of the face plate after every project.

Clean the outside of the machine with a soft cloth. Do
not use chemical solvent.

Store the machine in cool and dry place.

Do not store the machine in an area of high humidity,
near a radiator or in direct sunlight.





Replacing the Light Bulb

⚠ WARNING— To reduce the risk of burn:
 Turn the power switch OFF and unplug the machine before replacing the light bulb.
 The bulb could be HOT. Protect your fingers when handling it.

Do not dismantle the machine other than explained in this section.

- 1 Remove the cap and setscrew with a screwdriver.
 Remove the face plate.
 ① Cap
 ② Setscrew
- 2 Push the light bulb up and twist it counterclockwise to remove.
 ③ Light bulb
- 3 Insert a new bulb into the lamp socket. Push the bulb up and twist it clockwise.
- 4 Attach the face plate with the setscrew.
 Attach the cap to the face plate.

Troubleshooting

Condition	Cause	Reference
The base fabric is punched into a hole.	1. Over-punching the same place 2. The base fabric is too fine.	See Page 6. See Page 6.
The needle breaks.	1. The needle unit is incorrectly inserted. 2. The needle is bent or blunt. 3. The needle clamp screw is loose. 4. The fabric is pulled or turned without raising the needle unit.	See Page 4. See Page 4. See Page 4. See Page 6.
The fabric cannot be moved smoothly.	1. The height of the presser foot is too low.	See Page 4.
The machine runs slow and/or noisily.	1. Lint and dust have accumulated inside of the bed cover and around needle bar area. 2. The base fabric is too thick or too dense. 3. The needle is bent or blunt.	See Page 9. See Page 6. See Page 4.
The machine does not run.	1. The machine is not plugged in.	See Page 3.

