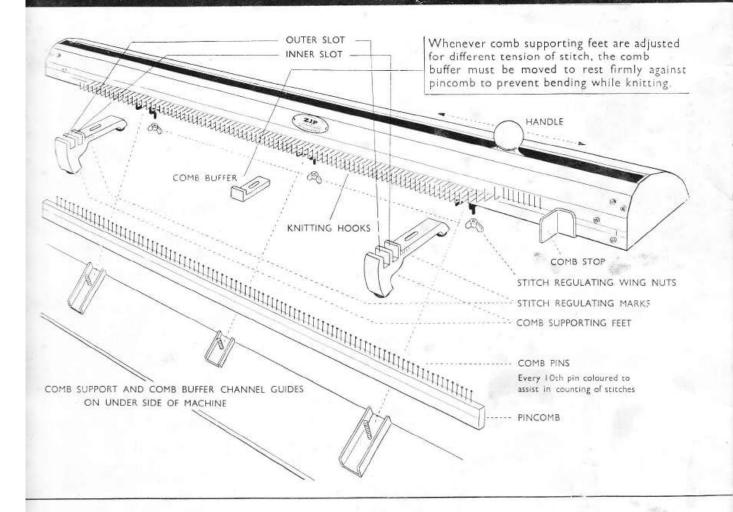
Instruction Book

PRICE 2/-



HOME KNITTING MACHINE

HOME KNITTING MACHINE



Description and maintenance of the machine

This entirely new, fascinating machine is as revolutionary to knitting as was the advent of the sewing machine to sewing in the last century. Apart from "Zip's" obvious advantages of speed, absolute uniformity and economy of yarn that is used, it is capable of producing any type of pattern, using any number and combination of colours, it is possible to obtain every shape or form-fitting style, by the simple expedient of increasing or decreasing the rows knitted.

"Zip" is a solid all-metal unit, simply constructed, and with no mechanical parts to wear out or go wrong. All that is needed to keep it working smoothly is to occasionally oil the clappets with sewing machine oil. By reading the instructions carefully and referring to the illustration of the machine above, you will soon become conversant with the simple operation of your "Zip" Knitting Machine. All then that remains is for you to give your imagination full scope in developing many fascinating patterns and the most elegant and cosy knitwear garments for you and your family.

Spare Parts

All spare parts, additional combs and "Zip" hooks are available from your retailer.

What you can do with "Zip"

- Knit all kinds of woollen and cotton garments much faster than hand-knitting takes.
- Knit with all gauges of wool and cotton yarn—firm or loose, as required.
- Knit practically any type of pattern and combination of various colours.
- Save 10% to 25% of yarn normally used to hand knit the same garment.

- Knit any shape or style desired by increasing or decreasing rows.
- Knit garments with an absolute uniformity of stitch throughout.
- Save the expense of buying highpriced ready-made knitwear.
- Make money by knitting for friends.
- Pay for the cost of "Zip" out of the time and money you save on the first three or four homemachine-knitted garments.

The 6 Simple Steps to FASTER, BETTER KNITTING with "ZIP" Home Knitting Machine

Sit at a table, with pincomb in the outside slots of the comb brackets, and with handle at extreme left. Have wool or cotton yarn ready rolled in balls. Cast on 1st row of stitches as described on page 4, and place comb on inside slots. The yarn is now hanging from the pincomb on your right, but always keep ball of yarn on your left.

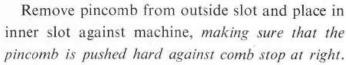
To commence knitting:

- STEP 2 Pull handle to right of machine.
- STEP 3 Place yarn down channel between both rows of pins.
- STEP 4 Return handle to left of machine.
- Pull whole row of new stitches over head of pins with fingers, keeping right index finger on first stitch, as this stitch always remains on the pin.
- STEP 6 Reverse pincomb in machine and repeat from Step 2.

Steps 2 to 6 knit a complete row and can be accomplished in a few seconds regardless of the width of the knitting.

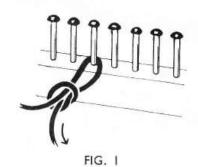
TO CAST ON

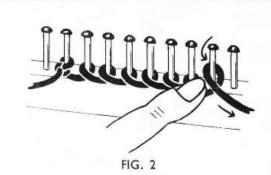
First see that the handle of the machine is in the extreme left-hand position and that the wooden pincomb is in the outer slots of the machine. For casting on, use the number of pins on the pincomb which correspond to the required width of the knitting. Make a loop in the yarn, tie a slip knot and tighten the loop on the pin (Fig. 1,) from where you wish to start knitting (not necessarily on the extreme outside for smaller widths). Commencing from the left-hand side simply wind the yarn anti-clockwise around each pin according to the width required (Fig. 2), being careful firstly to place index finger of left hand on yarn as you wind it around the pins, and secondly, and very important, to wind yarn loosely. The last stitch, however, is to be placed clockwise around the last pin and the thread left to hang down the front of the pincomb (Fig. 3).

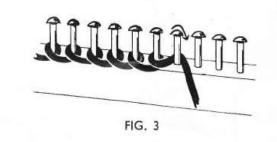


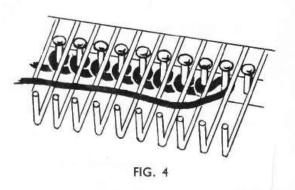
Pull handle from left to right to a position well beyond the width of knitting. This causes the second row of hooks to come through to the front. The yarn hanging down from the last clockwise turn is taken along the channel (between hooks and pins Fig. 4) across the width of the knitting and then allowed to hang on your left between any two pins.

Pull handle back to original position at left. (Pins will not be completely disengaged unless handle is pulled *all* the way). Begin at the right and with the hook provided lift the loop or stitch between the first and second pins over the 2nd pinhead. (Fig. 5). The first stitch on the first pin has to be left alone. Now lift the loop between 2nd and









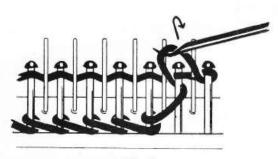


FIG. 5

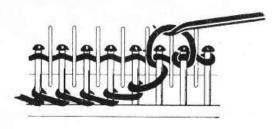
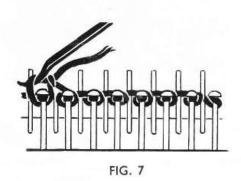


FIG. 6



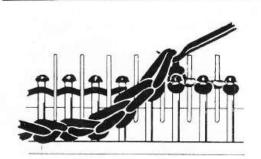


FIG. 8

3rd pins over both 2nd and 3rd pin heads (Fig. 6). Then the loop between 3rd and 4th pins is lifted over 3rd and 4th pinheads. Carry on doing this until you reach the 2nd last pin. Now instead of pulling the last loop over the last 2 pinheads, pull it over the 2nd last pin head only. Finally lift the original knotted loop over the last pin head (Fig. 7). Loose end of yarn is still on your left.

Lift out pincomb, reverse it so that loose end of yarn is on right and replace it in inner slot, again seeing that it is hard up against the comb stop at right. Push all stitches between pins hard down against wood, and take care that on every pin is only one stitch. Pull handle to right across machine beyond width of knitting. Once again take the yarn along channel between the two rows of pins and hooks and bring down beyond width of knitting at left.

Pull handle again to extreme left-hand side of machine. Starting at right-hand side, take loops between 1st and 2nd pin heads and place over the second pin head, making sure that only one stitch is left on pin head. Take loops between 2nd and 3rd pin heads and place over 3rd pin head and continue in same way until the end of row is reached. (Fig. 8). Again reverse pincomb and allow loose end of yarn to hang down in front of comb at right. Push all stitches hard down against wood. You have now cast on and knitted one row. Although this procedure may seem difficult at first, it is really quite easily and quickly done after following the sequence and practising once or twice with some old wool.

NOTE: Tension of stitches may be easily adjusted to required looseness or firmness by moving comb guide in or out and tightening wing nuts on supporting brackets.

TO KNIT

Now we begin to knit. Draw the handle again to the right, beyond width of knitting. Take yarn along channel beyond width of knitting and bring it down between any two pins. Pull handle to extreme left.

The advantages of the machine now become clear because you can seize the knitting in your fingers and draw it over the pin heads (Fig. 9) without the help of the crochet hook which you will find is no longer necessary. There is no further need to finish one stitch after the other, as several may be done at once, and when the knitting is about $\frac{1}{4}$ " to $\frac{1}{2}$ " long you can finish a whole row by drawing all the stitches over the pin heads in a few quick movements, keeping your finger on the first stitch, which always remains on the pin.

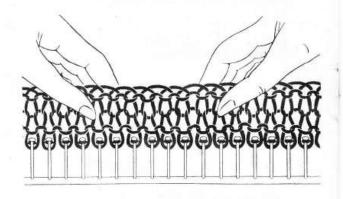


FIG. 9

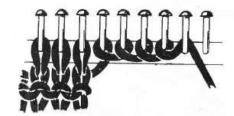


FIG. 10

TO INCREASE

You increase always on the right-hand side of the machine by winding the yarn anti-clockwise around the following right-side pins. (Fig. 10). Similar to casting on, you again have to wind the last stitch clockwise (Fig. 11). In this manner you can increase as many stitches as you want. It is thus possible to give the knitting any shape you want. If only one stitch has to be added, wind the yarn clockwise around the next pin, as you did with the last stitch when casting on. (Fig. 11).

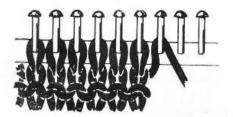


FIG. 11

You can decrease the knitting by one stitch either on the right side or on the left side or both sides by drawing the last stitch over the next, thus having two stitches on

one pin (Fig. 12). If you need to decrease by several stitches do this only on the right-hand side of the knitting. Pick the last two stitches up with a crochet hook, slip the yarn through them, pick up a further stitch and slip the yarn again through both remaining stitches, etc. (Fig. 13). Cast off in the same way.

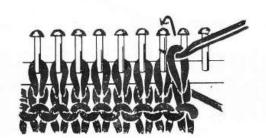


FIG. 12

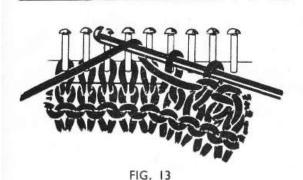


FIG. 14

TO CORRECT MISTAKES

Mistakes may occur when the stitches of a row are not finished up tightly enough, i.e. if stitches are loose there is a possibility that they may slip back from the pin and drop. It is, therefore, very important that you never forget to push each finished row down and to pull the knitting in order that all the stitches lie firmly on the bottom end of the pins against the wood, leaving the pins standing free. Do this always before turning the comb to recommence the knitting procedure. If a stitch has dropped, pick it up with the special hook (as you would do when knitting by hand), the plain stitch in front, the purl from behind the knitting and hang the stitch again on the corresponding pin (Fig. 14). If you have to correct a mistake, let the stitch drop as far as you need to correct the faulty stitch, pick it up again by means of the special hook and hang it on the pin from where you have let it fall.

GENERAL REMARKS

It is IMPORTANT in all "Zip" knitting to always keep the ball of yarn on your left-hand side, even though the yarn is always used from the right-hand side. Also, always make certain that the yarn only lies between the hooks and pins. DO NOT STRETCH TIGHTLY along the track. Always have your comb in the outside slot to set a pattern.

There are three kinds of stitches used for knitting patterns: the under loop "U", and the over loop "O", and the stitches on pins, "P.S." (Fig. 15). The over loop lies directly underneath the pin, whereas the under loop is placed in between the pins.

It is necessary to count the stitches only when you are doing the first and second rows. After this you see the pattern lying before you, so that you need not count again. First and last stitches are always to be left alone and never to be lifted. (Fig. 15).

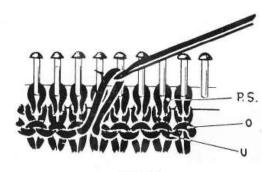


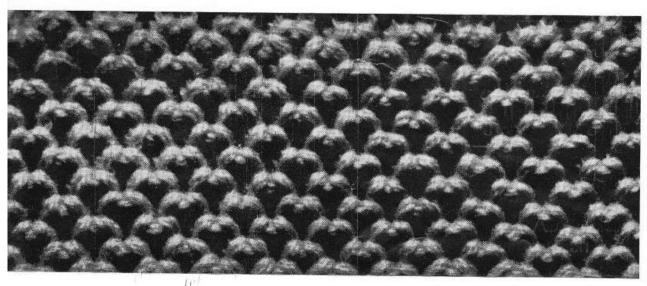
FIG. 15

TO KNIT A PATTERN

These are only a few selected patterns to show you the many possibilities there are to vary your knitting. It is left to you to work out as many other patterns as you wish.

(NOTE: for all patterns: if we write 1st, 3rd, 5th stitch, there will be some doubt about the "first" stitch, which always has to be left alone as well as the last stitch of the row.).

Honeycomb Stitch



1st row: Hang the 2nd, 4th, 6th, 8th etc. over loop to the pin standing directly

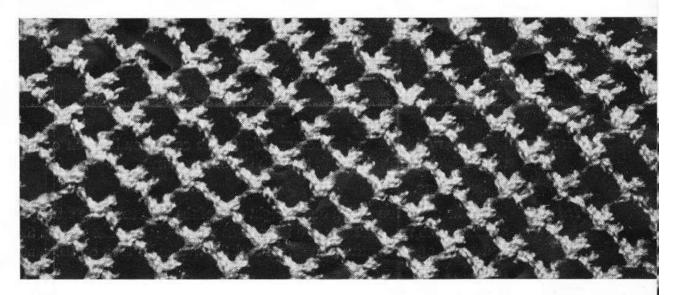
above it, then knit through the line as usual.

2nd row: Plain knitting as usual.

3rd row: Hang the 3rd, 5th, 7th, 9th etc. over loop on the pin standing directly

above it, i.e. move the pattern up by one stitch.

Simple Pattern With Holes



1st row. Every second stitch is drawn over the next pin on the right or left side Take care to hang the stitches either on the right or on the left of the pin, so that the pattern runs in one direction. Choose the 3rd, 5th, 7th, 9th etc. stitch (all the odd numbers).

After setting the pattern throughout the row, knit the row as usual. But you must be very careful when you draw the stitches over the pin heads, as you now have two stitches on every second pin.

2nd row: Plain knitting without pattern.

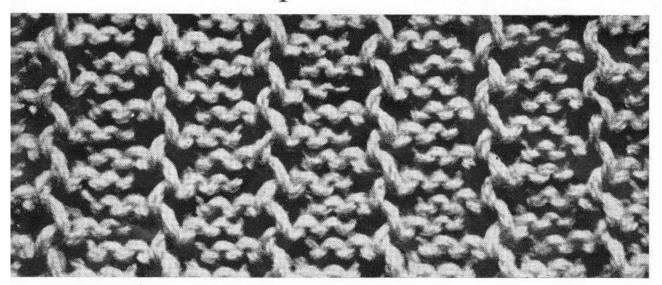
3rd row: Again you set the pattern by drawing every second stitch over the next pin, but this time you choose the 2nd, 4th, 6th, 8th etc. stitch (all the even numbers).

4th row: Plain knitting without pattern.

5th row: As 1st row, etc.

You can, of course, place the holes as you like by setting the pattern accordingly.

Striped Pattern



1st row: Hang every 4th under loop diagonally to the corresponding pin on the

right side (Fig. 15), then knit through the line as usual.

2nd row: Plain knitting.

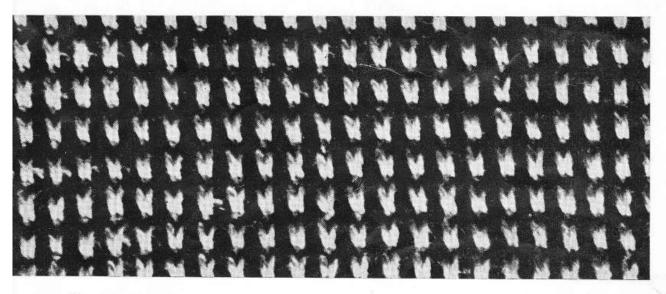
3rd row: Hang the under loop lying on the right side of the pattern to the same pin

as before and then knit through the row as usual. (Every time you set the pattern, hang alternatively the right and the left under loop on the same

pin.)

4th row: Plain knitting, etc.

Pattern in Two Colours



1st row: The first row is knitted in Colour 1.

2nd row: The same.

3rd row: Leave the yarn of Colour 1 hang on your right side, take the yarn of

Colour 2, slip it through the last stitch on the last pin and tie a knot.

Put yarn No. 2 between the pins and hooks and knit through the line.

4th row: Hang every under loop diagonally on the pin standing on the right side

and knit in Colour 2. You now have both colours on your right side.

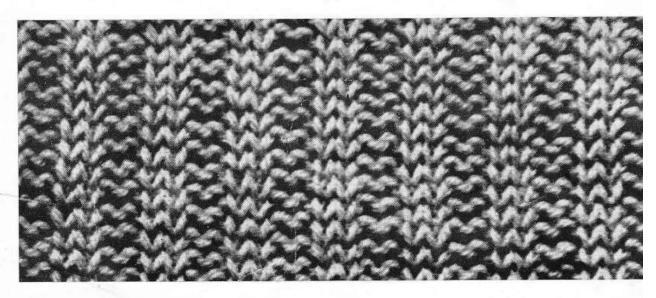
5th row: Knit through the line in Colour 1.

6th row: Hang every under loop showing in Colour 2 diagonally on the pin standing

on the left side and knit through the line, in colour 1, of course.

7th row: Knit through the line as usual in Colour 2 and continue as before.

Ribbing Stitch



To make a basque or ribbing for sleeves or neck bands, knit as usual several rows of garter stitch, according to the width of ribbing you require, then with the hook pick up the over loop "O" at beginning of work and drawing the next over loop directly above it through the stitch as in a crochet chain stitch—then continue straight up in same manner, putting last stitch on pin. If a widely-spaced rib is required, leave 1 or 2 stitches in between each rib.

NOTE: In order to get the most out of the machine, it is advisable to use as many pins as possible, or even to use the full length of the comb. If you desire to knit only a small piece of material, you may cast on two similar pieces at the same time, with different skeins, e.g. Two sleeves, two front pieces of cardigans, pullovers, two socks, two stockings, etc.

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HOME KNITTING MACHINE

Manufactured in Melbourne, Vic., by the SIMPLON DISTRIBUTING CO.

