

MECCANO

BAYKO

CIRCUIT
24

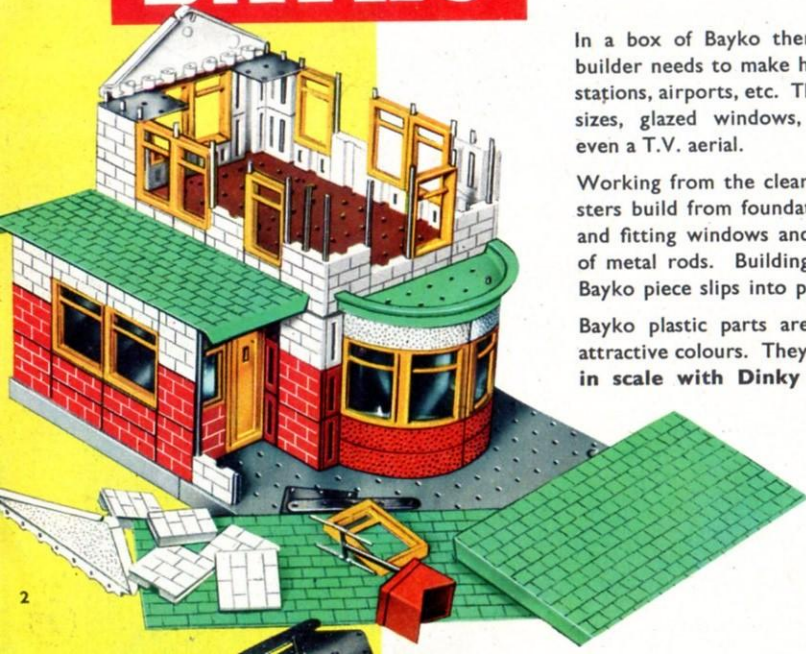
HORNBY TRAINS

HORNBY SPEEDBOATS

BAYKO

Right from the foundation

— Bayko builds best



In a box of Bayko there is everything a young builder needs to make houses, bungalows, railway stations, airports, etc. There are bricks of different sizes, glazed windows, doors, roofs, chimneys, even a T.V. aerial.

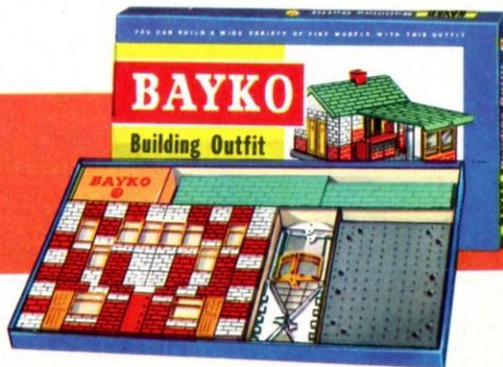
Working from the clear and simple plans, youngsters build from foundation to roof, laying bricks and fitting windows and doors in the framework of metal rods. Building is simple and easy; each Bayko piece slips into place smoothly.

Bayko plastic parts are strong, hygienic, and in attractive colours. They make numerous models—**in scale with Dinky Toys.** There are many easy-to-follow plans in the Instruction Booklet, but budding young architects delight in designing and building models of their own.

BAYKO—A choice of five Outfits

Bayko is a progressive toy. Conversion Outfits build small Outfits into larger ones and increase the number and the size of the models that can be built. Small packets of spare parts are available too, which enable the hobby to be developed at low cost.

Five Bayko Main Outfits are now available (Nos. 11, 12, 13, 14 and 15). These Main Outfits are connected by Conversion Outfits Nos. 11c, 12c, 13c and 14c. A No. 11 Outfit can be converted into a No. 12 Outfit by the purchase of Conversion Outfit No. 11c. Then a No. 12c would convert it into a No. 13 and so on.



BAYKO MAIN OUTFITS

(Complete with Book of Instructions)

Bayko Outfit No. 11
 Bayko Outfit No. 12
 Bayko Outfit No. 13
 Bayko Outfit No. 14
 Bayko Outfit No. 15

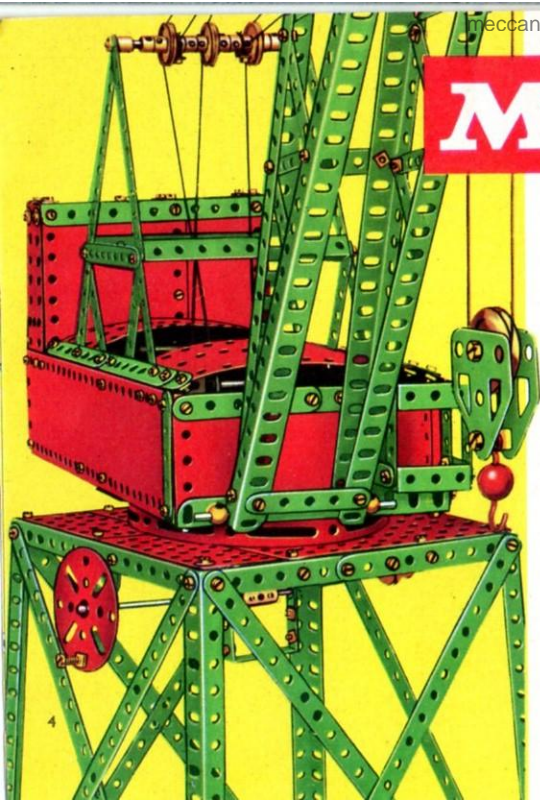
BAYKO ACCESSORY OUTFITS

No. 11c	converts	No. 11	into	No. 12
No. 12c	„	No. 12	„	No. 13
No. 13c	„	No. 13	„	No. 14
No. 14c	„	No. 14	„	No. 15

FOR ADDITIONAL REALISM

Dinky Toys and Hornby Dublo trains are suitable for use with Bayko buildings, and offer endless scope for progressive modellers. Ask your dealer for the separate catalogues showing the full ranges of Dinky Toys and Hornby Dublo trains.

MECCANO



MECCANO is a progressive hobby that can be started in a small way and developed year by year—keeping pace with a boy's growing skill and inclinations. It caters for that love of construction and experiment which keeps boys happy for hours on end. In every Meccano Outfit there is the challenge to build and invent which enquiring young minds need.

MECCANO—Real Engineering in Miniature

The system is composed of an extensive range of interchangeable parts similar to the basic parts used by real engineers—girders, gears, plates, pulleys, cranks, couplings, nuts and bolts, etc.

MECCANO—A Hobby without limit

Meccano parts can be used over and over again to build an almost endless variety of models that work on the same principles as the originals—model cars with gear boxes and differentials; cranes that lift, luff and swivel; looms that actually weave cloth; clocks that keep accurate time; bridges that lift and open—to mention only a few of the possibilities of this wonderful hobby.



MECCANO Accessory Outfits

You can convert any Main Outfit of the current series into the next larger by the addition of the appropriate Accessory or A Outfit. For example No. 3 Outfit becomes a No. 4 by adding to it a No. 3a Accessory Outfit. By the further addition of a No. 4a Accessory Outfit you then have a No. 5 ... and so on.

MECCANO Parts Packs

Meccano spare parts can now be obtained in polythene packs at pocket-money prices. Twelve different packs are available.

MECCANO SPARE PARTS CAN BE PURCHASED SEPARATELY FROM DEALERS IN ANY QUANTITY.

MECCANO the Progressive Hobby

Meccano can be started with any one of the 11 Main Outfits in the series, and developed progressively by the addition of Accessory Outfits and spare parts. Each addition means new and more elaborate models. The Main Outfits are numbered from 0 to 10. No. 10 is the largest and is supplied in a magnificent 4-drawer polished wood cabinet. Each of these Outfits contains the same quality of Meccano parts, but the larger the Outfit the greater the quantity and variety of parts, and therefore the greater the scope for large and elaborate models.



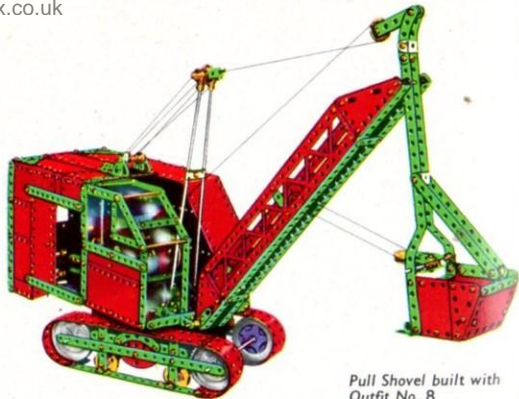
MECCANO

MECCANO—Engineer-styled Books of Models

Each Meccano Main Outfit now contains a completely new-style Book of Models. In these Books, the construction of the models is shown by means of pictures and "exploded" drawings printed in two colours! It is much easier and much more fun building by this new method—rather like a real engineer working from his "blueprints"!

These Books are available for separate sale, if required.

Boys whose inventive faculties are aroused by building the models illustrated in the Model Books, will be inspired to design and build models from their own ideas, gaining much satisfaction from their creative efforts.



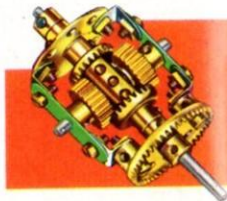
Pull Shovel built with Outfit No. 8



MECCANO GEARS OUTFIT B

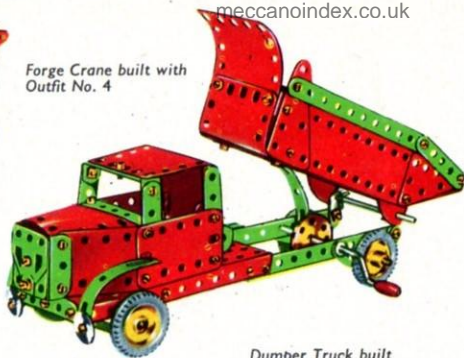
This Gears Outfit is specially intended for use with the smaller Meccano Outfits. It contains gears and other parts that have been selected for their wide variety of application in models.

On the right is a differential for a motor car — made from the contents of Gears Outfit B.





Forge Crane built with
Outfit No. 4



Dumper Truck built
with Outfit No. 3

MECCANO MECHANISMS OUTFIT

This Outfit offers an ideal way of gaining a sound understanding of basic mechanisms. It is designed for constructing mechanisms only, and these can be modified as desired for use in Meccano models of many kinds.



MECCANO MAIN OUTFITS

(Complete with Illustrated Books of models)

- Meccano Outfit No. 0
- Meccano Outfit No. 1
- Meccano Outfit No. 2
- Meccano Outfit No. 3
- Meccano Outfit No. 4
- Meccano Outfit No. 5
- Meccano Outfit No. 6
- Meccano Outfit No. 7
- Meccano Outfit No. 8
- Meccano Outfit No. 9

Meccano Outfit No. 10 in 4-Drawer Cabinet

MECCANO ACCESSORY OUTFITS

- | | |
|-----------------|-------------------|
| No. 0a converts | No. 0 into No. 1 |
| No. 1a | No. 1 into No. 2 |
| No. 2a | No. 2 into No. 3 |
| No. 3a | No. 3 into No. 4 |
| No. 4a | No. 4 into No. 5 |
| No. 5a | No. 5 into No. 6 |
| No. 6a | No. 6 into No. 7 |
| No. 7a | No. 7 into No. 8 |
| No. 8a | No. 8 into No. 9 |
| No. 9a | No. 9 into No. 10 |

MECCANO MAGAZINE

This monthly magazine keeps boys in touch with Meccano developments. It describes new models and mechanisms, and is available from Meccano Dealers and from Newsagents.

POWER . . . for driving Meccano models

It's thrilling to build engineering models in miniature with Meccano; it's better still to make the finished models work just like the real thing, using Meccano Clockwork and Electric Motors to provide the power.

MECCANO CLOCKWORK MOTORS

The Meccano Clockwork Motors fit easily into Meccano Models, and their precision-cut gears make them smooth and steady in operation.

Meccano Magic Motor. Non-reversible. Specially intended for driving suitable models built from Outfits Nos. 0 to 5.

Meccano No. 1 Clockwork Motor. Suitable for driving many of the larger models. It is fitted with reversing mechanism.

MECCANO ELECTRIC MOTORS

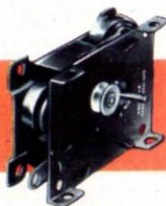
For longer runs and more precise control.

Meccano Emebo Electric Motor. This small but amazingly powerful unit is designed to operate from dry batteries, such as Exide H.30 or 'Ever Ready' type 216 or equivalent. It will drive suitable models built from Meccano Outfits up to No. 6.

Meccano E15R Electric Motor. This is a powerful 15/20 volt Motor fitted with a built-in reversing switch. It can be operated through a suitable Transformer, but if mains supply is not available, the motor will give adequate power when run from a 12-volt car battery.



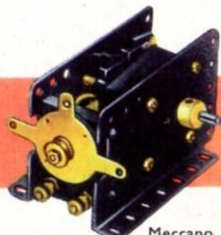
Meccano No. 1
Clockwork
Motor



Meccano
Magic
Motor.



Meccano Emebo
Electric
Motor.



Meccano
No. E15R
Electric Motor.

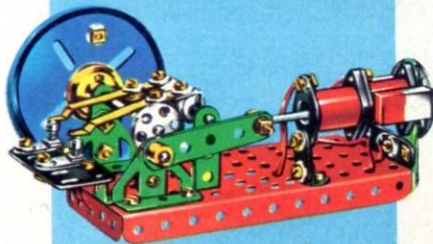
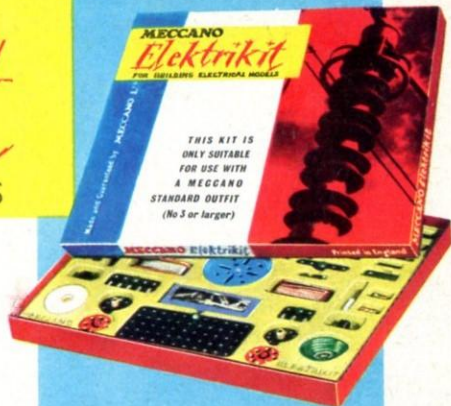
MECCANO

Elektrikit

FOR BUILDING ELECTRICAL MODELS

This new kit is a **MUST** for every ambitious Meccano model-builder! The Elektrikit contains a collection of electrical components, such as Coils and Magnets, Insulating Plates, Lamps and Lamp Holders, Commutator and pick-up Wipers, etc., which can be used in conjunction with standard Meccano Parts to build a wide range of fascinating electrical models. Packed with the Outfit is an attractively prepared and illustrated Book of Electrical Models. Among these models are Morse Telegraph Transmitting and Receiving Apparatus, Electric Bell, Magnetic Crane Grab, Synchronous and other electric motors, etc.

The Elektrikit is designed for use with a standard Meccano Outfit No. 3 or larger. In addition to enabling the building of purely electrical models, the Elektrikit parts enable lights to be fitted to Big Wheels, Traction Engines etc., and permit many other interesting modifications of standard Meccano models.



Horizontal Electric Engine

CIRCUIT 24

LE MANS IN MINIATURE



THE WORLD'S MOST

Circuit 24—Le Mans in miniature—is voted the most thrilling racing game ever played. It offers boys—and their Dads—all the excitement of a real car race in their own home.

The racing cars in Circuit 24 accelerate faster than any other make of model car. Their power-packed engines roar up to scale speeds of 200 m.p.h. The materials used are of the same high quality as for space rockets, e.g. high-tensile molybdenum steel, Stainless 18/8, Delrin high impact Nylon, etc.

Leading at this fly-over is the Circuit 24 Ferrari, but daring handling of the Panhard can still produce a winning spurt down the home straight.





MECCANO LIMITED
BINNS ROAD
LIVERPOOL 13, ENGLAND

MECCANO

TOYS OF QUALITY

MECCANO

ENGINEERING FOR BOYS

(See pages 4, 5, 6 and 7)

The original and most progressive constructional system

Outfits from No. 0 to No. 8a are now packed in colourful cartons and are fitted with moulded plastic trays partitioned and shaped to hold the Parts. Books of Models with easy to follow pictorial instructions and absence of text are packed in each Main Outfit.

MECCANO OUTFITS

(Complete with illustrated Books of Models)

No.	£	s.	d.
0 Meccano Outfit	13	3	
1 " "	19	9	
2 " "	1	8	6
3 " "	1	18	6
4 " "	2	19	6
5 " "	3	19	11
6 " "	4	19	11
7 " "	6	15	6
8 " "	11	12	0
9 " "	18	15	0
10 " "	49	6	0

(in 4-Drawer Cabinet)

MECCANO ACCESSORY OUTFITS

No.	£	s.	d.
No. 0a converts No. 0 into No. 1	8	9	
No. 1a " " 1 " " 2	10	3	
No. 2a " " 2 " " 3	15	9	
No. 3a " " 3 " " 4	1	5	3
No. 4a " " 4 " " 5	1	11	6
No. 5a " " 5 " " 6	1	4	6
No. 6a " " 6 " " 7	1	18	11
No. 7a " " 7 " " 8	5	1	0
No. 8a " " 8 " " 9	5	8	3
No. 9a " " 9 " " 10	26	2	6

MECCANO MECHANISMS OUTFIT £1 12 11

This Outfit is complete in itself, but it is designed for building mechanisms only. These mechanisms can be modified as desired for use in Meccano models of all kinds.

MECCANO ELEKTRIKIT (See page 9) £3 17 11

The Elektrikit is not intended for use by itself, but only in conjunction with a standard Outfit No. 3 or larger. In addition to enabling the building of purely electrical models the Elektrikit parts enable Lamps to be fitted to Meccano Models such as Big Wheels, Flying Boats, Traction Engines, etc., and thus provide scope for the model-builder to make interesting modifications to models shown in the standard Meccano Model Books.

MECCANO GEARS OUTFIT B 18s. 3d.

Specially designed for owners of the smaller Meccano Outfits.

MECCANO MOTORS AND TRANSFORMER

(See page 8) £ s. d.

Clockwork Magic Motor, Non-reversing	8	3
No. 1 Clockwork Motor, Reversing	1	2 0
E15R Electric Motor, Reversing†	19	6
EMEBO Electric Motor (battery-operated)	2	5 6
Transformer (T15)	1	15 11

43,901 B Key for No. 1 Clockwork Motor	10	
43,903 S Key for Magic Clockwork Motor	4	

† Fitted with T.V. and Radio interference suppressors

HORNBY CLOCKWORK TRAINS 'O' GAUGE 1¼"

(See pages 14 to 20)

HORNBY CLOCKWORK TRAIN SETS

	£	s.	d.
No. 20 Goods Train Set	1	9	11
No. 21 Passenger Train Set	1	9	11
No. 30 Goods Train Set	1	19	11
No. 31 Passenger Train Set	1	19	11
No. 41 Tank Passenger Train Set	3	9	11
No. 45 Tank Goods Train Set	3	9	11

HORNBY CLOCKWORK LOCOMOTIVES

	£	s.	d.
No. 20 Locomotive	15	9	
No. 30 Locomotive	1	4	9
No. 40 Tank Locomotive	1	12	0

HORNBY TENDERS

	s.	d.
No. 20 Tender	2	11
No. 30 Tender	3	9

HORNBY ROLLING STOCK Nos. 20/21

(For use with No. 20 Locomotive)

	s.	d.
42,117 No. 21 Coach	3	3
42,134 No. 20 Crane Truck	4	0
42,219 No. 20 Rotary Tipping Wagon	3	9
42,224 No. 20 Side Tipping Wagon	3	9
42,238 No. 20 Wagon	2	4

Rolling Stock No. 20 is intended only for use with other Nos. 20 and 21 components but may be used with Nos. 30/31 Rolling Stock.

HORNBY ROLLING STOCK Nos. 30/31*(For use with No. 30 Locomotive)*

	s.	d.
42,118 No. 31 Coach 1st/2nd	4	9
42,119 No. 31 Coach Brake/2nd	4	9
42,159 No. 30 Goods Van	4	11
42,239 No. 30 Wagon	3	9

The Hornby Nos. 30/31 vehicles listed above may also be used with Nos. 20 and 21 Rolling Stock.

HORNBY ROLLING STOCK*(For use with Locomotives Nos. 40, 50 and 51)*

	s.	d.
42,106 No. 50 Cattle Truck	7	3
42,121 No. 41 Coach 1st/2nd	7	11
42,136 No. 50 Crane Truck	10	6
42,141 No. 50 Low-sided Wagon	5	9
42,146 No. 50 Low-sided Wagon with Cable Drum	7	6
42,152 No. 50 Low-sided Wagon with Furniture Container	8	6
42,153 No. 50 Low-sided Wagon with Insulated Meat Container	8	6
42,156 No. 50 Gas Cylinder Wagon	6	0
42,161 No. 50 Goods Van	8	9
42,171 No. 50 Goods Brake Van	9	6
42,181 No. 50 Hopper Wagon	9	11
42,186 No. 50 Lumber Wagon	6	0
42,201 No. 41 Passenger Brake Van	8	3
42,207 No. 50 Tank Wagon 'SHELL LUBRICATING OIL'	9	0
42,216 No. 50 Refrigerator Van	8	9
42,221 No. 50 Rotary Tipping Wagon	7	11
42,223 No. 50 'SAXA SALT' Wagon	8	3
42,226 No. 50 Side Tipping Wagon	7	11
42,241 No. 50 Wagon	5	6

The Hornby vehicles listed above have automatic couplings (Patent No. 365701) and are not designed for use with Nos. 20, 21, 30 and 31 Rolling Stock.

HORNBY ACCESSORIES

	s.	d.
42,300 No. 1 Buffer Stop	3	9
42,320 No. 1 Level Crossing	9	11
42,330 Platform Crane	9	11
42,350 Posters (pkt. of doz.)	7	
42,360 No. 2 Signal, Single Arm (home or distant)	7	3
42,361 No. 2 Signal, Double Arm	9	0
42,362 No. 2 Signal, Junction (home or distant)	16	0
42,381 Station Hoarding	1	8
42,390 No. 2 Turntable	13	3
42,400 No. 1 Water Tank	7	11

HORNBY TRACK

	s.	d.
43,000 B1 Straight Rail (Length 10½")	1	5
43,001 B½ Straight Half Rail (Length 5½")	1	1
43,002 B¼ Straight Quarter Rail (Length 2½")	11	
43,101 BBR Straight Brake & Reverse Rail (Length 10½")	2	0
43,030 A1 Curved Rail (1' radius)	1	5
43,031 A1½ Curved Half Rail (1' radius)	1	1
43,032 A2 Curved Rail (2' radius)	1	5
43,033 A2½ Curved Half Rail (2' radius)	1	1
43,111 RCP Rail Connecting Plate (Pkt. of 6)	7	
43,061 PR1 Right-hand Point, 1' radius	6	6
43,062 PL1 Left-hand Point, 1' radius	6	6
43,081 PR2 Right-hand Point, 2' radius	6	6
43,082 PL2 Left-hand Point, 2' radius	6	6
43,110 PCC Point Connecting Clip	4	
43,041 CA1 Acute-angle Crossing (for 1' radius track)	6	9
43,042 CA2 Acute-angle Crossing (for 2' radius track)	5	6
43,051 CR1 Right-angle Crossing (for 1' radius track)	6	9
43,052 CR2 Right-angle Crossing (for 2' radius track)	5	6

1 ft. radius Curves, Points and Crossings cannot be used in the same layout as those of 2 ft. radius.

HORNBY SUNDRIES

	s.	d.
43,902 H Key (30, 40, 50/51 Locomotives)	7	
43,903 S Key (20 Locomotive)	4	
43,910 Wheels and Axles for Hornby Rolling Stock (2 wheels, 1 axle)	3	
43,915 No. 1 Cable Drum	2	0
43,916 No. 1 Container (Furniture)	3	3
43,930 Head Lamp for No. 40 Tank and Nos. 50/51 Locomotives	2	
43,931 Tail Lamp for Locomotives or Brake Vans	2	
43,932 Side Lamp for Goods Brake Van	2	
43,949 Milk Can	5	

BAYKO

(See pages 2 and 3)

MAIN OUTFITS

(Complete with illustrated Book of Instructions)

	£	s.	d.
No. 11 Outfit	11	3	
No. 12 Outfit	19	9	
No. 13 Outfit	1	8	3
No. 14 Outfit	2	4	6
No. 15 Outfit (with special model leaflets)	3	15	0

ACCESSORY OUTFITS

	£	s.	d.
No. 11c converts No. 11 into No. 12	8	9	
No. 12c " No. 12 " No. 13	12	3	
No. 13c " No. 13 " No. 14	19	9	
No. 14c " No. 14 " No. 15	1	14	6

HORNBY SPEEDBOATS

(See page 13)

	£	s.	d.
No. 5 R.A.F. Range Safety Launch	16	6	
No. 10 Electric Motor Launch CAPRI	17	6	
48,120 Key Buoy with Key	1	0	
48,125 Graphite Grease (Tax Free)	1	6	

CIRCUIT 24

(See pages 10, 11 and 12)

CIRCUIT 24 SETS

	£	s.	d.
70,003 Set RX	6	17	6
70,004 Set SX	7	19	11
70,005 Set TX	9	17	6
70,010 'Go-Kart' Set	*		

CARS

8,010 DB. Panhard	1	12	6
8,012 Ferrari	1	19	6
8,014 Ferrari Competition	2	17	6
8,016 Go-Kart	*		
8,018 Cooper	*		

8,150 POWER CONTROL UNIT

1 19 11

TRACK

8,408 Half Fly-over	14	11	
8,410 Fly-over Bridge Complete	1	9	6
8,412 Straight with Hump	6	6	
8,414 Chicane	7	0	
8,450 Straight Semi-Rigid	4	6	
8,452 Half Straight-Flexible	4	0	
8,454 Neutral Coupling	2	0	
8,455 Automatic Coupling	3	6	
8,460 Set of Couplings (1 Automatic, 1 Neutral)	5	6	
8,470 Standard Curve 90° Semi-Rigid	11	6	
8,476 Standard Curve 18° Flexible	5	6	
8,480 Interior Curve 90° Semi-Rigid	5	6	
8,482 Interior Curve 54° Flexible	6	0	
8,484 Interior Curve 36° Flexible	5	6	
8,496 Exterior Curve 18° Flexible	7	0	

SUNDRIES

8,610 Set of Numbers	2	6	
8,612 'De Luxe' Bodies	6	0	
8,614 Rear Axles—Plain	2	3	0
8,615 Rear Axles—Chrome	2	3	0
8,616 Tyres	4	2	6
8,618 Pick-ups	2		

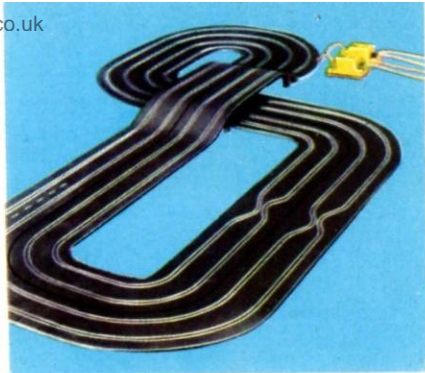
EXCITING CAR RACING GAME

For real racing thrills, the two cars in each set have been carefully matched for performance and can't steal current from each other. Each is a potential winner; it is the skill of the driver which determines the race.

Circuit 24 Track is the **quickest** to assemble. In just a few minutes it is ready for racing! With Circuit 24 track components, it is possible to make a wide variety of racing circuits.

The knack of control with the super-sensitive hand accelerators is acquired very quickly . . . then daring handling produces lap speeds to leave the others standing! The reflex actions and the manner of driving are the same as in reality—requiring concentration and skill.

Circuit 24 racing cars can be operated **only** by Circuit 24 Power Units and Accelerators, which your dealer can supply.



This is an ideal car racing circuit . . . four lanes, with chicanes, left and right hand bends, fly-over and a long finishing straight. It is an example of what can be achieved by the addition of extra track to a standard Circuit 24 set.



CIRCUIT 24 is the fastest car racing game of them all—with exclusive features!

- Tough, easily assembled track
- Cars with unbreakable bodies
- Extremely robust motors
- No brush replacements
- Easy maintenance
- High grade long-life pick-ups
- Suppressed to counter interference with radio and T.V.
- 200 miles per hour scale speed
- Matching track and tyre surfaces for fast get-away.
- Operated from A.C. mains (through Circuit 24 Power Unit)

CIRCUIT 24

SET SX consists of

Interior curves 36°	2
Interior curves 90°	4
Full straights	8
Chicane Track	1
Full straight with hump	1
Racing Cars	2
Crash Fencing (12½" length)	2
Clips	6
Tyres	2
Bricks (to bank turn)	30
Pick-up replacements	8
Spare rear axle	1

SET TX consists of

Interior curves 54°	2
Standard curves 90°	4
Full straights	6
Chicane Track	1
Full straight with hump	1
Half flyover bridge	2
Racing Cars	2
Crash Fencing (12½" length)	4
Clips	12
Tyres	2
Bricks (to bank turn)	30
Pick-up replacements	8
Spare rear axle	1

Circuit 24 is available in three sets, RX, SX and TX. Each set contains a book of instructions showing numerous interesting track formations.

SET RX consists of

Interior curves 90°	4	Clips	6
Full straights	5	Tyres	2
Full straight with hump	1	Pick-up replacements	8
Racing Cars	2	Spare rear axle	1
Crash Fencing (12½" length)	2		

*Power Units
and Accelerators
specially designed
for operating
Circuit 24 are
available
separately*



An additional Set, with Go-Karts instead of racing cars will be available soon.

HORNBY SPEEDBOATS

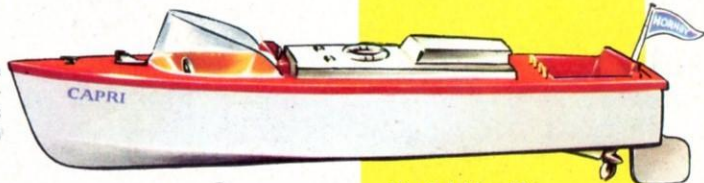
**MOULDED IN
HIGH-IMPACT
POLYSTRENE**

Model No. 10 ELECTRIC MOTOR LAUNCH CAPRI

A typical high-powered pleasure craft, powered by an efficient battery-operated electric motor that achieves a speed of 100 ft. per minute. Length $11\frac{3}{8}$ ". Beam $3\frac{1}{8}$ ".

Model No. 5 R.A.F. RANGE SAFETY LAUNCH

With separate fittings which include mast, handrails and searchlight. A strong clockwork motor gives a run of 120 to 140 ft. on each winding. The prototype is used on R.A.F. bombing ranges. Length 10". Beam 3".



Model No. 10



Model No. 5

48120 KEY BUOY WITH KEY

It's almost impossible to mislay your key, when you have it attached to this unsinkable plastic buoy.



HORNBY

CLOCKWORK TRAINS 'O' GAUGE

YOUNG BOYS find endless delight and satisfaction in all that a Hornby Clockwork Railway has to offer. Hornby Locomotives with their powerful long-running clockwork mechanisms are part of a model railway system which includes a fine selection of track, rolling stock and accessories—all sturdily constructed to last for years.

One of the attractions of a Hornby Clockwork railway is being able to start in a small way with a train and track, and then add to the equipment from time to time. The choice of Hornby trains ensures reliable performance, all components being tested and guaranteed before despatch from the Meccano Works.



No. 20 GOODS TRAIN SET

Contains No. 20 Locomotive (non-reversing), No. 20 Tender, two No. 20 Wagons and Rails.

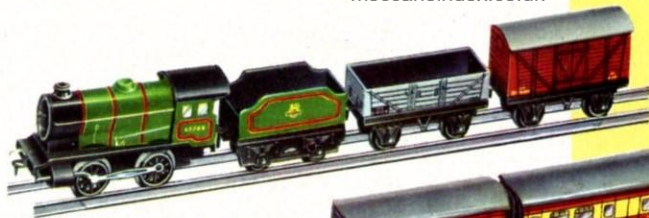
No. 21 PASSENGER TRAIN SET

Contains No. 20 Locomotive (non-reversing), No. 20 Tender, two No. 21 Coaches and Rails.

Train Sets No. 20, 21, 30 and 31 are supplied with 1 ft. radius rails requiring a space of 3 ft. 3 in. by 2 ft. 6 in. Train Sets No. 41 and 45 are supplied with 2 ft. radius rails requiring a space of 5 ft. 4 in. by 4 ft. 6 in.

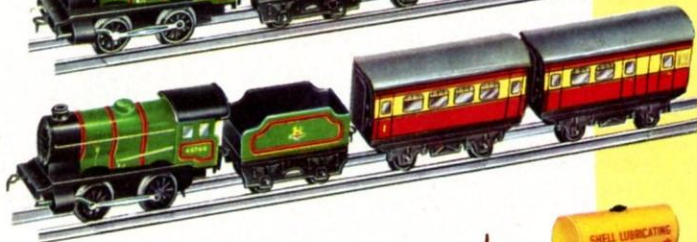
No. 30 GOODS TRAIN SET

Contains No. 30 Locomotive (reversing), No. 30 Tender, No. 30 Wagon, No. 30 Goods Van and Rails.



No. 31 PASSENGER TRAIN SET

Contains No. 30 Locomotive (reversing), No. 30 Tender, No. 31 Coach 1st/2nd, No. 31 Coach Brake/2nd and Rails.



No. 45 TANK GOODS TRAIN SET

Contains No. 40 Tank Locomotive (reversing), No. 50 Wagon, No. 50 Lumber Wagon, No. 50 "SHELL" Tank Wagon and Rails.



No. 41 TANK PASSENGER TRAIN SET

Contains No. 40 Tank Locomotive (reversing), two No. 41 Coaches, No. 41 Passenger Brake Van and Rails.



HORNBY GAUGE 'O' — 1 $\frac{1}{4}$ " ROLLING STOCK



42,146
No. 50 Low-sided Wagon
with Cable Drum
Length 7"



42,152
No. 50 Low-sided Wagon
with Furniture Container
Length 7"



42,156
No. 50 Gas Cylinder
Wagon
Length 7"



42,216
No. 50 Refrigerator Van
(opening doors)
Length 7"



42,207
No. 50 Tank Wagon
SHELL LUBRICATING OIL
Length 7"



42,161
No. 50 Goods Van
(opening doors)
Length 7"



42,221
No. 50 Rotary Tipping
Wagon
Length 7"



42,223
No. 50 SAGA SALT
Wagon
Length 7"



16
42,241
No. 50 Wagon
Length 7"

ROLLING STOCK

For Nos. 20 and 21 Train Sets

Nos. 20 and 21 rolling stock is intended for Nos. 20 and 21 Train Sets but may also be used with Nos. 30 and 31 rolling stock.



42,238
No. 20 Wagon
Length 4 $\frac{1}{2}$ "



42,224
No. 20 Side Tipping Wagon
Length 4 $\frac{1}{2}$ "

ROLLING STOCK For Nos. 41 and 45 Train Sets

(Cannot be used with 20, 21, 30 and 31 Rolling Stock).
Rolling Stock Nos. 41 and 50
are fitted with automatic
couplings.



42,106
No. 50 Cattle Truck
Length 7"



42,136
No. 50 Crane Truck
Length 7"



42,171
No. 50 Goods Brake Van
Length 7"



42,181
No. 50 Hopper Wagon
Length 7"



42,186
No. 50 Lumber Wagon
Length 7"



42,226
No. 50 Side Tipping
Wagon
Length 7"



42,121
No. 41 Coach 1st/2nd
Length 7½"



42,201
No. 41 Passenger Brake Van
Length 7½"



42,134
No. 20 Crane Truck
Length 4½"



42,117
No. 21 Coach
Length 4½"



42,219
No. 20 Rotary Tipping
Wagon
Length 4½"

ROLLING STOCK For Nos. 30 and 31 Train Sets

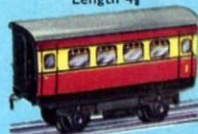
(May also be used with Nos.
20 and 21 rolling stock).



42,239
No. 30 Wagon
Length 4½"



42,159
No. 30 Goods Van
Length 4½"



42,118
No. 31 Coach 1st/2nd
Length 5½"



42,119
No. 31 Coach, Brake/2nd
Length 5½"

HORNBY

CLOCKWORK LOCOMOTIVES FOR



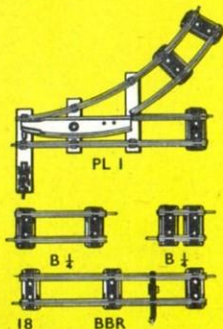
No. 20 Locomotive (non-reversing),
fitted for automatic braking
from track
No. 20 Tender



No. 40 Tank Locomotive
(reversing, and fitted for automatic
braking from track)

Build bigger layouts with **HORNBY CLOCKWORK TRACK**

(GAUGE 'O')



Gauge 'O' Clockwork Train sets Nos. 20, 21, 30 and 31 contain 1 ft. radius rails, and additional rails should be of the same radius, otherwise the extended layout may not fit together satisfactorily.

STRAIGHT RAILS

- B1 Straight Rail (length $10\frac{1}{2}"$)
- B $\frac{1}{2}$ Straight Half Rail (length $5\frac{1}{4}"$)
- B $\frac{1}{4}$ Straight Quarter Rail (length $2\frac{7}{8}"$)
- BBR Straight Brake and Reverse Rail (length $10\frac{1}{2}"$)

The BBR Rail is not suitable for Locomotive No. 20.

Although intended for 1 ft. radius track, Locomotives Nos. 20 and 30 will run on 2 ft. radius track. Locomotive No. 40 **MUST** have 2 ft. radius rails, it will not run on 1 ft. radius curves or points.

CURVED RAILS

- A1 Curved Rail (1' radius)
- A1 $\frac{1}{2}$ Curved Half Rail (1' radius)
- A2 Curved Rail (2' radius)
- A2 $\frac{1}{2}$ Curved Half Rail (2' radius)
- RCP Rail Connecting Plate

LONG SERVICE AND EFFICIENCY

GAUGE 0—1¼"



No. 30 Locomotive (reversing, and fitted for automatic braking from track)

No. 30 Tender

CROSSINGS

- CA1 Acute-angle Crossing (for 1' radius track)
- CA2 Acute-angle Crossing (for 2' radius track)
- CR1 Right-angle Crossing (for 1' radius track)
- CR2 Right-angle Crossing (for 2' radius track)

POINTS

- PR1 Right-hand Point (1' radius)
- PL1 Left-hand Point (1' radius)
- PR2 Right-hand Point (2' radius)
- PL2 Left-hand Point (2' radius)
- PCC Point Connecting Clip

1 ft. radius Curves, Points and Crossings cannot be used in the same layout with those of 2 ft. radius.



CA 1



CA 1

Guarantee

Each product made by Meccano Limited is thoroughly tested before it is despatched from the works and its efficiency is guaranteed.

SUNDRIES

- 43,902 H Key (Nos. 30, 40 Locos.)
- 43,903 S Key (No. 20 Loco.)
- 43,910 Wheels and Axles for Hornby Rolling Stock (2 wheels, 1 Axle)
- 43,915 No. 1 Cable Drum
- 43,916 No. 1 Container (Furniture)
- 43,930 Head Lamp for Locomotives
- 43,931 Tail Lamp for Locomotives or Brake Vans
- 43,932 Side Lamp for Goods Brake Van
- 43,949 Milk Can

INTERESTING ARTICLES ON TRAINS—REAL AND MINIATURE—APPEAR MONTHLY IN THE MECCANO MAGAZINE

HORNBY

ACCESSORIES

GAUGE 'O'

The accessories are all made in strong metal to withstand the rigours of a hard-working playroom railway.



42,330
Platform Crane
Height 6½"



42,400
No. 1 Water
Tank
Height 7"



42,300
No. 1 Buffer Stop
Length 3½"



42,381
Station Hoarding
Length 3½"



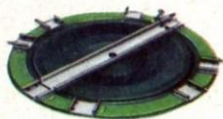
42,360
No. 2 Signal
Single Arm
'Home' or
'Distant'
Height 7½"



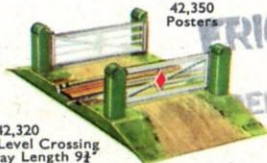
42,361
No. 2 Signal
Double Arm
Height 8½"



42,362
No. 2 Signal
Junction
'Home' or
'Distant'
Height 9½"



42,390
No. 2 Turntable
Diameter 13½"



42,320
No. 1 Level Crossing
Roadway Length 9½"

42,350
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