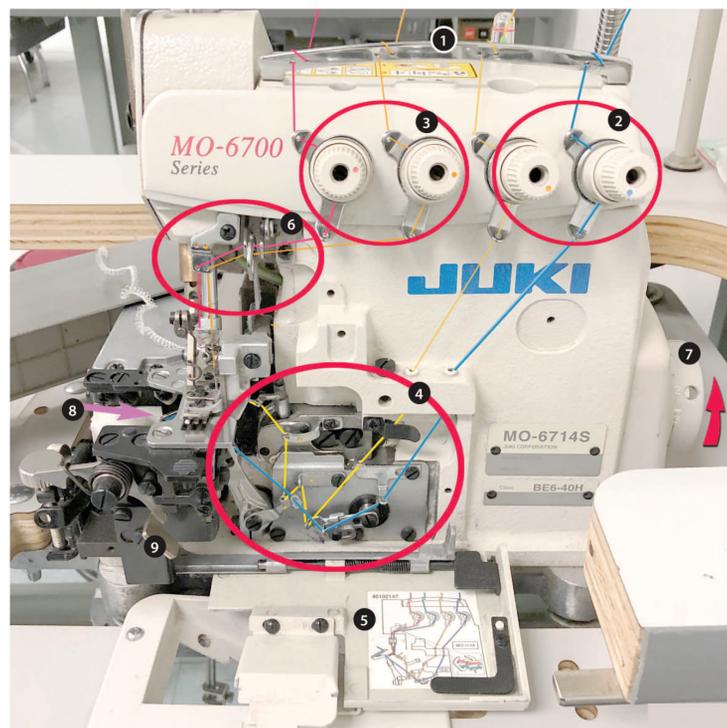


# Juki Serger MO 6714S

Serger Clearance or Class Equivalent Required Before Use

## PROHIBITED MATERIALS

Thread jams and needle breakage leading to looper and knife damage are critical concerns. **No Pins!** Material that is too thick or rigid will lead to needle breakage, and may not be cut through by the knife. Heavy materials that will not need serging, such as leather, will only dull the knife. As with any sewing machine, it is important to avoid abrasives, plastics, paper and cardboard products.

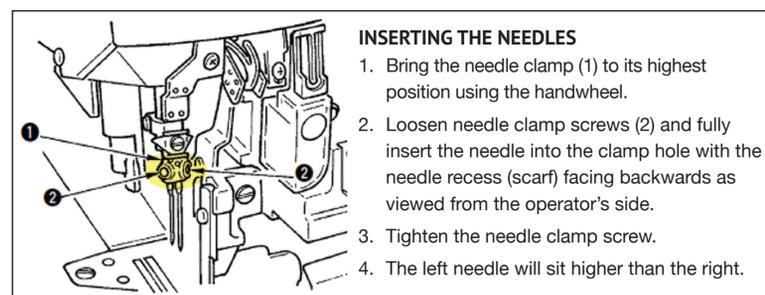


With four threads and two needles, the machine sews an overlock and a chain-stitched seam.

With three threads and one needle, this machine sews a binding stitch or merrow. Both are common uses for this machine.

## ALL DOORS OPEN - Overview of the inside

1. Thread guide bar - all threads
2. Tensioners for looper threads
3. Tensioners for needle threads
4. Looper thread guides
5. Threading door with diagram
6. Needle thread guides
7. Stitch size selector and wheel direction
8. Access to lower looper thread
9. Door latch



## INSERTING THE NEEDLES

1. Bring the needle clamp (1) to its highest position using the handwheel.
2. Loosen needle clamp screws (2) and fully insert the needle into the clamp hole with the needle recess (scarf) facing backwards as viewed from the operator's side.
3. Tighten the needle clamp screw.
4. The left needle will sit higher than the right.

## THREAD THE MACHINE

1. From the thread holders, the thread goes up through the holes in the gray bars, down through and around the chrome bars. (not shown)
2. In and around the bar at the top of the machine, through the top hole on the tensioner, between the tension disc, out the bottom hole.
3. The blue and yellow lines go through the tunnels in the front of the machine.
4. Follow the yellow and blue line as marked by the dots, using tweezers  
**Pro Tip:** Thread the yellow line first! (The blue line overlaps it)

Follow the color coding until the loopers pass under the presser foot.

Open the presser Foot (right)

5. You will need to turn the hand-wheel to expose the parts as you thread them.

Blue line: Open the left side compartment, Pass the thread underneath the feed dogs and into the hole in the back of the hook. (fig. 1)

Pass the thread back under, turn the handwheel till you see the hole in the hook, this is the last hole. (fig. 2)

6. The Yellow line has a critical component, a tiny diagonal tunnel and a small needle-like hole. (fig. 3)

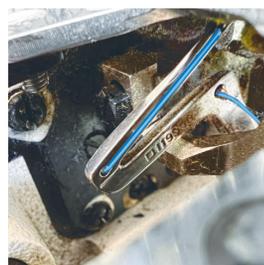
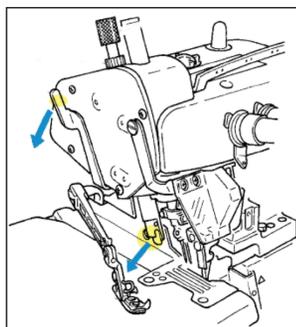


fig.1



fig.2



Threading the needles

Threading the loopers

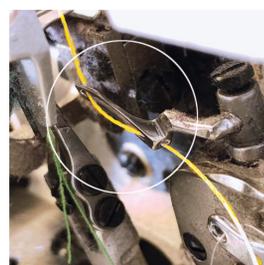
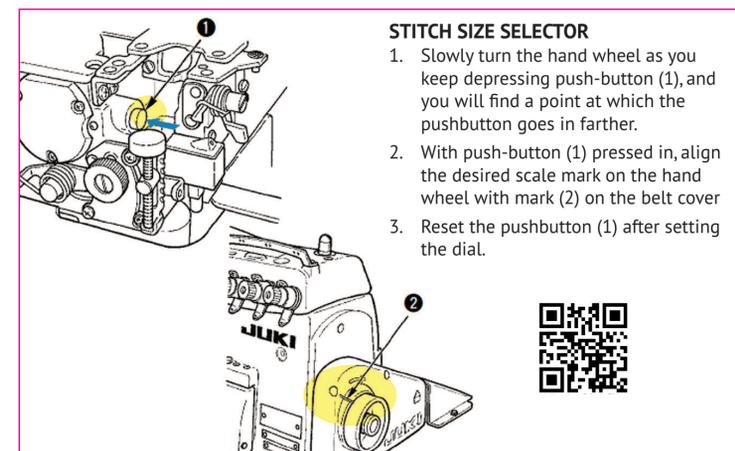
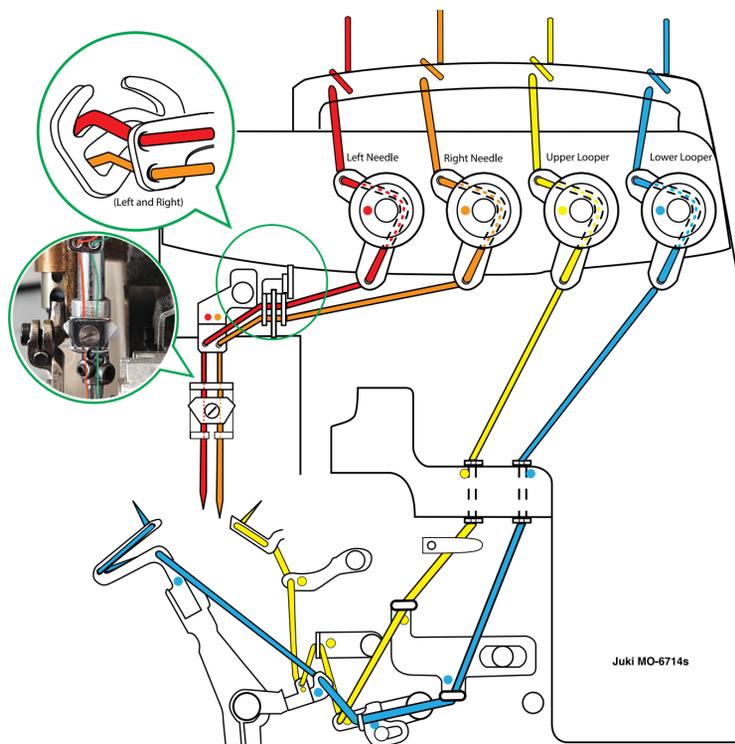


fig.3

5. The red and orange go to the needles.
6. Thread the Needles, following the Orange and Red lines as in the diagram (right.) with special attention to the inset, there is a set of stationary holes on either side of the rocking hook.
7. Down through two sets of holes, through the loop, and under the keystone, last loops, and into the needles.



## STITCH SIZE SELECTOR

1. Slowly turn the hand wheel as you keep depressing push-button (1), and you will find a point at which the pushbutton goes in farther.
2. With push-button (1) pressed in, align the desired scale mark on the hand wheel with mark (2) on the belt cover
3. Reset the pushbutton (1) after setting the dial.



## SETUP CHECKLIST

- Wipe down the machine and bed to clean up any oil or dust.
- Open the underside of the machine and brush away accumulated lint.
- Check the oil level.
- Add or take out the left needle, depending on desired seam type.
- Thread the machine with your thread.
- Power on the machine.
- Ensure the needle is usable and appropriate for the material and thread.
- Secure the presser foot in position and begin operation.
- Test sew on a scrap.

## Pin Safety:

- The Serger will not "step over" pins in the fabric. Hitting one will damage the knife that cuts the fabric while sewing.
- Baste using a consumer machine with a large stitch, or by hand, so that pins aren't needed on the serger.
- Use mini-clips, removing them as they get closer to the needle. You may need to stop the machine occasionally and sew slowly.
- Instead of typical pin placement perpendicular to the seam, Pins can be placed outside of the seam allowance parallel to the seam. Be sure to bury the points on the reverse side of the fabric to avoid pricked fingers.

## COMMON HAZARDS

- The most common hazards are thread jams and broken needles. Watch for binds and jams, – stop immediately if they occur.
- Avoid pulling/pushing fabric, which may misalign and break the needles, or pull fingers toward the needles.
- The most significant hazard is injury. Always power off and run the machine until the motor drains before handling, adjusting, or threading.
- Keep fingers at least 3" away from the needle, and turn the guard down.
- Power off and drain the motor before leaving the machine.

## CLEANUP CHECKLIST

- Power off the Machine.
- Reset any modified stitch sizes to default. (average)
- Use a brush, tweezers and compressed air to remove fuzz around loopers and inside the bottom door. You should be able to see the thread guides inside.
- Note any maintenance needs or concerns on the tag and at [protohaven.org/maintenance](http://protohaven.org/maintenance).
- Discard sliced edges, and all scrap fabric.
- Sweep the floor around the table and machine.

## TROUBLESHOOTING

Common Issues	Possible Causes	Resolutions
Thread breaks	Needle inserted incorrectly, Machine not threaded correctly, bent needle, wrong thread and needle size for the fabric.	Check that the scarf of the needle is facing the back of the machine, revisit threading instructions, paying close attention to the last steps of the looper threading
Seam curls or threads are loose	Incorrect tension for the weight of the fabric and size of the needle	Be sure you are using needle and thread appropriate for your fabric. <i>Adjustments should be done in quarter turn increments!!</i>
Difficult to pass thread through the yellow and blue "tunnels"	Lint is built up inside	Use a floss threader to pull a heavy thread through the tunnels and use heavy thread to clean the tunnels.

## Online sources for more information:

<a href="http://Sewdaily.com">Sewdaily.com</a>		<a href="http://Doitbetteryourself.club">Doitbetteryourself.club</a> - Photos of every combination of <b>tension errors</b> and how to fix them.	
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## MAINTENANCE REQUESTS

Update the physical Maintenance Tag at the machine and submit a Tool Report at [protohaven.org/equipment](http://protohaven.org/equipment). (scroll down to "Details") This notifies our staff and volunteer maintenance crew of any issues. The volunteer on duty can aid in reporting the issue.

Yellow can be used with caution

Red cannot be used without hazard to either the user or the equipment

## SUPPLIES/CONSUMABLES

Needle: DC x 27 (standard) DC x 1 may be used  
(**Not Interchangeable** with other machines at Protohaven!)  
Organ B27 / DC X 27

Thread for a serger is generally finer than for a normal sewing machine, and the spools are larger because of the interwoven pattern of the serger. Some sewists use thread matched to the color of the fabric for the left needle, but it should be exactly the same weight as the looper threads.

## Online sources for supplies:

<a href="http://Wawak.com">Wawak.com</a> – Place to buy Needles and thread of every type, including heavy duty and embroidery		<a href="http://The Thread Exchange">The Thread Exchange</a> – thread and needles	
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## VERY IMPORTANT!!

The hand-wheel on this machine goes **CLOCKWISE** - If your hand is at the top of the wheel, you will be pushing it **AWAY** from you.