This household embroidery machine is designed to comply with IEC/EN 60335-2-28 and UL 1594.

**IMPORTANT SAFETY INSTRUCTIONS**

When using an electrical appliance, basic safety precautions should always be followed, including the following:

Read all instructions before using this household embroidery machine. Keep these instructions conveniently near the machine. Make sure to hand them over if the machine is given to a third party.

---

**DANGER**

To reduce the risk of electric shock:

An embroidery machine should never be left unattended when plugged in. Always unplug this embroidery machine from the electric outlet immediately after using and before cleaning, removing covers or when making any other user servicing adjustments mentioned in the instruction manual.

---

**WARNING**

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

- Do not allow to be used as a toy. Close attention is necessary when this embroidery machine is used by or near children.
- Use this embroidery machine only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.
- Never operate this embroidery 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 the embroidery machine to the nearest authorized service center for examination, repair, electrical or mechanical adjustment.
- Never operate the embroidery machine with any air openings blocked. Keep ventilation openings of the embroidery machine free from the accumulation of lint, dust, and loose fabric.
- Keep fingers away from all moving parts. Special care is required around the embroidery machine needle.
- Always use the proper needle plate. The wrong plate can cause the needle to break.
- Do not use bent needles.
- Do not pull or push fabric while stitching. It may deflect the needle causing it to break.
- Wear safety glasses.
- Switch the embroidery machine off ("0") when making any adjustment in the needle area, such as threading needle, changing needle, threading bobbin, changing presser foot, etc.
- Never drop or insert any object into any opening.
- Do not use outdoors.
- Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
- To disconnect, turn all controls to the off ("0") position, then remove plug from outlet.
- Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
- Do not use the machine if it is wet.
- If the LED lamp is damaged or broken, it must be replaced by the manufacturer or its service agent or a similarly qualified person, in order to avoid a hazard.
• This embroidery machine is provided with double insulation. Use only identical replacement parts. See instructions for Servicing of Double-Insulated Appliances.

SAVE THESE INSTRUCTIONS
Servicing should be performed by an authorized service representative.

FOR EUROPE ONLY:
This appliance can be used by children aged from 8 years and above and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning use of the appliance in a safe way and understand the hazards involved. Children shall not play with the appliance. Cleaning and user maintenance shall not be made by children without supervision.
The noise level under normal operating conditions is less than 70db.

FOR OUTSIDE EUROPE:
This embroidery machine is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the embroidery machine by a person responsible for their safety. Children should be supervised to ensure that they do not play with the embroidery machine.
The noise level under normal operating conditions is less than 70db.

SERVICING OF DOUBLE INSULATED PRODUCTS
In a double-insulated product, two systems of insulation are provided instead of grounding. No ground means is provided on a double-insulated product, nor should a means for grounding be added to the product. Servicing of a double-insulated product requires extreme care and knowledge of the system and should be done only by qualified service personnel. Replacement parts for a double-insulated product must be identical to those parts in the product. A double-insulated product is marked with the words 'DOUBLE INSULATION' or 'DOUBLE INSULATED'.

PREFACE
Thank you for your purchase of this embroidery machine.
This machine intended for household use will provide you with excellent performance in sewing embroidery designs and lettering.
Please refer to this booklet for proper use and optimum performance. To get the most out of your embroidery machine, read the entire instruction manual before attempting to operate the machine. Then familiarize yourself with the machine by following the instruction manual page by page.

To ensure that you are always provided with the most modern embroidery capabilities, the manufacturer reserves the right to change the appearance, design or accessories of this embroidery machine when considered necessary without notification or obligation.

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ACCESSORIES

Some accessories are stored in the accessory tray.

1. Needle Pack
2. 5 SINGER® Class 15 transparent bobbins (1 is in the machine)
3. Seam Ripper
4. Brush
5. Screw Driver
6. Thread Net
7. Auxiliary Spool Pin
8. 2 Felt Washers
9. Screwdriver for Needle Plate
10. Spool Cap
11. Small Thread Cap
12. USB Embroidery Stick
13. Power Line Cord
14. Embroidery Hoop 100mm x 100mm (4" x 4")
15. Embroidery Hoop 260mm x 150mm (10 1/4" x 6")

ACCESSORY TRAY

The accessory tray is located on the left side of the embroidery unit. Pull to open.
NEEDLES

REMOVING & INSERTING THE NEEDLE

Select a needle of the appropriate style and size for the fabric to be embroidered.

CAUTION

To prevent accidents:
Turn off the power before removing the needle.

1. Turn the hand wheel toward you until the needle is at its highest position.
2. Loosen the needle clamp screw.
3. Remove the needle.
4. Insert new needle into needle clamp with the flat side to the back and push it up as far as it will go.
5. Tighten the needle clamp screw securely.
   Do not use a bent or blunt needle (a). Place needle on a flat surface to check its straightness.

SELECTING NEEDLE AND THREAD

For good quality results, it is important to use the appropriate style and size of needle for the fabric that will be embroidered. For help with determining which needle to use, refer to the Embroidery Quick Reference Chart on page 29.

NEEDLE

1. For light weight woven fabrics, use SINGER® Style 2000, Size 11/80 needle.
2. For medium to heavier weight woven fabrics, use SINGER® Style 2000, Size 14/90 needle.
4. For medium to heavier weight stretch fabrics, use SINGER® Style 2001, Size 14/90 needle.

It is possible to substitute SINGER® Style 2020 needles for the 2000 Style, in either the 11/80 or 14/90 sizes. It is possible to substitute SINGER® Style 2045 needles for the 2001 Style, in either the 11/80 or 14/90 sizes. It is recommended to use SINGER® needles in your SINGER® embroidery machine.

THREAD

Machine embroidery is most often done using rayon or polyester thread in the needle. A lighter weight thread, referred to as bobbinfill, is recommended for the bobbin. This helps create less density on the back side of the embroidery design.

NOTE: In addition to the correct needle and thread, it is also important to use the appropriate stabilizer for the fabric to be embroidered. (See pages 18 and 29 for more information.)
**CONNECTING THE EMBROIDERY UNIT**

There is a covered socket (A) behind the machine. The cover will open automatically when connecting the embroidery unit.
1. Turn the machine off before connecting the embroidery unit.
2. Slide the embroidery unit onto the arm of the machine until it plugs firmly into the socket.
3. If needed, use the level adjusting feet so that the machine and embroidery unit are even with one another.

---

**ELECTRICAL CONNECTION**

**DANGER**

To reduce the risk of electric shock:
Never leave unattended when plugged in. Always unplug this machine from the electric outlet immediately after using and before maintenance.

**WARNING**

To reduce the risk of burns, fire, electric shock, or injury to persons:
Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.

1. Place machine on stable surface.
2. Connect the power line cord to the machine by inserting the 2-hole plug into the power cord connector.
3. Connect the power line plug to the electric outlet.
4. Turn on the power switch.
5. The lamps will light up when switch is turned on (symbol I).
6. To disconnect, turn the power switch to the off position (symbol O), then remove plug from outlet.

**FOR UNITED STATES AND CANADA USERS:**

**POLARIZED PLUG INFORMATION**

This appliance has a polarized plug (one blade wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If the plug 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.

---

**To Remove the Embroidery Unit**

Remove the hoop from the machine. (See Page 19)

1. To store the embroidery unit into the box, move the carriage to park position by selecting Park Position in the Hoop Option. (See page 22)
2. Turn off the machine.
3. Pull the lever (B) at the left, underneath the embroidery unit and slide the unit to the left to remove it.
   The cover of the socket closes automatically.
4. Store the embroidery unit in the original packing material.
MESSAGES AT START UP

When you turn the machine on, a series of messages will appear on the screen.

a. If the embroidery unit is not attached, this message will appear. Attach the unit correctly. (See previous page.)

b. If the needle is not in its highest position, this message will appear. Turn the hand wheel toward you to raise the needle to its highest position and then press the “✓” button.

c. If this message appears, remove the hoop (if attached), clear the embroidery area and press the “✓” button.

d. If presser foot is lowered, this message will appear. Raise the presser foot lifter and press the “✓” button. (See next page)

When the messages a-d have cleared the screen, the carriage will move to start point.

e. The Home Screen will appear. (For more information on the Home Screen, see page 16.)

MACHINE CONTROL FUNCTIONS

START/STOP BUTTON (A)
The machine will start running when Start/Stop button is pressed and will stop when pressed the second time. The machine will ramp up slowly at start of sewing.

NOTE:
1. Machine will not start if you don’t select an embroidery design or letter.
2. Bobbin winding function is independent from this button. (See page 12)

SPEED CONTROL BUTTONS (B)
The sewing speed is controlled by the machine. You can change the maximum speed by pressing these buttons.
Press the left button to decrease the speed.
Press the right button to increase the speed.

NOTE:
If you use a specialty thread, such as metallic thread, you should reduce the the maximum speed to help prevent thread breakage.

CAUTION
To prevent accidents:
1. Do not carry the machine when embroidery unit is attached. It may fall off.
2. Do not push nor pull the carriage forcefully. It may break.
3. Do not hold the carriage to move the machine.
4. Do not press the screen too hard and do not use sharp objects to touch it. Doing so can damage the screen. Touch the screen with your finger only.
**SETTING UP THE MACHINE**

**THREAD CUTTER BUTTON (C)**
By pressing this button, machine will cut both threads automatically.

**NOTE:**
The machine will cut threads automatically between color changes and when an embroidery design has been completed.

**CAUTION:**
1. Do not press this button when there is no fabric under the presser foot or no need to cut the threads. The thread may tangle, resulting in damage.
2. Do not use this button when cutting thread thicker than #30, nylon thread or other specialty threads.
   In this case, use the thread cutter (G).

**PRESSER FOOT LIFTER (F)**
The presser foot is raised or lowered by this lever. You can raise and hold the presser foot lifter to an extra-high position, which can help make it easier to install the embroidery hoop.

**NOTE:**
Machine will not start when the presser foot is raised (except for bobbin winding).

**THREAD CUTTER (G)**
Use this cutter if the Thread Cutter button is not used.
1. Raise the presser foot and bring threads toward the back.
2. Hook the threads to the thread cutter from back to front.
3. Pull threads to cut them.

**TOP COVER (D)**
To open the top cover, lift up the front right side of the cover.

**HAND WHEEL (E)**
By turning the hand wheel, the needle will raise or lower. You should always turn hand wheel toward you.

**MOUNTING MACHINE IN SEWING CABINET (H)**
There are two holes on the underside of the machine designed for mounting the machine into a sewing cabinet. Align the holes (indicated in the picture) with the corresponding holes in the cabinet base. Attach the machine with screws. (Screws not included)
SOFTWARE INFORMATION

USB EMBROIDERY STICK
Your machine comes with a USB stick. This stick contains the following:

a. Design Data (embroidery designs)
b. Design Book (PDF file displaying images of included embroidery designs and fonts, viewed on PC)
c. Individual Design Information (PDF file displaying details on individual designs, viewed on PC)

CONNECTING USB STICK
Your machine has a USB socket to read embroidery data from the USB embroidery stick.
Open the cover and insert the USB embroidery stick in the socket. The USB plug can only be inserted one way - do not force it into the socket.
To remove, carefully pull the USB embroidery stick out straight.
NOTE:
Do not remove the USB embroidery stick while operating the machine or stitching the embroidery, as this can damage the files on your USB embroidery stick.

DESIGN BOOK
A Design Book is provided, which displays an overview of the included embroidery designs and fonts that come with your machine. You can see an image of the designs, as well as the dimensions and stitch count of the designs.
This book is a PDF file, which can be accessed from the USB stick when placed in your PC. Your PC will need to have Adobe Acrobat Reader installed in order to view the Design Book. If your PC doesn’t have Acrobat Reader, access the Adobe website to install it.

INDIVIDUAL DESIGN INFORMATION
This is a PDF file that contains more specific information about each individual embroidery design that comes with your machine, such as the order of thread colors, suggested thread colors and more.
This book is a PDF file, which can be accessed from the USB stick when placed in your PC. Your PC will need to have Adobe Acrobat Reader installed in order to view the Design Book. If your PC doesn’t have Acrobat Reader, access the Adobe website to install it.

EMBROIDERY SOFTWARE
Embroidery software is available for your machine, which will allow you to use designs from other sources, such as design CD’s and designs from the internet.

Go to singer.mysewnet.com for information on how to download this software to your PC.

UPDATING YOUR MACHINE
Periodically, updates may be made available for your machine. Your machine is updated via your USB stick.
1. Go to singer.mysewnet.com for information about available updates for your machine.
2. Follow the instructions for how to update your machine.
**BOBBIN SETTING**
Be sure to use only SINGER® Class 15 transparent bobbins in this machine.

**REMOVING THE BOBBIN**
1. Pull the bobbin cover latch to the right and remove the bobbin cover.
2. Lift up the bobbin from the machine.

**SETTING SPOOL OF THREAD ON SPOOL PIN**
1. Pull up the left end of spool pin and set the felt washer and the spool of thread on spool pin so that the thread unrolls from the front of the spool.
2. Set the spool cap on spool pin as far as it will go.
   a. The spool cap can be reversed in order to better accommodate the size of smaller thread spools.
   b. Use the small spool cap when you use cross wound thread. Leave small opening between cap and spool as illustrated.
   c. Set the thread net over the spool if thread unrolls too easily.

**WINDING THE BOBBIN**
1. Hold thread in both hands and hook thread to the guide from front opening.
2. Bring thread to the right and pass it through the thread guide from the back side. Pass thread under the tension disc in a clockwise direction.
3. Insert thread through hole in bobbin and place the bobbin on bobbin winder spindle.
4. Hold the end of the thread and push bobbin stopper to the right. When the bobbin winding screen appears, press the Start/Stop button on the screen to start winding.
5. After the bobbin winds a few turns, stop the machine by pressing the Start/Stop button on the screen.
6. Cut the thread near the hole, as illustrated.
7. Start the machine again.
   You can adjust winding speed by pressing "+" (faster) or "-" (slower) button on the screen.
8. When the bobbin is wound fully, the bobbin stopper will return to the left and stop winding.
9. Remove the bobbin from the spindle and cut thread with the thread cutter.
**WINDING BOBBIN INDEPENDENTLY**

You can wind the bobbin independently while embroidery stitching.
1. Insert the auxiliary spool pin into the hole at the left side on the top of the machine.
2. Place the felt washer and spool of thread onto the auxiliary spool pin.
3. Bring thread to the right and hook the thread to the thread guide from rear opening.
4. Follow the normal winding procedure from Steps 2 to 9 (on page 12).

**INSERTING THE BOBBIN**

1. Place bobbin into bobbin holder, making sure the bobbin turns in a counter clockwise direction.
2. Draw thread into notch (a) while holding the bobbin.
3. Pull thread along the groove, up and around the top, to the left, then down. While lightly holding the bobbin in place with your finger, pull the thread to the right to cut the thread.
4. Replace the bobbin cover. Set the left tabs into the holes in needle plate and push the right side of bobbin cover down until it clicks into place.

**NOTE:**
This machine can start to sew without manually drawing up the bobbin thread. If you want to draw up the bobbin thread manually, see page 15. Be sure to use only SINGER® Class 15 transparent bobbins in this machine.
THREADING THE NEEDLE

PREPARING TO THREAD MACHINE
1. RAISE THE PRESSER FOOT LIFTER. It is very important to raise the presser foot lifter before you proceed to thread the machine to ensure proper thread tension.
2. Raise the needle to its highest position by turning the handwheel toward you. (Keep this position for threading the eye of the needle.)

NOTE:
It is very important to raise the presser foot lifter before you thread the machine. Not doing so will likely result in poor stitch quality, or excessive thread loops on the underside of the fabric. Always raise the presser foot lifter before you begin threading the machine.

THREADING THE UPPER THREAD
1. Hold thread in both hands and pass thread into the guide from front opening.
2. Bring thread backward and pass through the slit from right to left.
3. Bring thread to the left and pull thread down toward you along the slit.
4. Pull the thread around the U-turn, then bring it back up.
5. To thread the take-up lever, draw thread up and bring thread back down again from right to left along the slit.
6. Pull thread downward along the slit.
7. Draw thread through thread guide from right side opening.
8. Pass through needle eye from front to back.

Refer to next page for instructions on how to use the built-in needle threader.

SETTING SPOOL OF THREAD ON SPOOL PIN
1. Pull up the left end of spool pin and set the felt washer and the spool of thread on spool pin so that the thread unrolls from the front of the spool.
2. Set the spool cap on spool pin as far as it will go.
   a. The spool cap can be reversed in order to better accommodate the size of smaller thread spools.
   b. Use the small spool cap when you use cross wound thread. Leave small opening between cap and spool as illustrated.
   c. Set the thread net over the spool if thread unrolls too easily.
**Threading the Machine**

**Threading the Needle Eye**

**CAUTION**

To prevent accidents:
1. Keep fingers away from all moving parts. Special care is required around the needle.
2. Do not lower the threader lever while machine is operating.

**NOTE:**
The needle threader is used for needle sizes 11/80 and 14/90.
1. Lower the presser foot.
2. Check that the needle is raised to its highest position. If it is not, raise needle by turning the handwheel toward you.
3. Lower the threader slowly and draw thread through thread guide (a) and pull toward the right.

1. Lower the lever as far as it will go. The threader will turn and the hook pin will go through the needle eye.
2. Draw the thread into the guide, ensuring that the thread is under the hook pin.
3. Hold thread loosely and release the lever. As the threader rotates back, the hook pin will pass through the needle eye, forming a loop of thread.
4. Pull thread out about 10 cm (4 inches) through the needle eye.

**Drawing Up the Bobbin Thread**

This machine can start to sew without drawing up the bobbin thread. If you want to start sewing with longer bobbin thread, draw up the bobbin thread as follows.
1. Insert the bobbin into the bobbin holder as shown on page 13, but do not cut thread.
2. Raise the presser foot.
3. Hold upper thread loosely and turn hand wheel toward you one complete revolution.
4. Pull upper thread lightly. Bobbin thread will come up in a loop.
5. Pull both upper and bobbin threads about 10 cm (4 inches) toward the back of presser foot.
6. Replace the bobbin cover. (See page 13)
HOME SCREEN / HOME BUTTON

Home Screen (A)
When you have attached the embroidery unit correctly, the Home Screen will appear.
You can start selecting and editing embroidery from this screen.

Home Button (B)
You can go back to the Home Screen from anywhere by pressing the Home Button.
At this time, all selected designs or letters and editing for embroidery will be cleared.

EMBROIDERY MACHINE SETTINGS

Setting Button (C)
Before or during the embroidery process, you can adjust the machine settings by pressing the Setting Button.
The Setting Screen will appear. (a)
This screen is scrolled by pressing the right side arrow buttons. Pressing the Setting Button again, machine will return to previous screen.
NOTE:
All settings except for thread tension will remain until you change them. Thread tension will return to pre-set when you change the design.

Thread Tension (D)
This embroidery machine adjusts thread tension automatically. However, depending on the thread or fabric being used, it may be necessary to modify the tension setting to achieve the desired results.
To obtain the desired thread tension, adjust as follows.

i. Correct Thread Tension
Upper thread appears slightly on the bottom side of fabric.

ii. Upper Thread Too Tight
Bobbin thread appears on the top side of fabric. Decrease the upper thread tension by pressing the "-" button.

iii. Upper Thread Too Loose
Upper thread is loose or makes loops. Increase the upper thread tension by pressing the "+" button.

When thread tension is changed from the default (pre-set) setting, the number will be highlighted.

NOTE:
If the bobbin has been threaded or inserted incorrectly, or if the upper thread has not been threaded correctly, good thread tension cannot be achieved. Check to make sure that the bobbin and upper thread are correctly threaded before making any adjustments.
**Stop for Cut**
When starting to embroider, the machine can be set so that it will stop after a few stitches, allowing you the opportunity to cut the thread tail.
You can select or deselect this function, as follows:

- i. Stop for Cut is activated.
- ii. Stop for Cut is deactivated.

**Calibration Screen**
If the icons on the screen (in relationship to where you touch the screen) seem misaligned, the screen may need calibrating, as follows:

1. Scroll down and press calibration screen button.
2. Press the each "O" mark indicated on the screen 5 positions. (4 corners and center)
When calibration is completed, setting screen will appear again.

**Audible Beep**
You can turn the audible beep on or off by pressing this button.

- i. Audible Beep is on.
- ii. Audible Beep is off.

**Software Version**
Software version of this embroidery machine will be indicated at the bottom of this screen.
You can update the software by using the USB embroidery stick. (See page 11)

**Contrast of Screen**
You can adjust the contrast of the LCD screen.
By pressing "+" or "-" button, contrast will increase or decrease.
**FABRIC AND STABILIZER**

Embroidery can be applied to many different types of fabrics. Regardless of the fabric, it will be necessary to use an appropriate type of stabilizer. (See page 29 for more information)

Stabilizer serves as a foundation, holding fabric securely while the embroidery machine stitches out the design, eliminating distortion in the fabric and the design.

Different fabrics will require different types of stabilizer, depending on the nature of the fabric and the density of the design being embroidered. But most embroidery designs will stitch out looking their best if the fabric is properly stabilized.

Stabilizer is mainly used as a backing, but at times, a stabilizer is used on the top of the project as well.

A “Backing” goes on the back side of the area to be embroidered. It may be hooped along with the fabric or hooped alone, depending on the fabric and project.

A “Topper” means that an additional stabilizer is placed on the top of the fabric, either hooped with the fabric or secured in another manner. Its function is to ensure that the texture or loft of the fabric is held down, providing a smooth surface for the embroidery.

Though there are many types of stabilizers available, the most common types are tear-away, wash away, and cut away. Stabilizers come in different weights as well. After selecting the best type of stabilizer for the project, choose the appropriate weight. A good general rule is that the weight of the stabilizer be compatible with the fabric.

Tear-away stabilizers are temporary, so once the excess is removed after embroidering, the fabric itself must be able to support the design on its own. Tear-away stabilizers are usually recommended for woven fabrics.

Cut-away stabilizers are permanent, and therefore a better choice for supporting embroidery on unstable fabrics, to prevent distortion. Simply trim away the excess from around the design. Even after frequent laundering, the embroidery design will stay intact.

Wash-away stabilizers rinse away from the embroidered area. Though they are a good choice when sewing very light weight fabrics, they can also be used as a topping. After removing the main excess stabilizer, the rest is simply rinsed away.

There are also fusible and non-fusible version of stabilizer available. Fusible stabilizers can be ironed onto the back of the area to be embroidered, preventing distortion of the fabric while hooping.

However, for fabrics that may be more sensitive to ironing, the non-fusible stabilizers are used. In these cases, another helpful tool is a temporary fabric spray adhesive. Use this to temporarily ‘hold’ the fabrics and stabilizer while hooping and embroidering, to prevent the fabrics from shifting during the embroidery process.

Knowing how to properly stabilize involves a little trial and error at first. Follow the stabilizer manufacturer’s recommendations, for best results.

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Generally, the stabilizer should be larger in size than the hoop with which it is being used. When embroidery is completed, use a fine point scissor to carefully remove any excess stabilizer from the embroidery area.

- a. Stabilizer
- b. Hoop position
- c. Fabric (Under side)
- d. Embroidery surface (Top side)
**EMBROIDERY PREPARATION**

**SECURING FABRIC IN EMBROIDERY HOOP**

For the best embroidery results, place a layer of stabilizer beneath the fabric. When hooping stabilizer and fabric make sure that they are smooth and securely hooped.

1. Open the quick release lever on the outer hoop and remove the inner hoop.
2. Place the outer hoop on a firm flat surface with the screw on the lower right. There is a small arrow in the center of the left edge of the outer hoop which will line up with a small arrow on the inner hoop.
3. Place stabilizer and the fabric, with the right sides facing up, on top of the outer hoop.

![Diagram of hoop placement]

4. Place the inner hoop on top of the fabric with the small arrow at the left edge and push firmly into the outer hoop.
5. Close the quick release lever. Don't force the quick release lever. If it seems as though it doesn't want close, loosen the retaining screw first and then try closing the quick release lever again.
6. Adjust the pressure of the outer hoop by turning the retaining screw. The fabric should be taut in the hoop for the best results.

![Diagram of hoop adjustment]

**ATTACHING THE EMBROIDERY HOOP TO THE MACHINE**

1. Raise the presser foot. Raise the needle to its highest position by turning the hand wheel toward you.

![Diagram of presser foot and needle position]

2. Slide the hoop onto the embroidery unit from front to back until it clicks into place.

**NOTE:**
Presser foot lever can be raised and held in a higher position to help passing the hoop under the foot.

**REMOVING THE HOOP FROM THE MACHINE**

Press and hold the release lever (a) on the hoop connection assembly, then slide the hoop toward you.

![Diagram of hoop removal]

**NOTE:**
When embroidering additional designs on the same fabric, open the quick release lever, move the hoop to the new position on the fabric and close the quick release lever. When changing type of fabric, you might need to adjust the pressure using the retaining screw. Do not force the quick release lever.
HOME SCREEN
Selecting designs to embroider begins with the Home Screen. The Home Screen has two main selections:
- Selecting a design, editing and stitching.
- Programming letters, editing and stitching.

EMBROIDERY COLLECTION
Your machine comes with 200 embroidery designs, as well as embroidery fonts. You will find 69 of these designs, plus the fonts, built-in to the machine. The remainder of the designs are on the USB stick.

The USB stick also has 2 PDF files with information about the designs. For more information about this, see page 11.

SELECTING A DESIGN

TO SELECT A BUILT-IN DESIGN
Your machine has 69 built-in embroidery designs.
   NOTE:
   Press the Machine tab (c) if USB tab is activated.

2. Select the design from the Embroidery Collection and press the design number on the ten-key screen. Selected number will appear in the top left of LCD. To delete a number, press the Delete button (d). If you want to know about selected design, press the info button (e). The following information is indicated on the screen:
   i. Design name
   ii. Design width & height
   iii. Total number of colors
   iv. Total number of stitches
   By pressing "V" button, the information will disappear and ten-key screen will appear again.

3. Press the "V" button at ten-key screen. The design is selected and Embroidery Placement screen will appear.

TO SELECT A USB DESIGN
Your machine can read "xxx" and "dst" embroidery data stored in the USB embroidery stick.
1. Insert the USB embroidery stick into the USB socket.
2. Press the design button on the Home Screen and then press the USB tab (f).
   Data list will appear in the screen.
   Press the file or folder to select or open and press the "V" button.
   When folder is opened, the list of designs included in that folder will appear (g).
   To go back, press the arrow button on the top line (h).
   Press the info button for more information about the selected design.
   NOTE:
   If the USB stick or a folder is empty or if readable file is not included, empty mark will appear.

3. When file is selected, embroidery placement screen will appear.
EDITING THE DESIGN

Before you begin embroidering, you can edit designs, as shown below, using the Edit tabs.

NOTE:
The pop up message may appear if you did not attach the correct hoop.
Press "✓" button and attach the hoop indicated in this message or change hoop size setting at the Embroidery Option screen (Next page).

EMBROIDERY ROTATION AND MIRRORING SCREEN
1. Press the Embroidery Rotate and Mirroring tab.
2. Press the Rotate button. By pressing this button, the design will rotate 90 degrees clockwise. If the design is too wide or too high to rotate 90 degrees, it will rotate 180 degrees. The total rotation value will be indicated at the top right of the LCD screen. Located to the left of the rotation value is a 'machine icon', which will rotate as the rotation value is changed.
3. Press the Mirror buttons.
a. Mirror from top to bottom
b. Mirror from side to side
The 'machine icon' (located near the top of the LCD screen) will invert according to the selections made, indicating the new orientation of the embroidery design.

EMBROIDERY PLACEMENT SCREEN
You can move the placement or position of the selected embroidery design, as follows:
1. Press the Embroidery Placement tab.
   (When you have selected the design, this screen will appear first.)
2. Press the four arrow buttons to move the position.
a. up, b. left, c. right, d. down
   The hoop will move according to the direction selected.
   Each time the button is touched, the hoop will move. If the button is touched and held, the movement will occur in larger increments.
   The values (X:Y:) near the top of the screen indicate distance from center position.

NOTE:
The left side of screen is indicating embroidery field and relative design position and size.
When you edit the design, this field will redraw according to your editing.

EMBROIDERY SCALING SCREEN
1. Press the Embroidery Scaling tab.
2. To increase the scale, press the upper arrow button (a).
   To decrease the scale, press the lower arrow button (b).
   The design will be scaled 5 percent each pressing on a button.
   The maximum scaling is +/- 20 percent.
   If scaling is over the hoop size, it cannot be selected.
   To return to original size, press the button (c).

The value of scale is indicated between the buttons, and size of scaled design is indicated on the top line of screen.
**EMBROIDERY OPTION SCREEN**

1. Press the Embroidery Option tab.
2. You can access embroidery options by pressing the buttons, as shown below:
   
   A. Hoop Option and Selection
   B. Tracing
   C. Basting
   D. Monochrome

**HOOP OPTION - MOVING HOOP POSITION**

When you press the Hoop Option and Selection button, the Hoop Option screen will appear first.

You can move the hoop position as follows:

i. **Current Position:**
   - When you want to return to the current stitch and start embroidering again where the embroidery was interrupted, press this button.
   - Hoop will move to current position and return to embroidery option screen.
   - NOTE: You can also press the "✓" button to return to current position and embroidery option screen.

ii. **Cut Position:**
   - By pressing this button, move the hoop towards you, making it easier to trim fabric when embroidering an appliqué.

iii. **Park Position:**
   - When your embroidery is finished and you want to store your machine, it will be necessary to move the hoop carriage to Park position. Press the Park position button.
   - When the pop-up message (✓) appears, remove the hoop and press the "✓" button. The carriage will then move to the correct position for storage.
   - Then, turn off the power switch and remove the unit.
   - NOTE: It is very important that the hoop is removed, otherwise it may be damaged.

iv. **Center Position:**
   - If you want to check where the center position of the hoop will be placed on the fabric, press this button.

**NOTE:**
When hoop is not attached, buttons "ii, iv" will not activate.
EDITING THE DESIGN

HOOP SELECTION
When you select the design, machine will select most suitable hoop automatically.
1. To change the hoop, press the second tab to open the hoop list.

2. Select the hoop you want to use. The hoop list can be scrolled by pressing the right side arrow buttons.
   Only hoops that are big enough for the selected design will be possible to select.
   Hoops that are too small are marked with an X and cannot be selected.
   Selected hoop is marked with a black dot.
3. Press the "V" button. Hoop size will change and the embroidery option screen will appear.
   At this time, all edits (rotation, mirroring and scaling) will be reset. If you don't want this, press the "X" button (e). Hoop size and edits will not change and return to the Embroidery Option Screen.

TRACING (B)
The Tracing function can be used to trace around the design area. Press the second button to move the hoop so the needle is placed in the upper left corner of where the design will be embroidered. Each press of the button will move the hoop to view all corners of the design.
On the fifth press, the hoop will move to the center position of the design and on the sixth press it will move back to its original position.
The Tracing button will indicate the position by highlighting mark.

BASTING (C)
By pressing the third button and pressing the Start/Stop button, machine will sew a basting stitch around the design area as a box.
Basting enables you to secure your fabric to a stabilizer placed beneath it, especially when the fabric to be embroidered cannot be hooped. Basting can also provide added support, especially for unstable fabrics.
NOTE:
During basting, the design box will be indicated with a dashed line and basting button will be highlighted.

MONOCHROME (D)
Press the fourth button to activate monochrome embroidery. The machine will not stop for color block changes. Press the button again to deactivate monochrome embroidery.
When monochrome is activated, this button will be highlighted.

NOTE:
If the hoop you have selected is not the same as the hoop attached to the embroidery unit, a pop-up will appear to inform you of this. Attach the correct hoop or select another hoop from the list.
Hoops 260x150 and 100x100 are provided with this machine.
When you complete editing the design, press the Stitch Out tab to start sewing.

**SEWING SCREEN**

When you press the Stitch Out tab (A), the Sewing Screen will appear.

- **Embroidery field and position**
- **Stitches left in color block / Total number of stitches left in design.**
  - By pressing +/- buttons, stitch will go backward/forward.
- **Current color / Total number of colors**
  - By pressing +/- buttons, color block will go backward/forward.

6. **Press the Start/Stop button.**
   The machine will start embroidering the first color of the design.
   **NOTE:**
   If presser foot lifter is raised at this time, the pop up message will appear. Lower the foot and press the "✓" button.

7. **When Stop for Cut setting is on, machine stops automatically after few stitches for cut thread end. A pop up appears asking you to cut thread end. Cut thread end and press the "✓" button. Continue embroidering by pressing Start/Stop button.

8. **When embroidering is completed, machine will stop automatically and cut upper thread.**
   A pop up will appears asking you to change color. Re-thread with the next color and press "✓" button. Continue embroidering by pressing Start/Stop button.
   Each color segment is tied of at the end and the upper and bobbin threads are cut.

9. **When the embroidery is completed, your machine cuts both threads and stops.**
   A pop-up informs you that your embroidery is finished. Then press "✓" button.
   Raise the presser foot and remove the hoop.

**START TO SEW**

1. **Thread the upper thread with the first color.**

**CAUTION**

To avoid injury:
Special care is needed for the needle when changing the upper thread.

2. Pass the upper thread through the hole of the Embroidery Foot from the top side.
3. Lower the presser foot lifter.
4. Hold the upper thread.
5. Clear sufficient space to accommodate movement of the carriage and the hoop.
SELECTING EMBROIDERY LETTERS

1. Press the Font button on the Home Screen. The Font Selection screen will appear.
2. This machine has 2 fonts and each font has 3 sizes. Press the button for the font you want to sew, and then press the "V" button. The uppercase letter screen will appear.
3. Select the letters you want to embroider.
   To change to different types of characters, press the tab that contains the desired characters, as follows:
   a. Uppercase letters
   b. Lowercase letters
   c. Numeric letters and special letters
4. Selected letter will be added to the top line.
5. The arrow buttons on top line will move the cursor.
6. To insert the letter, move the cursor to the inserting point and select letter.
   To delete the letter, move the cursor to the right side of the letter to be deleted, then press the delete button (d).
7. When sequence of letters is completed, press the "V" mark. The Sewing Screen will appear.

NOTE:
If no letters are selected, the Home Screen will appear. You can return to letter selecting mode after pressing "V" mark by pressing home button. You can add letters until largest hoop height (if width of letters exceeds maximum width of hoop, 90 degree rotate automatically).

EDITING EMBROIDERY LETTERS

Lettering can be edited, similar to the way designs can be edited.

SEWING EMBROIDERY LETTERS

Sewing embroidery letters works in the same way as sewing a design.
When stitching lettering, the values appear on screen.
   a. Stitches left in current letter / Total number of stitches left all letters
   b. Current letter / Total number of all letters

The machine will stitch each letter, cutting the threads between each letter.
NOTE: If desired, you can select the Monochrome function (see page 23) so that all letters will sew without cutting between each letter, cutting only at the end.
**Pop-up Messages**

**Upper Thread Breakage**
When the upper thread breaks or runs out, this pop-up will appear and sewing will stop.
Re-thread the upper thread and press "✓" button.
Go back 3-4 stitches backward from broken point by pressing "✓" at sewing screen.
Press the Start/Stop button to restart sewing.

**Connect USB**
This pop-up will appear if the USB button is pressed without any USB stick connected or if the USB stick is removed during browsing of the stick or removed when embroidering.
Connect USB stick and press the "✓" button.

**Thread Jam**
If upper or bobbin thread is jammed under the needle plate, machine will stop and pop-up this message.
Remove the hoop and needle plate (see next page) Remove the thread jam and reset needle plate.
Press the "✓" button.

**Wrong Hoop Type**
This pop-up will appear when the selected hoop in the hoop selection list is not the same as the hoop attached to the embroidery unit. Attach the correct hoop type and press the "✓" button.

**Remove the Hoop**
This pop-up will appear when a function has been chosen that forces the embroidery unit to move outside the limits for the attached hoop. In order for the carriage to move freely, remove the hoop and then press the "✓" button.

**Embroidery Too Large**
This pop-up will appear if a design is too large for this machine to read from USB stick.

**Stop Command in Design**
This pop-up will appear when there is a programmed stop in the design. The machine will stop. Press "✓" button to continue embroidering.

**Main Motor Overload**
If you are sewing on very heavy fabric or if the machine is blocked when sewing, the main motor can get overloaded and the machine will stop sewing. The pop-up message will close when the main motor and power supply are secure.

**Corrupted Data**
This pop-up will appear when the content of the USB memory is corrupted and cannot be read correctly.

**The Data on the USB Stick Cannot be Read**
This pop-up will appear when your embroidery machine cannot access the information on the USB stick. This can be caused by wrong file formats on the USB stick, the USB stick could be damaged or you might be using a USB stick that is non-compatible with this machine.
MAINTENANCE

⚠️ CAUTION
To reduce the risk of electric shock, disconnect the power line plug from the electric outlet before carrying out any maintenance.

REMOVING THE EMBROIDERY FOOT
When cleaning the machine, you should remove the embroidery foot.
1. Turn the hand wheel toward you until the needle is at its highest position.
2. Raise the presser foot lifter.
3. Remove the presser foot screw and remove the embroidery presser foot.

ATTACHING THE EMBROIDERY FOOT
1. Turn the hand wheel toward you until the needle is at its highest position.
2. Raise the presser foot lifter.
3. Attach the embroidery foot to the presser bar (a) so that the arm (b) of foot rests securely on the shaft (c) of the needle clamp.
   Attach the presser foot screw and tighten it.
   (It may be helpful to lower the needle slightly when attaching the presser foot and presser foot screw.)

Bobbin Holder
Remove the bobbin cover and bobbin. Clean the bobbin holder with a brush.

Hook Race and Feed Dog
1. Remove the needle, presser foot and holder. Remove the bobbin cover and bobbin. Remove the screws holding the needle plate.
2. Remove the needle plate by lifting up the right side of the plate.
3. Lift up the bobbin holder and remove it.

⚠️ CAUTION
To prevent accidents, do not touch the thread cutter unit (a).

4. Clean the hook race, feed dogs and bobbin holder with a brush. Also clean them, using a soft, dry cloth.
5. Replace the bobbin holder into the hook race so that the tip (b) fits to the stopper (c) as shown.
6. Replace the needle plate inserting the hook into the machine.
   Replace the screws and tighten.

CLEANING
If lint and bits of thread accumulate in the hook, this will interfere with the smooth operation of the machine. Check regularly and clean the stitching mechanism as needed.

NOTE:
* An LED lamp is used to illuminate the stitching area. It does not require replacement. In the unlikely event it does not light up, call your authorized SINGER® retailer for service.
* There is no need to lubricate this machine.
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<tr>
<th>PROBLEM</th>
<th>CAUSE</th>
<th>CORRECTION</th>
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</thead>
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<td>Machine not properly threaded.</td>
<td>Re-thread machine.</td>
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<tr>
<td></td>
<td>Thread entwined around bobbin.</td>
<td>Remove entwined thread.</td>
</tr>
<tr>
<td></td>
<td>Needle inserted incorrectly.</td>
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<tr>
<td></td>
<td>Thread tension too tight.</td>
<td>Readjust thread tension.</td>
</tr>
<tr>
<td></td>
<td>Thread of incorrect size or poor quality.</td>
<td>Choose correct thread.</td>
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<td></td>
<td>Bobbin wound unevenly or too full.</td>
<td>Rewind the bobbin.</td>
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<td></td>
<td>Dirt or lint in the bobbin holder.</td>
<td>Clean the holder.</td>
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<tr>
<td></td>
<td>Bent or blunt needle.</td>
<td>Insert new needle.</td>
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<td></td>
<td>Incorrect size of needle.</td>
<td>Choose correct size needle for fabric.</td>
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<td>Fabric pockers</td>
<td>Machine not properly threaded.</td>
<td>Re-thread machine.</td>
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<tr>
<td></td>
<td>Bobbin threaded incorrectly.</td>
<td>Re-thread the bobbin.</td>
</tr>
<tr>
<td></td>
<td>Blunt needle.</td>
<td>Insert new needle.</td>
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<td></td>
<td>Thread tension too tight.</td>
<td>Readjust thread tension.</td>
</tr>
<tr>
<td></td>
<td>Design too dense for fabric being embroidered.</td>
<td>Select less dense design for fabric, or change fabric type.</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>Machine makes loose stitches</td>
<td>Bobbin threaded incorrectly.</td>
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<tr>
<td>or loops</td>
<td>Machine not properly threaded.</td>
<td>Re-thread machine.</td>
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<td></td>
<td>Tension not adjusted properly.</td>
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<td>Stitch pattern is distorted</td>
<td>Hoop or carriage is interfered.</td>
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<tr>
<td></td>
<td>Thread tension is not balanced.</td>
<td>Adjust the thread tension.</td>
</tr>
<tr>
<td></td>
<td>Insufficient stabilizer.</td>
<td>Use proper stabilizer for fabric being embroidered.</td>
</tr>
<tr>
<td>Threader does not thread to</td>
<td>Needle is not raised to highest position.</td>
<td>Raise the needle.</td>
</tr>
<tr>
<td>needle eye</td>
<td>Needle inserted incorrectly.</td>
<td>Re-insert needle.</td>
</tr>
<tr>
<td></td>
<td>Bent needle.</td>
<td>Insert new needle.</td>
</tr>
<tr>
<td>Needle breaks</td>
<td>Needle inserted incorrectly.</td>
<td>Re-insert needle.</td>
</tr>
<tr>
<td></td>
<td>Incorrect size needle or thread for fabric.</td>
<td>Choose correct size needle and thread.</td>
</tr>
<tr>
<td>Machine runs with difficulty</td>
<td>Dirt or lint accumulated in the hook race.</td>
<td>Remove the needle plate and bobbin holder and clean the hook race.</td>
</tr>
<tr>
<td>Machine will not run</td>
<td>Cord not plugged into electrical outlet.</td>
<td>Insert plug fully into outlet.</td>
</tr>
<tr>
<td></td>
<td>Power switch is not turned on.</td>
<td>Turn on the switch.</td>
</tr>
<tr>
<td></td>
<td>Presser foot is not lowered.</td>
<td>Lower the foot.</td>
</tr>
</tbody>
</table>
### HELPFUL HINTS

<table>
<thead>
<tr>
<th>PROJECT</th>
<th>STABILIZER</th>
<th>HOOPING</th>
<th>NEEDLE</th>
<th>BOBBIN THREAD</th>
<th>NEEDLE THREAD</th>
</tr>
</thead>
<tbody>
<tr>
<td>T-Shirts</td>
<td>Soft Mesh Cut-Away</td>
<td>Hoop fabric and stabilizer together.</td>
<td>SINGER® Chromium #2001</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 11/80</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fleece</td>
<td>Cut-Away and Topper</td>
<td>Hoop cut-away stabilizer, Pin top and fleece to the hooped cut-away stabilizer.</td>
<td>SINGER® Chromium #2001</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Towels</td>
<td>Topper and Tear-Away</td>
<td>Hoop tear-away stabilizer, Pin top and towel to the hooped tear-away.</td>
<td>Same color as needle thread or towel</td>
<td>Bobbinfill</td>
<td>Polyester is recommended</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sweater Knits</td>
<td>Cut-Away Stabilizer</td>
<td>Hoop cut-away stabilizer, Pin top and sweater to the hooped cut-away stabilizer.</td>
<td>SINGER® Chromium #2001</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Weight Fabrics</td>
<td>Water-Soluble, Light Tear-Away</td>
<td>Hoop fabric &amp; stabilizer together.</td>
<td>SINGER® Chromium #2000</td>
<td>Bobbinfill</td>
<td>Rayon is most often used</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 11/80</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium to Heavy Woven Fabrics</td>
<td>Medium to Heavy Weight Tear-Away</td>
<td>Hoop fabric and stabilizer together.</td>
<td>SINGER® Chromium #2000</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Denim</td>
<td>Medium to Heavy Weight Cut-Away</td>
<td>Hoop fabric and stabilizer together.</td>
<td>SINGER® Chromium #2000</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Napped Fabrics</td>
<td>Medium to Heavy Weight Cut-Away and Topper</td>
<td>Hoop cut-away stabilizer, Pin top and fabric to the hooped cut-away stabilizer.</td>
<td>SINGER® Chromium #2000</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vinyl &amp; Leather</td>
<td>Cut-Away</td>
<td>Hoop cut-away stabilizer, Secure fabric to the hooped cut-away stabilizer.</td>
<td>SINGER® Chromium #2000</td>
<td>Bobbinfill</td>
<td>Polyester or Rayon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Size 14/90</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:**

Though the SINGER® Chromium needles are recommended for machine embroidery, it is possible to substitute, as follows:

- In place of SINGER® Chromium 2000 needles, use SINGER® Regular Point needles for woven fabrics.
- In place of SINGER® Chromium 2001 needles, use SINGER® Ball Point needles for stretch knit fabrics.

Follow the guidelines in the chart above regarding the size of needle, depending on the fabric to be embroidered.
<table>
<thead>
<tr>
<th><strong>Rated voltage</strong></th>
<th>100–240V ~ 50–60Hz</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nominal consumption</strong></td>
<td>55W</td>
</tr>
<tr>
<td><strong>Light</strong></td>
<td>LED</td>
</tr>
<tr>
<td><strong>Sewing speed</strong></td>
<td>700 rpm maximum</td>
</tr>
<tr>
<td><strong>Machine dimensions:</strong></td>
<td></td>
</tr>
<tr>
<td>Length (mm)</td>
<td>470</td>
</tr>
<tr>
<td>Width (mm)</td>
<td>750</td>
</tr>
<tr>
<td>Height (mm)</td>
<td>315</td>
</tr>
<tr>
<td>Net weight (kg)</td>
<td>10.2</td>
</tr>
</tbody>
</table>

*The technical specifications and this instruction manual can be changed without prior notice.*
Please note that on disposal, this product must be safely recycled in accordance with relevant National legislation relating to electrical/electronic products. Do not dispose of electrical appliances as unsorted municipal waste, use separate collection facilities. Contact your local government for information regarding the collection systems available.
When replacing old appliances with new ones, the retailer may be legally obligated to take back your old appliance for disposal free of charge.
If electrical appliances are disposed of in landfills or dumps, hazardous substances can leak into the groundwater and get into the food chain, damaging your health and well-being.

CE – Authorised Representative
VSM GROUP AB, SVP Worldwide
Drottninggatan 2, SE-56184, Huskvarna, SWEDEN