

Crazy Monkey Creations



1½ Yard Manual Skein Winder



Assembly and Use

Package Contents



- 1 - Triangular Base
- 1 - Cross Arm
- 1 - Left Foot (w/ yarn guide)
- 1 - Right Foot
- 1 - Adjustable Finger (w/ handle)
- 2 - Adjustable Fingers (w/ yarn clip)
- 1 - Adjustable Finger
- 4 - Slider Pads
- 4 - Plastic Knobs

- 1 - 3/8 x 5" Hex Head Bolt
- 1 - 3/8" Washer
- 1 - 3/8 x 2" Fender Washer
- 2 - Ball Bearings
- 1 - 1/2" Aluminum Spacer
- 1 - Lock Nut
- 4 - 1-1/2" Flat Head Wood Screws
- 4 - 5/16 x 1-3/4" Carriage Bolts
- 4 - 5/16" Washers

Inspect the contents of your package. If any parts are missing or damaged, call or e-mail us so we can send you replacement parts immediately.

Tools Required

- #2 Phillips or #2 Square Drive Screwdriver
- Two 9/16" Open End Wrenches, Socket Wrenches or Adjustable Wrenches

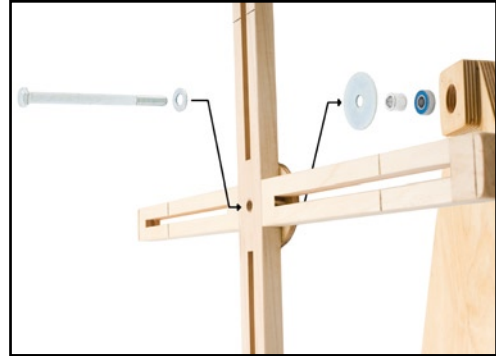
Assembling the Winder

Main Body:



Screw left foot (with yarn guide) and right foot (without yarn guide) to the bottom of the triangular winder base using the provided 1-1/2" long flat head wood screws and either a #2 square drive or #2 Phillips screw driver.

Cross Arms:



Place the 3/8" washer on the 3/8 x 5" bolt. Insert the bolt with washer through the hole in the center of the cross arms. Be sure the engraved size markings are facing forward. The washer should sit flat against the surface of the cross arms.

Place the 3/8 x 2" fender washer on the bolt, against the back side of the cross arms, followed by the 1/2" aluminum spacer. Place one of the ball bearings on the bolt behind the spacer.

Insert the entire arm and bolt assembly into the front of the winder base, through the hole at the top. The bearing should seat nearly flush inside the hole.



Place the second ball bearing on the bolt. The bearing should seat in the large hole on the back side of the winder base. Thread the 3/8" lock nut onto the bolt.

Use a 9/16" wrench to hold the head of the bolt while tightening the nut using the other 9/16" wrench. Tighten the nut just until the cross arms feel solid. Do not over tighten as this will put undue pressure on the bearings and make the winder turn slower. When given a hard push the arms should spin freely for several revolutions. If the arms stop spinning after only one or two revolutions the nut is too tight.

Adjustable Fingers:



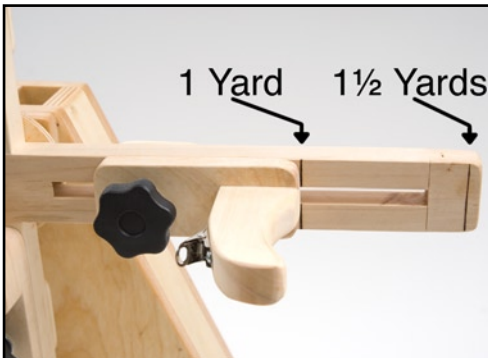
Insert 5/16 x 1-3/4" carriage bolt through the wooden slider pad, so that the square neck of the carriage bolt seats in the square hole in the pad. Hold an adjustable finger on the front of one arm of the crass arms, so that the tongue on the back side of the finger fits in the groove on the arm. Insert the carriage bolt/slider assembly through the back of the arm, and through the hole in the finger, so that the tongue on the slider fits into the groove in the arm.

Place a 5/16" washer on the end of the carriage bolt, followed by the plastic knob. Tighten the knob until the head of the carriage bolt seats fully.

Repeat for the other 3 finger assemblies. For best operation and balance, the two fingers with yarn clips should be opposite of each other. The finger assembly with the handle is installed in the same way as the others.

Using the Winder

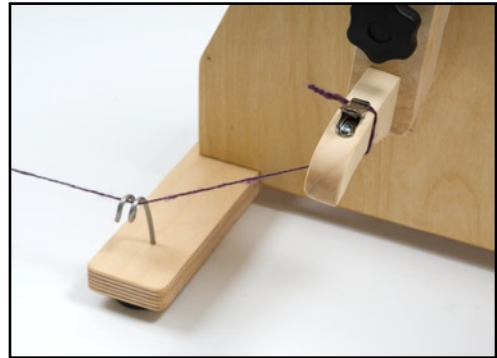
Adjusting Skein Size:



The winder arms can be adjusted for any circumference from 36 inches up to 61 inches. Each arm is marked at 1 yard and 1-1/2 yard circumferences for convenience.

To adjust, loosen the knob on one slider and slide to desired position, re-tighten the knob. For a 1 yard or 1-1/2 yard skein position the slider with the outside edge aligned with the respective line marked on the arm. Repeat for the other 3 arms. The sliders should be positioned equally on each arm for proper balance during use. Do not set the arms to their smallest size, or it will not be possible to remove the skein later.

Winding a Skein:



Pass the yarn through guide loop on the left foot and under the arms. Bring the yarn up and around the arms in a counter-clockwise motion. Wrap the yarn counter-clockwise around a finger which has a clip and secure it with the clip.

Grasp the handle and rotate the winder counter-clockwise repeatedly until the yarn is fully wound. For the most comfortable operation and to reduce fatigue place the winder on a low table so that the hub is about waist height. Holding the handle with a loose grip will reduce the tendency of the winder to walk on the table. You may also clamp one or both feet to a table using a standard woodworking C-clamp or bar clamp for more stable operation.

If desired, you may rotate the winder clockwise instead of counter-clockwise, however this causes more stress on the

yarn due to the sharper angle through the yarn guide. To wind clockwise simply reverse the rotation in these directions.

Winding From a Swift:

Securely attach your swift to a table or solid object. Be sure that the yarn is not tangled on the swift. If the yarn gets stuck it could break the yarn or damage the swift.

Tuck the loose end of the yarn on the swift under the coil of yarn. If left to flap about, the loose end can wrap around the yarn as you are winding, causing the yarn to break.

Removing the Skein:

Tie off the skein.

Un-clip the end of the yarn from the winder finger. Loosen the knob on any slider and move it toward the center. If the yarn is very tight the slider may not move easily. Pinching the outside end of the slider to the arm will usually free the slider. If the skein does not easily come off the winder, it may be necessary to loosen an additional slider. Remove the skein and return the slider(s) to the desired position. Re-tighten the knob. You are now ready to wind your next skein.

Warranty

We produce our skein winders to the highest standards of quality and performance. Your skein winder is backed by a one year warranty against defect in material or workmanship. If your winder breaks or becomes non functional for any reason, within one year from the date of delivery we will repair or replace it free of charge.

E-mail us at Sales@CrazyMonkeyCreations.com to arrange for the repair of your winder.