

INSTRUCTIONS for OUTFIT No. 1

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#### MODEL-BUILDING WITH MECCANO

There is no limit to the number of models that can be built with Meccano—Cranes, Clocks, Motor Cars, Aeroplanes, Machine Tools, Locomotives-in fact everything that interests boys. A screwdriver and a spanner, both of which are provided in each Outfit, are the only tools necessary.

When you have built all the models illustrated in the Books of Instructions the fun is not over, it is just beginning. Now comes the chance to make use of your own ideas. First of all, re-build some of the models with small changes in construction that may occur to you; then try building models entirely of your own design. In doing this you will feel the real thrill of the engineer and the inventor.

#### HOW TO BUILD UP YOUR OUTFIT

Meccano is sold in 11 different Outfits, ranging from No. O to No. 10. Each Outfit can be converted into the next larger by the purchase of an Accessory Outfit. Thus Meccano No. O Outfit can be converted into No. 1 Outfit by adding to it a No. Oa Accessory Outfit. No. 1a Outfit would then convert it into a No. 2 and so on. In this way, no matter with which Outfit you begin, you can build it up by degrees until you have a No. 10 Outfit.

All Meccano parts are of the same high quality and finish, but the larger Outfits contain a greater quantity and variety, making possible the construction of more elaborate models.

#### THE "MECCANO MAGAZINE"

The "Meccano Magazine" is published specially for Meccano boys. Every month it describes and illustrates new Meccano models, and deals with suggestions from readers for new Meccano parts and for new methods of using the existing parts.

There are model-building competitions specially planned to give an equal chance to the owners of small and large Outfits. In addition, there are splendid articles on such subjects as Railways, Famous Engineers and Inventors, Electricity, Bridges, Cranes and Aeroplanes, and special sections dealing with the latest Engineering, Aviation, Motoring and Shipping News. Other pages deal with Stamp Collecting, and Books of interest to boys; and a feature of outstanding popularity is the section devoted to short articles from readers.

If you are not already a reader write to the Editor for particulars and a specimen copy. You can order the Magazine from your Meccano dealer, or from any newsagent.

#### THE MECCANO GUILD

Every owner of a Meccano Outfit should join the Meccano Guild. This is a world-wide organisation, started at the request of Meccano boys. Its primary object is to bring boys together and to make them feel that they are all members of a great brotherhood, each trying to help others to get the very best out of life. Its members are in constant touch with Headquarters, giving news of their activities and being guided in their hobbies and interests. Write for full particulars and an application form to the Secretary, Meccano Guild, Binns Road, Liverpool 13.

Clubs founded and established under the guidance of the Guild Secretary provide Meccano boys with opportunities of enjoying to the utmost the fun of model-building. Each has its Leader, Secretary, Treasurer and other officials. With the exception of the Leader, all the officials are boys, and as far as possible the proceedings of the clubs are conducted by boys.

#### MECCANO SERVICE

The service of Meccano does not end with selling an Outfit and a Book of Instructions. If ever you are in any difficulty with your models, or if you want advice on anything connected with this great hobby, write to us. We receive hundreds of letters from boys in all parts of the world, and each of these is answered personally by one of our experts.

Whatever your problem may be, write to us about it. We shall be delighted to help you in any way possible. Address your letters to Information Service, Meccano Ltd, Binns Road, Liverpool 13.









# MECCANO MAGAZINE

The happiest and most successful boys are those who take a keen interest in the world around them. The 'MECCANO MAGAZINE' is the ideal paper for these boys. Month by month its pages are filled with attractively-written articles, splendidly illustrated from actual photographs.

The subjects include Engineering in all its branches, Railways, Road Transport, Aeroplanes and Shipping. Inventions and Scientific Discoveries are described in simple language. Everything is dealt with in an attractive and straightforward style, and with an accuracy that has won for the Magazine the enthusiastic approval of the engineering, technical and scientific world. Special sections are devoted to Model-building with Meccano, and to the operation of realistic Miniature Railways; and Stamp Collecting articles are another important feature. Competitions of all kinds, and of a variety to suit every reader, are announced each month.

The 'MECCANO MAGAZINE' is on sale at all bookstalls, newsagents and Meccano dealers, price 9d. It is best to place a regular order with your Meccano dealer or newsagent, to make sure that you do not miss any copies.

If you prefer to have each issue sent direct, all that is necessary is to fill in the order form below and to send this to the Editor at the address given, with a Postal Order to cover the cost, which is 11/- for a year, or 5/6 for six months, inclusive of postage in each case.

#### ORDERING THE 'M.M' OVERSEAS

Readers Overseas also may order the 'MECCANO MAGAZINE' from Meccano dealers and newsagents. The price and subscription rates are as above, except in the countries noted below.

In AUSTRALIA the price per copy is 1/3, and the subscription rates are 18/- for a year, and 9/- for six months. In CANADA the price per copy is 12c. and the subscription rates are \$1.40 for a year, and 70c. for six months. In the UNITED STATES the price per copy is 15c. The subscription rates are \$2.00 a year and \$1.00 for six months.

For other details and information Meccano enthusiasts living in Canada, Australia, New Zealand, South Africa or the United States should write to the Meccano agents in their countries. Their addresses are as follows:

CANADA:

Meccano Ltd. 675 King Street West, Toronto.

AUSTRALIA:

E. G. Page and Co. (Sales) Pty. Ltd, (P.O. Box 1832), Danks Building, 324 Pitt St., Sydney, N.S.W.

NEW ZEALAND: Models Ltd. (P.O. Box 129), 53 Fort Street, Auckland, C.1.

SOUTH AFRICA: Arthur E. Harris, (P.O. Box 1199), 142 Market Street, Johannesburg.

UNITED STATES: H. Hudson Dobson, 200 Fifth Avenue, New York 10, New York.

### ORDER FORM

To the Editor, Meccano Magazine, Binns Road, Liverpool 13.

I enclose Postal Order for	Please post the
'Meccano Magazine' for	months, beginning with
thei	ssue.
Name in block letters	
Address	



This Dockside Crane can be built with Outfit No. 1.

## HOW TO BEGIN THE FUN

#### THE MOST FASCINATING OF ALL HOBBIES

Meccano model-building is the most fascinating of all hobbies, because it never becomes dull. There is always something new to be done. First of all there is the fun of building a new model, and watching it take shape as part after part is added. Then, when the model is complete, comes the thrill of setting it to work just like the real structure it represents, by means of a Meccano Motor.

The following hints are given to show boys who are just starting the wonderful Meccano hobby

how to get the greatest possible fun.

#### A FEW USEFUL HINTS

It will be noticed that with each model in this Book of Instructions is given a list of the parts required to build it. For the first few models it is a good plan to lay out on the table all the parts required for the one it is proposed to build, and put the remainder of the Outfit to one side. To help you to pick out the correct parts for your model a complete list of Meccano parts is given at the back of this Book, and all the principal parts are illustrated. In the list the parts are all numbered, and in most cases, their measurements are given. There is no need, however, to measure the parts to find out which is which, as the size is easily found from the number of holes. All Meccano holes are spaced  $\frac{1}{2}$ " apart, so that by counting two holes to the inch the size of a part can be found at once. For instance, Part No. 2 is listed as a  $5\frac{1}{2}$ " Perforated Strip, so you look in your Outfit for a Strip with eleven holes. Similarly No. 192 is a  $5\frac{1}{2}$ "  $\times 1\frac{1}{2}$ "

Flexible Plate, so you look for a Flexible Plate eleven holes in length and three holes in width. By the time a few models have been built

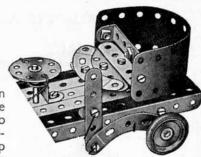
the names of the parts will have become familiar.

Beginners sometimes wonder which section of a model should be built first. There cannot be any definite rule for this, as it depends on the design of the model. In stationary models the base usually should be built first. In most of the small models a  $5\frac{1}{2}'' \times 2\frac{1}{2}''$  Flanged Plate forms an important part of the structure, and often the best plan is to start building by bolting parts to this Plate. For other models a good general rule is that the sections that form supports for a number of other parts should be built first.

During the construction of a model it is best to screw up the nuts with the fingers, followed by a light turn with the screwdriver, leaving the final tightening until all the parts are connected up.

#### THE IMPORTANCE OF "LOCK-NUTTING"

In some models it is necessary to join certain parts together so that, although they cannot come apart, they are free to pivot or move in relation to one another. To do this the parts are bolted together as usual but the nut is not screwed up tightly, so that the parts are not gripped. Then, to prevent the nut from unscrewing, a second nut is screwed up tightly against it, the first nut being



A Flexible Plate used to form a curved surface.

held with a spanner. This method of using a second nut is known as Lock-nutting.

In building models in which Rods revolve in the holes of other parts it is important to make sure that such holes are exactly in line with one another. This can be done by pushing through the holes a Drift, Part No. 36c, or a Rod, before the Bolts holding the various parts are tightened up.

A Rod is usually mounted in a support or bearing so that it is free to revolve. The

Rod is then said to be **lournalled** in the Strip.

#### DRIVING YOUR MODELS

Models can be driven by means of either clockwork or electric motors.

Small and light models may be driven direct from the driving pulley of the motor or through a belt running over two pulleys of the same size, giving what is known as a 1:1 (one-to-one) ratio. For large models it is necessary to take the drive from a small pulley on the motor shaft to a larger pulley on the driving shaft of the model. In most cases a 1" Pulley on the motor shaft and a 3" Pulley on the model shaft will be found

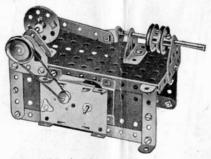
satisfactory. This provides a reduction ratio of approximately 3:1.

Rubber bands are very convenient for driving belts. Sometimes, however, a rubber band of the right length is not available, and then Meccano Cord or thin string is used. To tie the Cord to form an endless belt, use the familiar reef knot.

Flexible Plates are used for forming curved surfaces in models, but they are not intended to be bent at right angles. With careful handling a Plate can be bent to the required curve and after use straightened again.

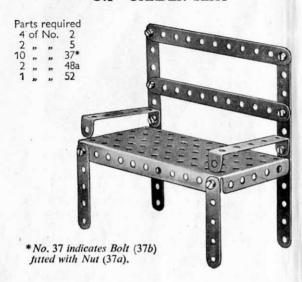
All Outfits from No. 2 upward include a Cord Anchoring Spring, Part No. 176. This part provides a neat and positive method of fastening a length of Cord to a Rod. The Spring is pushed on to a Rod or Crank Handle, by turning it in such a way that its coils tend to unwind.

Ask your dealer for particulars of Meccano Clockwork and Electric Motors.



A Magic Motor fitted to drive a Steam Engine.

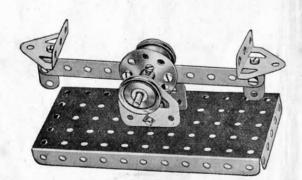
#### O.1 GARDEN SEAT



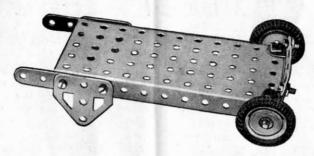
#### O.4 COUNTER SCALES

#### Parts required

1 of No.	2 1	2 of No. 22	1 of No. 52
2 " "	10	1 " " 24	2 " " 126
4 " "		9 " " 37	2 " " 126a
1	17	2 38	



#### O.2 FLAT TRUCK



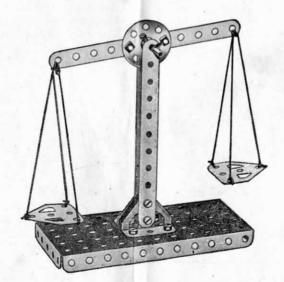
#### Parts required

2	of	No.	5	1 2	of	No.	22	1 1	of	No.	90a
2	,,	,,	12	8	,,	"	37	2	,,	,,	126a
1	,,	,,	16	1	,,	,,	52	2	,,	,,	142c

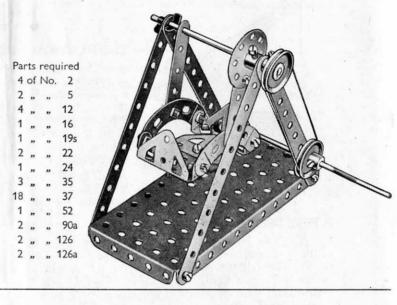
#### O.5 SCALES

#### Parts required

3	of	No.	2	-	2	of	No.	35	2	of I	No.	126
1	,,	,,	17	1	10	,,	,,	37	2	,,	,,	126a
1			24		1			52				

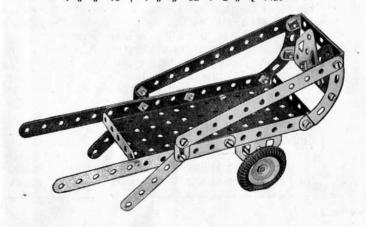


#### O.3 SWING BOAT

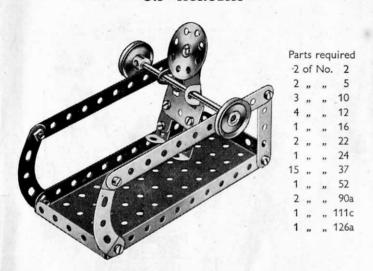


#### O.6 COSTER'S BARROW

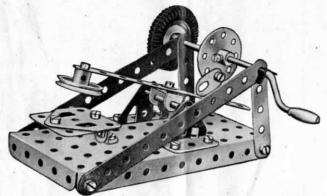
		Parts required	
4 of No.	2	2 of No. 22	1 2 of No. 90a
2 " "	- 5	16 " " 37	2 ,, 126
2 " "	10	2 " " 48a	2 126
1	16	1 52	2 142



#### O.7 ACROBAT



#### O.8 MECHANICAL HAMMER



3	of	No	2	. 1	of	No	17	3	of	No	35	. 1	of	No	111c
		,,	5				19s								126
			10				22					2			126a
4	,,	,,	12				24								142c

Parts required

4 of No. 2

22

24

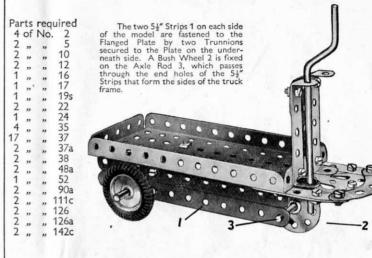
37 37a

52

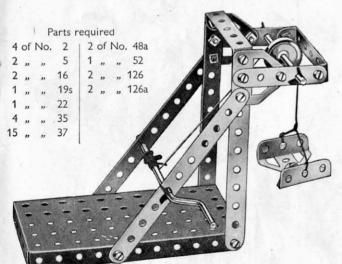
,, 126

" 126a

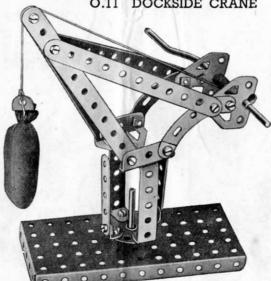
#### O.9 ELECTRIC TRUCK



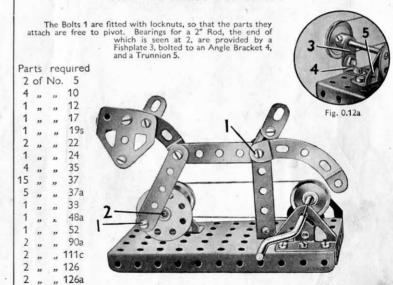
#### O.10 ELEVATOR



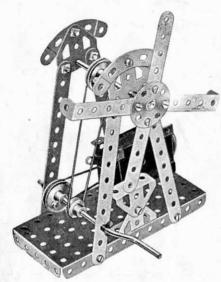
#### O.11 DOCKSIDE CRANE



#### O.12 BUCKING BRONCHO



#### O.13 WINDMILL



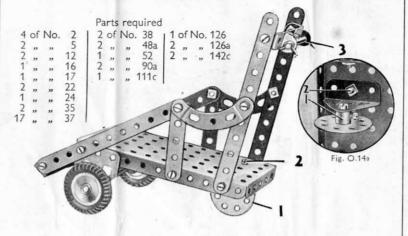
#### Parts required

				A Trailing			
4	of	No.	2	118	of	No	. 37
2	,,	,,	5	2	,,	,,	38
1	"	,,	16	2	,,	,,	48a
1	,,	,,	19s	1			52
2	,,	,,	22	2	,,	"	90a
1	,,	,,	24				126
3	,,	,,	35	2	,,	,,	126a

### Magic Motor (not included in Outfit)

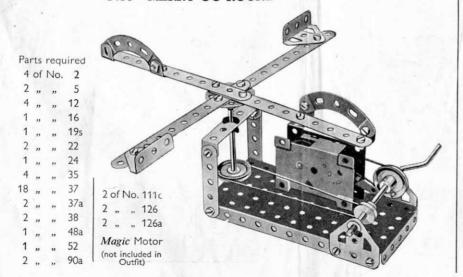
A Driving Band connects the pulley of the Magle Motor to a 1" Pulley fastened on the Crank Handle. The Crank Handle carries also a ½" Pulley, which is connected by a second Driving Band with a further 1" Pulley fixed to the 3½" Rod on which the sails are mounted. The 3½" Rod is held in place by Spring Clips, one behind the Bush Wheel and one on its rear end. If a Motor is not used the ½" Pulley (supplied with Motor) is replaced by a 1" Pulley.

#### O.14 INVALID CARRIAGE



The Bush Wheel 1 is locked on a  $\frac{3}{4}$ " Bolt journalled in a Trunnion attached to the Flanged Plate by the Bolt 2 (see Fig. 0.14a). The handlebar 3 is held by Spring Clips in two Angle Brackets bolted to the  $\frac{7}{2}$ "× $\frac{1}{2}$ " Double Angle Strip.

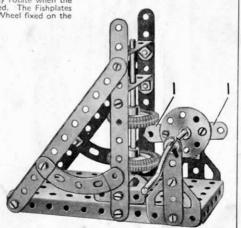
#### O.15 MERRY-GO-ROUND



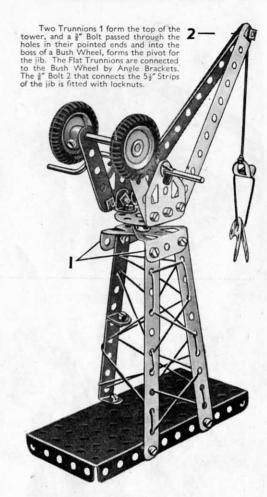
#### O.16 DROP HAMMER

The hammer, which is formed by the two 1" Pulleys on a  $3\frac{1}{2}$ " Rod, is lifted by the Fishplates 1 as they rotate when the Crank Handle is turned. The Fishplates are bolted to a Bush Wheel fixed on the Crank Handle.

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4	of	No	. 2
2 4 1 1 2 1 2	**	,,	5
4	**	**	10
1	,,	,,	16
1	"	,,	199 22 24 35 37 37
2	"	22	22
	,,	"	24
2	,,	**	35
3	"	"	37
-	"	"	3/8
2	,,	"	38
2	"	**	488
8221222	"	**	52
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2	"	**	1110
2	"	,,	126
2			126:



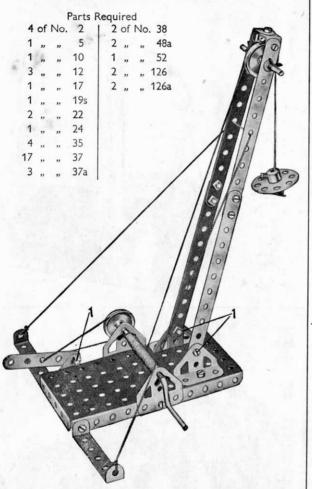
#### O.17 DOCKSIDE CRANE



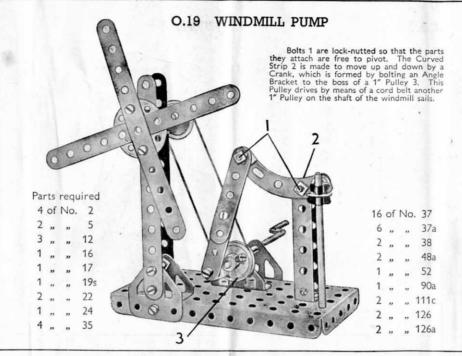
#### Parts required

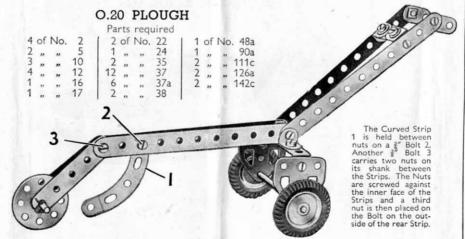
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2	,,	"	5	2	"	,,	35	2 ,	, ,,	90a
3	,,	"	12	15	"	"	37	2 ,	, ,,	111c
1	**	"	1/	1 2	,,	"	3/a	2,	, ,,	126
2	"	"	19s	1 2	,,,	23	38	2,	, ,,	126a
2	"	"	ZZ	1 4	"	**	48a	ΙΖ,	, ,,	142c

#### O.18 DERRICK CRANE



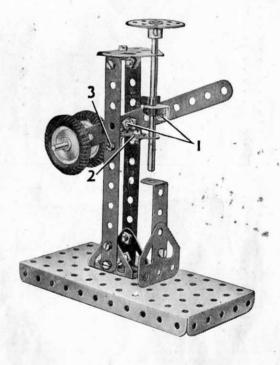
The construction of the model is commenced by bolting the Trunnions and Flat Trunnions that support the jib and Crank Handle respectively to the  $5\frac{1}{2}$  "Canaged Plate that forms the base of the model. The jib is then assembled and fastened to the Trunnions by means of the lock-nutted Bolts 1. The brake lever is a  $2\frac{1}{2}$ " Strip and is fastened to a Fishplate bolted to the Flanged Plate. Bolts 1 are lock-nutted. A length of cord is fastened to the lever and then passed round the 1" Pulley on the Crank Handle.



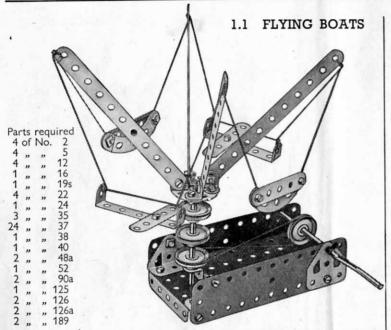


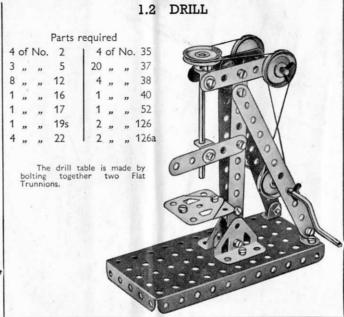
#### O.21 PUNCHING MACHINE

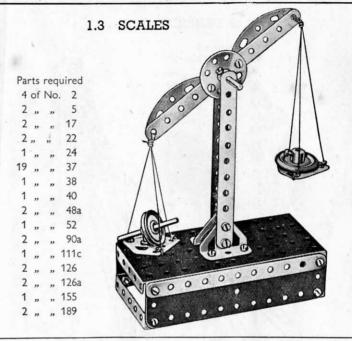
				Pa	rts	requ	uired				
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2	"	,,	10	1	,,	,,	24	2	,,	,,	126
4	,,	,,	12	16	,,	,,	37				126a
1	,,	"	16	2	,,	,,	37a	2	,,	,,	142c
1	,,	,,	17	1	,,	,,	48a				

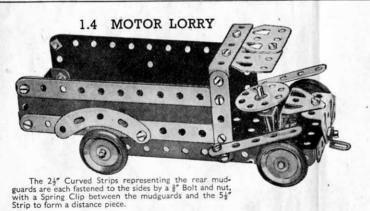


The Bolts 1 are lock-nutted. The lower bearing for the punch consists of two Fishplates 2, which are bolted together. One of them is then attached to an Angle Bracket that is fixed to one of the vertical  $5\frac{1}{2}$  Strips by the Bolt 3.





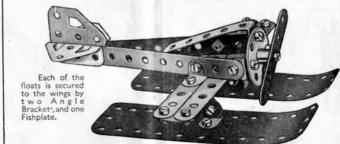




# Parts required

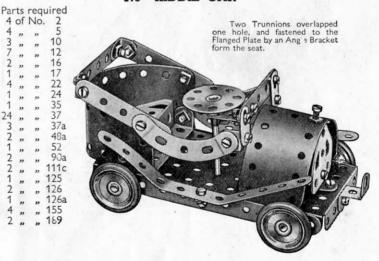
## 2 of No. 90a | 2 of No. 126a 48a | 1 , , , 125 52 | 2 , , , 126

#### 1.5 RACING SEAPLANE



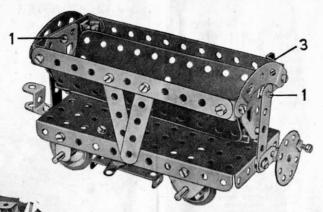
				Pa	rts	requ	uired					
3	of	No.	2	1 1	of	No.	24	1	20	of N	No.	1110
3	,,	,,	3	19	,,	,,	37		2	,,	,,	126
4	,,	,,	10	1	,,	,,	37a		1	,,	,,	126a
8	2011		12	1 1			48a	1	2		000	189

#### 1.6 KIDDIE CAR



#### 1.7 SIDE TIPPING WAGON

# Parts required 48a 52 1 Magic Motor (Not included in Outfit)



Each of the Bolts 1 is lock-nutted. A piece of Cord is fastened to the Rod 2 (Fig. 1.7a) wrapped round it two or three times, and then is taken through the hole in the Flanged Plate above the Rod and secured to the Angle Bracket 3.

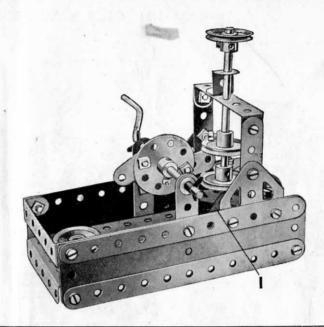
By turning the Bush Wheel the container is tipped sideways.

#### 1.8 STAMPING MILL

The anvil 1 is made up of two Trunnions bolted together. When the Crank Handle is rotated, the Fishplates bolted to the Bush Wheel strike the centre 1" Pulley on the hammer shaft and cause it to rise and fall.

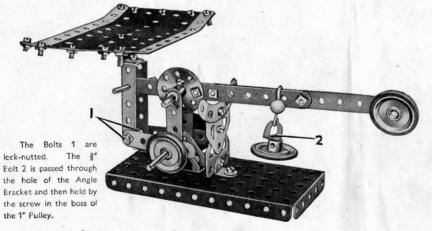
#### Parts required

4	of	No.	2	3	of	No.	37a
4	,,	,.	5	2	,,	,,	38
4	,,	.,	10	2	,,	,,	48a
4	,,	,,	12	1	,,	,,	52
1	,,	,,	16	1	,,	,,	90a
1	,,	,,	19s	4	"	,,	1110
4	,,	,,	22	1	,,	,,	125
1	,,	,,	24	2	,,	,,	126
2	,,	,,	35	2	,,	,,	126
24	,,	,,	37	2	,,	. ,,	189

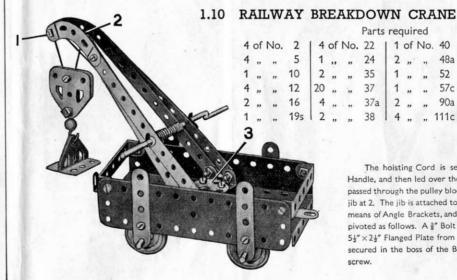


Parts required

#### 1.9 LETTER BALANCE



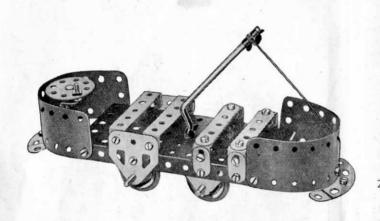
Parts required 125 126a 155



The hoisting Cord is secured to the Crank Handle, and then led over the #" Bolt 1. It is then passed through the pulley block and fastened to the jib at 2. The jib is attached to the Bush Wheel 3 by means of Angle Brackets, and the complete unit is pivoted as follows. A 2" Bolt is passed through the  $5\frac{1}{2}'' \times 2\frac{1}{2}''$  Flanged Plate from the underside, and is secured in the boss of the Bush Wheel by its set

1 1 of No. 125

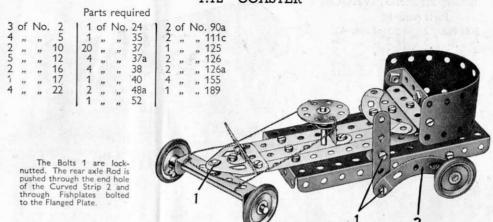
#### 1.11 OPEN TRAMCAR



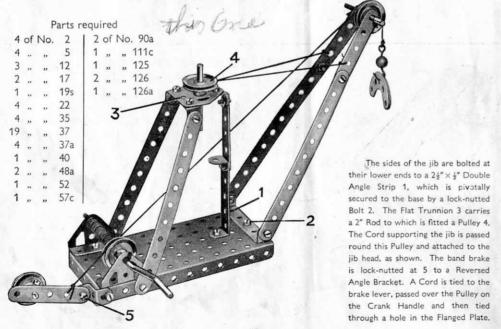
#### Parts required

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2	of	No.	5	11	of	No.	40
4	,,	,,	10	2	,,	,,	48a
7	,,	,,	12	1	,,	,,	52
2	,,	,,	16	2	,,	,,	90a
1	,,	,,	19s	4	,,	,,	111c
4	,,	,,	22	1	,,	,,	125
1	,,,	,,	24	2	,,	,,	126
4	,,	,,	35	2	,,	,,	126a
24	"	,,	37	4	"	,,	155
3	"	"	37a	2	,,	,,	189
				1			

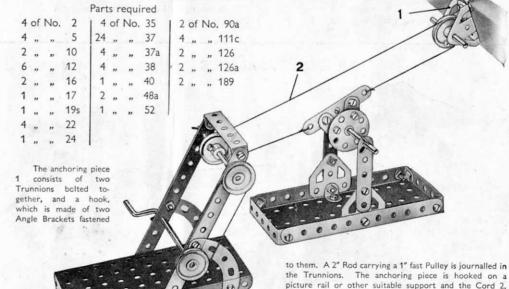
#### 1.12 COASTER









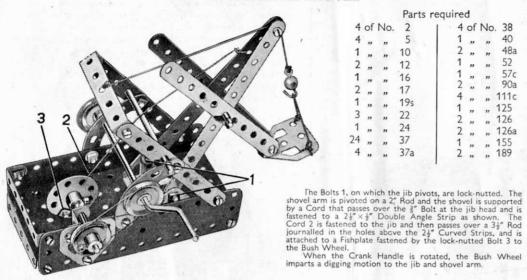


which can be of any length is passed round the 1" Pulleys

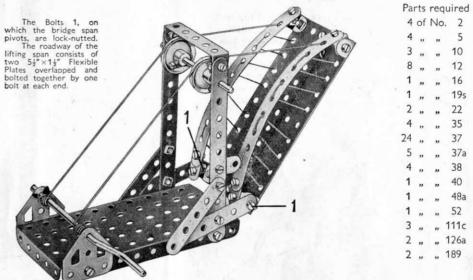
as shown. When the Crank Handle is rotated the car

moves either backward or forward.

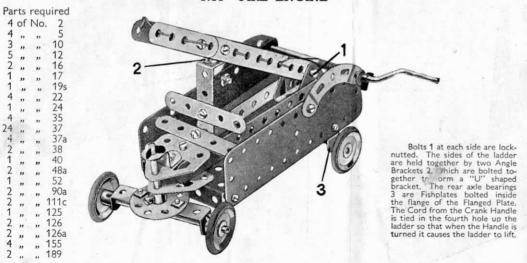
#### 1.15 MECHANICAL SHOVEL



### 1.16 LIFTING BRIDGE



#### 1.17 FIRE ENGINE

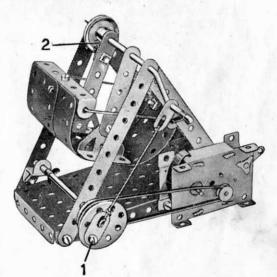


#### 1.18 MECHANICAL SWING

The left-hand 2½" Strip that supports the swing is connected to the Crank Handle by passing the set screw of the 1" Pulley 2 through the hole in an Angle Bracket bolted to the Strip and then into the Boss of the Pulley. Bolt 1 on the Bush Wheel is fitted with lock-nuts.

#### Parts required

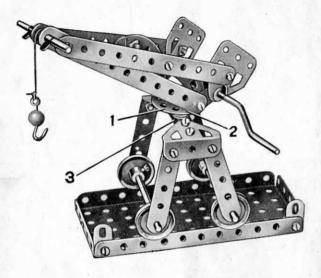
4	of	No.	2	4 of No. 38
2	,,	,,	5	1 ,, ,, 40
2	"	,,	10	2 " " 48a
3	,,	,,	12	1 " " 52
1	"	,,	16	1 " " 111c
1	,,	,,	19s	1 " " 125
2	,,	**	22	2 " " 126
1	"	,,	24	2 " 189
4	,,	**	35	1 Magic Motor
15	,,	,,	37	(Not included in Outfit)
2	,,	,	37a	Outn't)



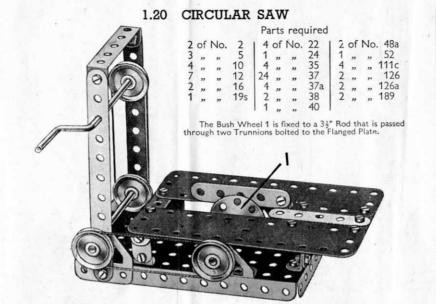
#### 1.19 TRAVELLING CRANE

The sides of the jib are secured to the Bush Wheel 1 by two Angle Brackets 2, one on each side. A  $\frac{2}{3}$  Bolt is passed from the underneath side of Double Angle Strip 3 into the boss of the Bush Wheel 1 and the set screw is then tightened.

The Flat Trunnions at the lower end of the jib support the Crank Handle, which also passes through Fishplates bolted to the Angle Brackets 2 on the Bush Wheel 1. The Cord is fastened to the Crank Handle, and passes over the 2" Rod at the jib head.



				Par	ts	req	uired			
4	of	No.	2	1 4	of	No.	22	1 0	f No	. 52
4	,,	"	5	1	,,	,,	24	1 ,,	,,	57c
4	,,	,,	10	4	,,	"	35	2 ,,	,,	90a
2	,,	,,	12	20	,,	"	37	1 ,,	, ,,	111c
2	,,	,,	16	4	,,	,,	38	2 ,	, ,,	126
1	,,	,,	17	1	,,	,,	40	2 ,,	, ,,	126a
1	**	,,	19s	1	,,	,,	48a			

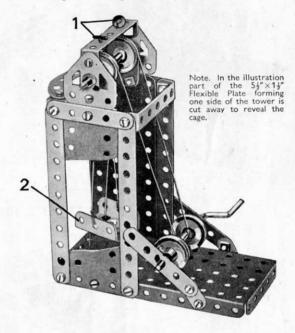


F	Par	ts	req	uired	1.21 TRIP HAMMER
	4	of	No	. 2	
	3	,,	,,	5	Two Angle Brackets
	2	,,	,,	12	one of which is seen at
	1	,,	"	17	1 are bolted together to form a "U" shaped
	1	,,	,,	19s	bracket, and also are bolted to two 2½"
	4	,,	,,,	22	Strips. The 1" fast Pulley 2 is fitted with a
	1	,,	"	24	1" Rubber Ring.
	4	,,	,,	35	
1	17	,,	,,	37	1
	1	,,	,,,	48a	1, 60
	1	,,		52	0 0 0
	2	,,		111c	
	1	,,		125	-2
	2	,,		126	70000
	2	,,		126a	0000
	1			155	
	1	,,	,,	189	
					000

#### 1.22 PITHEAD GEAR

A Cord is taken from each side of the lift cage over the 1" Pulleys and secured to each end of the Crank Handle. The Cords must both be the same length, otherwise the lift will tilt.

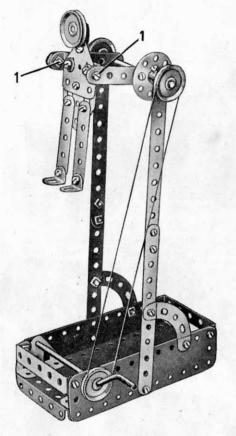
The two guides for the lift consist of two pieces of Cord fastened to the Washers 1. The Cords are then passed through holes in the Double Angle Strip, through two corresponding holes in the lift cage 2, and then through the two corresponding holes in the Flanged Plate. Two more Washers are tied to the Cords beneath the Flanged Plate to keep the Cords tight. The lift cage 2 is made up of two Trunnions.



				Pa	rts	req	uired					
4	of	No.	2	1. 4	of	No.	22	1	1	of	No	. 52
4	,,	,,	5	4	,,	,,	35		1	,,	,,	90a
4	,,	,,	10	20	,,	,,	37		4			111c
2	,,	,,	12	4	,,	,,	37a	1	2	,,	. ,,	126
1	,,	,,	16	4	,,	,,	38		2	,,	,,	126a
1	,,	,,	19s	1	,,	,,	40	1.	2	,,	**	189
				2	,,	,,	48a	-				

#### 1.23 GYMNAST

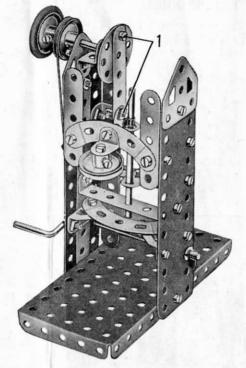
The Bolts 1 are lock-nutted. The bearings for the Crank Handle in the Flexible Plates are reinforced by Trúnnions bolted to the Flanged Plate.



#### Parts required

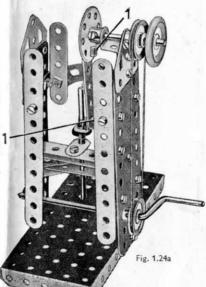
4	of	No.	2	1 1	of	No.	24	1 1 of	No. 52
4	,,	,,	5	2	,,	,,	35	2 "	" 90a»
1	,,	,,	10	24	"	.,	37	4 "	" 111c
4	,,	.,	12	5	,,	,,	37a	2 "	" 126
1	,,	,,	16	4	,,	,,	38	2 "	" 126a
1	,,	,,	19s	1	,,	"	40	2 "	" 189
4	**	**	22.	1 2	,,	***	48a	1	

#### 1.24 POWER PRESS



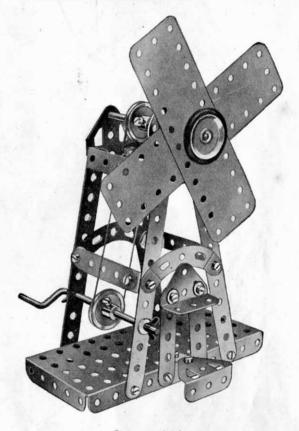
#### Parts required

4	of	No.	2	1 1	1	of	No.	38
4	,,	,,	5		1	,,	,,	40
1	,,	,,	10		2	,,	,,	48a
6	,,	.,,	12		1	,,	,,	52
1	,,,	,,,	16		2	"	"	90a
1	**	,,,	17		4	,,	,,	111c
1	,,	,,	19s	1	1	,,	,,	125
4	,,	,,	22	:	2	,,	"	126
1	,,,	,,	24		2	,,	,,	126a
3	,,	,,	35	1	1	,,	"	155
24	,,	,,,	37		2	,,	,,	189
5	,,	,,	37a					



#### 1.25 WINDMILL

The sails are gripped on the  $3\frac{1}{2}$ " Rod by the 1" Pulley (with Rubber Ring) at the front and another 1" Pulley at the back of the sails. The Pulleys are pressed against the faces of the sails and locked on the Rod.

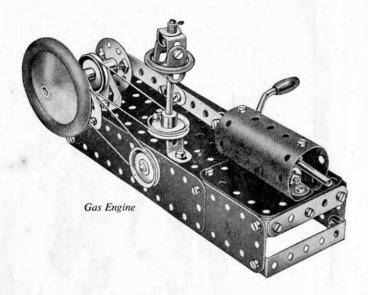


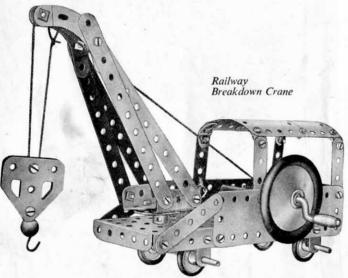
#### Parts required

				1 (4)	LS	requ	an cu					
4	of	No.	2	11	of	No.	24	12	of	No	. 90a	
4	,,	,,	5	3	,,	"	35	2	,,	.,	126	
1	,,	"	10	24	,,	,,	37	2	,,	,,	126a	
4	,,	,,	12	4	,,	",,,	38	1	,,	"	155	
1	,,	,,	16	1	,,	,,	40	2	,,	,,	189	
1	,,	,,	19s	2	,,	,,	48a					
4	,,	,,	22	11			52	1				

The Bolts 1 are lock-nutted and the Angle Bracket at the lower end of the 2½" Strip has a 3½" Rod in its elongated hole, where it is held by means of two Spring Clips.

The Rod forming the press ram moves up and down in the circular holes of a Fishplate bolted to a 2½"×½" Double Angle Strip and also through the centre hole of another 2½"×½" Double Angle Strip.

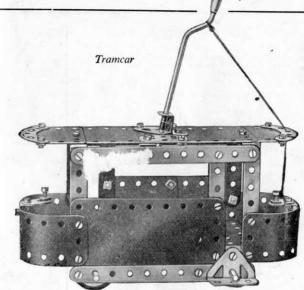


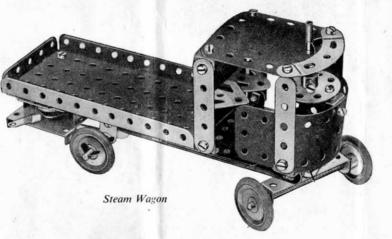


#### HOW TO CONTINUE

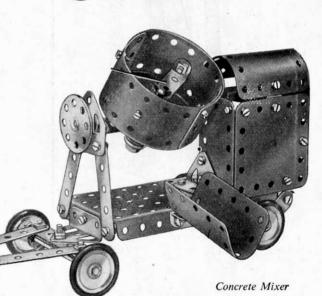
When you have built all the models shown in this Book of Instructions, you will be keen to build bigger and more elaborate models. Your next step is to purchase a Meccano No. 1a Accessory Outfit containing all the parts required to convert your No. 1 into a No. 2 Outfit. You will then be able to build the full range of No. 2 Outfit models.

If you prefer to do so, you can build up and develop your Outfit quite easily by adding various parts to it from time to time. The model-building possibilities of the Meccano system are unlimited, and the more Meccano parts you have the bigger and better the models you will be able to build.





Here are five models selected from the range that can be built with Meccano No. 2 Outfit.





#### WHAT THE GUILD MEANS

The Meccano Guild is an organization for boys, started at the request of boys, and as far as possible conducted by boys. In joining the Guild, a Meccano boy becomes a member of a great brotherhood of world-wide extent. Wherever he happens to be, even in strange countries, he will know that he has met a friend whenever he sees the little triangular badge of membership. The Meccano Guild is bringing together Meccano boys all over the world, and helping them to get the best out of life. At its head — guiding and controlling and taking a personal interest in this great movement — is the President, Mr Roland G. Hornby, son of the inventor of Meccano.

#### HOW TO JOIN THE MECCANO GUILD

Any owner of a Meccano Outfit, no matter what its size, may become a member. All he has to do is to fill in the official application form on the back of this leaflet, have his signature witnessed, and send the form to Headquarters with a postal order (not stamps) for the necessary amount in payment for the official badge, which he will wear in his buttonhole.

The price of the badge for boys living in the British Isles is 1/-. For those living overseas it is

1/6 (30 cents in Canada).

Applicants living in Canada, Australia, New Zealand or South Africa should write to the Meccano agents in their countries. Their addresses are as follows:

CANADA: Meccano Ltd, 675 King Street West, Toronto.

AUSTRALIA: E. G. Page & Co. (Sales) Pty. Ltd (P.O. Box 1832), Danks Building, 324 Pitt Street, Sydney, N.S.W.

NEW ZEALAND: Models Ltd (P.O. Box 129), 53 Fort Street, Auckland, C.I.

SOUTH AFRICA: Arthur E. Harris (P.O Box 1199), 142 Market Street, Johannesburg.

Their Badges and certificates are then forwarded without delay, while their application forms

are sent to Headquarters at Liverpool.

Applicants living in any other country overseas should forward their forms, preferably with a British postal order or a money order (not stamps) for 1/6, direct to the Secretary, the Meccano Guild, Binns Road, Liverpool, 13.

Guild members are eligible for the Correspondence Club, by which they are placed in touch with other members in various parts of the world. Full particulars and enrolment forms can be

obtained from the Secretary.

The Secretary will send also, on request, full details of the Guild Recruiting Campaign, and of the Medallion awarded to members who are successful in obtaining recruits, together with particulars of the Meccano clubs founded and established by enthusiastic Meccano boys. A special booklet, 'How to run a Meccano Club' will be sent post free to any member on receipt of 2d. in stamps.

APPLICATION FOR MEMBERSHIP OF THE

# MECCANO GUILD

Headquarters: BINNS ROAD, LIVERPOOL I



I possess a Meccano Outfit, and I hereby make application for membership of the Meccano Guild.

I approve of the objects of the Guild, and I promise on my honour

- (1) To conform to the rules and regulations of the Meccano Guild.
- (2) To promote its objects by my own example: to be helpful to others; to be clean in thought and habit; to be determined to learn and make progress.
- (3) To wear the Meccano Guild Badge on all possible occasions.
- (4) To recognize and acknowledge all other Members wearing the Guild Badge, and to render them help in case of need.

I enclose 1/- for the Guild Badge (Great Britain).
I enclose 1/6 for the Guild Badge (Overseas).
I enclose 30c. for the Guild Badge (Canada).

Strike out line not applicable (See other side).

Name of Applicant (BLOCK CAPITALS PLEASE)

Address

Date Age

Witness

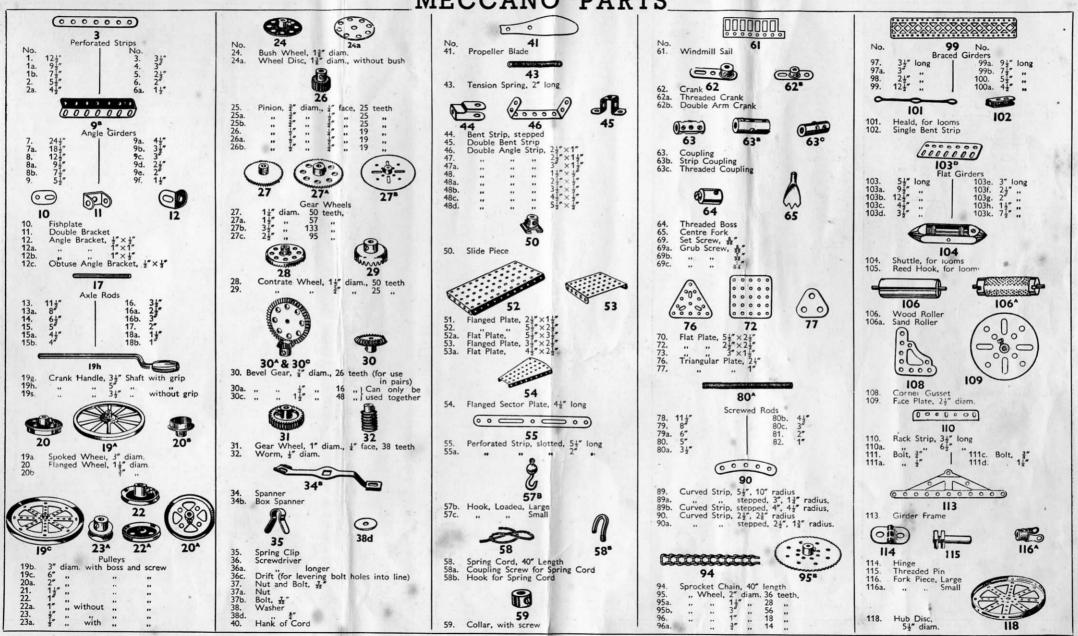
Address

#### THE THREE GREAT OBJECTS OF THE GUILD

The witness should be the Parent, Guardian, Employer, Schoolmaster or Church Minister, and should state which when signing.

- To make every boy's life brighter and happier.
- To foster clean-mindedness, truthfulness, ambition and initiative in boys.
- To encourage boys in their hobbies, and especially in the development of their knowledge of mechanical and engineering principles.

### MECCANO PARTS



### MECCANO PARTS

