



BEAMER OPERATOR

Responsible for all duties related to the uncoiling of dyed yarn ropes onto section beams at the Beaming Frame.

Duties & Responsibilities

- Sets up Beamer Frame tension, speed, and lay-in by yarn count, end count, and dye shade to uncoil and wind dyed rope ends onto section beam with the least amount of end breaks, crosses, and laps as possible.
- Ensures that Beamer Frame is properly threaded before start up.
- Ensures that tub is lined up under center of satellite (rope loop).
- Checks ticket with dye tub to lay into correct hack position for end count.
- Lays ends into hack one end per dent, ensuring not to skip or double any dents.
- Checks to ensure hack is spread to correct width for end count and beam alignment.
- Documents warp ticket info onto Beamer Production Report.
- Starts job up slowly and makes tension/speed adjustments as needed for best possible run.
- Uses leases provided from Warping to lay-in and keep ends straight throughout run.
- Keeps twist out of rope during beaming process and knows direction to turn tub to remove twist.
- Watches hack, tub, turnaround for ties, leases, breaks, doubles, tangles, and shade changes throughout entire run. Does not let any of them hit hack.
- Does not allow a tangle to run through pot eye of beamer frame. Knows how to remove a tangle.
- Knows how to identify range stops (ties) and follows written direction on stop reports.
- Keeps all ends straight on beam and behind hack.
- Ties proper tension knots with ¼ inch clipped tails when repairing broken ends.
- Ensures broken ends are straight before tying them back to end behind hack.
- Knows correct procedure for borrowing an end and replacing it.
- Knows yardage amount in each tub and does not let it tail out of Beamer Frame. Watches and ties on to tail to start lay-in process over again.
- Documents ticket info onto completed beam with chalk, sending ticket with doffed beam.
- Understands that Beaming has quality and production goals that must be met.
- Keeps area around Beamer Frame clear of waste and other debris.
- Follows company policy and procedures.
- Fills in on other shifts or works overtime as needed.
- Performs other duties as assigned by Manager, Supervisor, or Team Leader.

Work Environment & Physical Demands

- Exposure to moving mechanical parts.
- Tolerate a small amount of dust/fly particles from cotton, polyester, and other fibers.
- Good hand-eye coordination.
- Ability to push and pull metal tub (on castors) containing approximately 1000 pounds of yarn.
- Ability to stand in one position on concrete floor for long periods of time.
- Ability to squat and bend over for short periods of time during shift to repair broken ends.
- Ability to observe and report any yarn or machine issues.
- Ability to communicate issues and exchange information with co-workers and management.

Qualifications & Skills

To perform the job successfully, an individual must be able to perform each essential duty satisfactorily. The requirements listed below are representative of the knowledge, skill, and/or ability required.

- Flexibility and willingness to work in multiple positions.
- Ability to tie a proper tension knot with short tail.
- Ability to use scissors, snips, and knife.
- Basic computer skills.
- Previous experience as a Beamer Operator is preferred but not required.
- Previous textile experience is preferred but not required.

Full Time | Pay: \$11.46/hr + incentives (up to \$18/hr potential)

ABOUT US

DNA Textile Group is a privately held textile manufacturing company based in Columbus, Georgia, specializing in woven apparel and technical fabrics.

TO APPLY

Contact the Human Resources Department at **(706) 565-3383** for additional information.