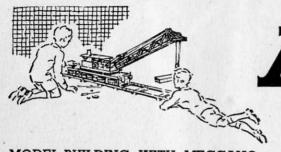


INSTRUCTIONS for OUTFIT No. 1

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MECCANO

Real Engineering in Miniature

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 for Outfits of all sizes, 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. Supplies of the Magazine are very limited owing to the paper shortage.

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 interesting letters from boys in all parts of the world, and each of these is answered personally by one of our staff of experienced experts.

Whatever your problem may be, write to us about it. Do not hesitate. We shall be delighted to help you in any way possible.



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

HOW TO BEGIN THE FUN

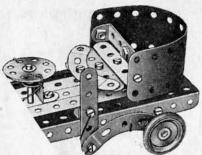
THE MOST FASCINATING OF ALL HOBBIES

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 would just like the real structure it represents, by me ins of a Meccano Motor.

The following hints are given to show boys who are just starting the wonderful Meccano hobby how to get the git atest possible fun.

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



A Flexible Plate used to form a curved surface.

being 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 Journalled in the Strip.

A FEW USEFUL HINTS

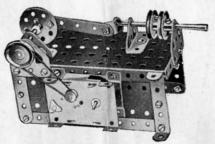
It will be noticed that with each model in this B ok of Instructions is given a list of the parts required to build it. For the first few n dels it is a good plan to lay out on the table all the parts required for the one it is proposed to build, and put the remainder of the Outfit to one side. To help 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 5½" Perforated Strip, so you look in your Outfit for a Strip with eleven holes. Similarly No. 189 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, a/s it depends on the design of the model. In stationary models the base usually should by built first. In most of the smaller 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 so rew up the nuts with the fingers, followed by a light turn with the scre, wdriver, leaving the final tightening until all the parts are connected up.



A Magic Motor fitted to drive a Steam Engine.

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 betls. 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.

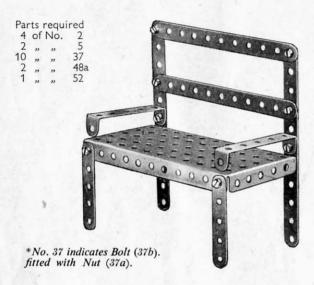
Flexible Plates are used for forming curved surfaces in models, but they are not intended to be bent at right angles. With careful handling a Plate can be bent to the required curve and after use straightened again.

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.

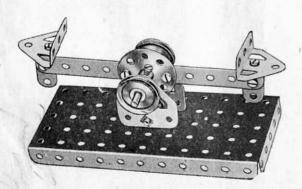
O.1 GARDEN SEAT



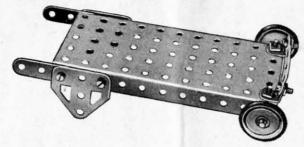
O.4 COUNTER SCALES

Parts required

1	of	No.	2	2	of	No.	22	1 1	of	No.	52
2	,,	,,	2 10 12 17	1	,,	,,	24	2	,,	,,	126
4	,,	,,	12	9	,,	,,	37	2	,,	"	126
1			17	2			38				



O.2 FLAT TRUCK



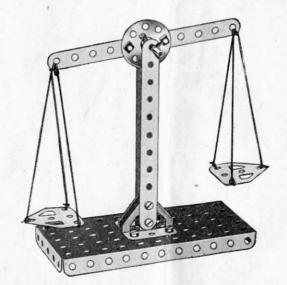
Parts required

2	of	No.	5	1 2	of	No.	22	1	1	of	No.	90a
2	,,	,,	5 12 16	8	,,	,,	37		2	,,	,,	126a
1	,,	,,	16	1	,,	,, .	52	1	2	,,	,,	155

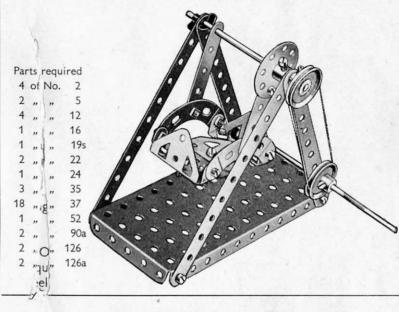
O.5 SCALES

Parts required

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

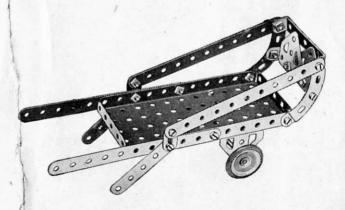


O.3 SWING BOAT

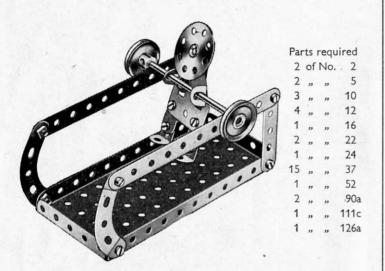


O.6 COSTER'S BARROW

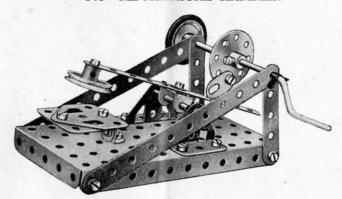
4	of	No.	2 1	2	of	No.	22	1 2	of	No.	90a	
2	,,	,,	5	16	,,	,,	37	2	,,	,,	126	
2	,,	,,	10	2	,,	,,	37 48a	2	,,	,,	126a	
1	,,	,,	16	1	,,	,,	52	2	,,	,,	155	



O.7 ACROBAT



O.8 MECHANICAL HAMMER



Parts required

3	of	No.	2 5 10 12	1 1	of	No.	17	1 3	of	No.	35	1	1	of	No.	111c
2	,,	,,	5	1	,,	"	19s	15	,,	,,	37		2	,,	,,	126
1	,,	,,	10	2	,,	22	22	1	"	,,,	38		2	,,	"	126a
4	,,	,,	12	1 1	,,	,,	24	1 1	,,	"	52	-	1	,,	"	155

Parts required

22

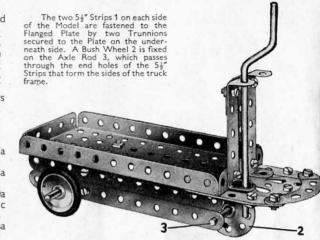
24 35

37a

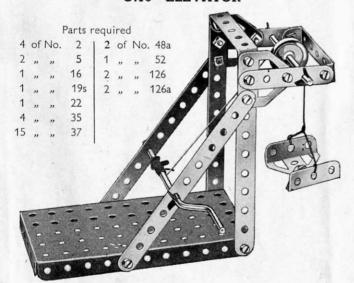
38

O.9 ELECTRIC TRUCK

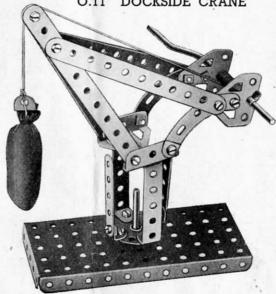




O.10 ELEVATOR



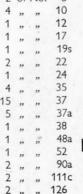
O.11 DOCKSIDE CRANE



O.12 BUCKING BRONCHO

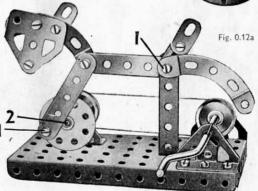
The Bolts 1 are fitted with locknuts, so that the parts they attach are free to pivot. Bearings for a 2" Rod, the end of which is seen at 2, are provided by a Fishplate bolted to an Angle Bracket, and a Trunnion.

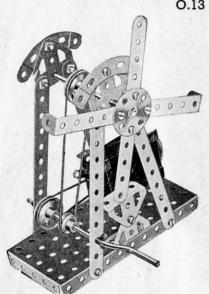




126a







O.15 MERRY-GO-ROUND

" " 126a

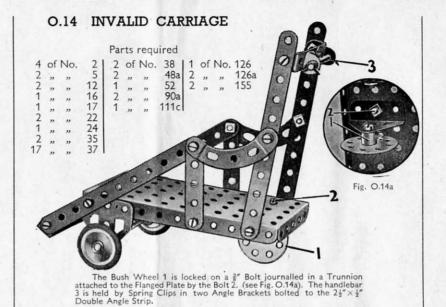
(not included in Outfit)

O.13 WINDMILL

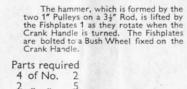
4	of	No.	21	18	of	No.	37
			5				38
	"		16	2	,,	,,	48a
1	,,	,,	19s		"	,,	52
2	,,	.,,	22	2	,,	,,	90a
1	,,	,,	24	2	,,	,,	126
3	,,	,,	35	2	,,,	,,	126a

Magic Motor (not included in Outfit)

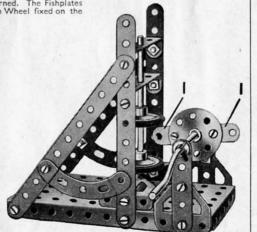
A Driving Band connects the pulley of the *Magic* Motor to a 1" Pulley fastened on the Crank Pulley fastened on the Crank Handle. The Crank Handle carries also a ½" Pulley, which is connect-ed by a second Driving Band with a further 1" Pulley fixed to the Rod on which the sails are mounted. If a motor is not used the ½" Pulley (supplied with Motor) is replaced by a 1" Pulley.



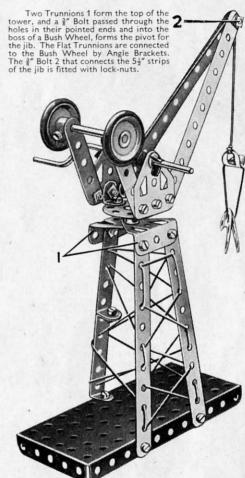




ar 4	ts	requ	176 10 16 19s 22 24 35 37 37a 38 48a 52 9)a 111c 126a 1255	
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3	,,	,,	37	
2	,,	,,	19s 22 24 35 37 37a 38 48a 52	
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)			155	



0.17 DOCKSIDE CRANE



	1			1.0	11 12	164	uneu				
4	of	No.	2	1 1	of	No.	24	1	of	No.	52
2	,,	,,	5	2	,,	,,	35	2	,,	,,	90a
3	,,	"	12	15	,,	,,	37	2	,,	,,	111c
1	,,	,,	17	2	,,	,,	37a	2	,,	,,	126
1	,,	,,	195	2	,,	,,	38	2	,,	,,	126a
2			22	1			482	2			155

Parts required 4 of No. 2 2 of No. 111c Magic Motor

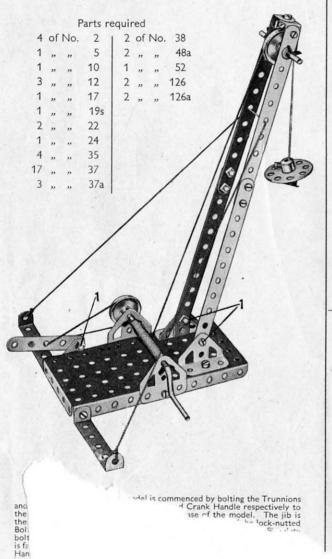
O.19 WINDMILL PUMP

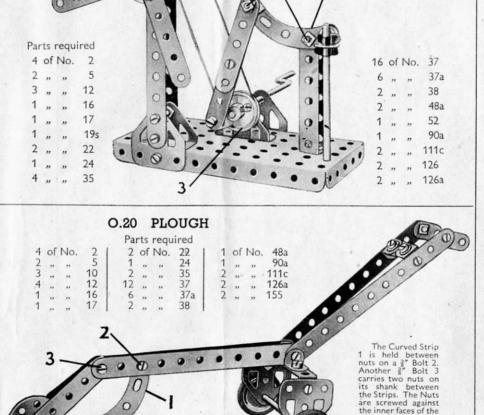
Bolts 1 are lock-nutted so that the parts they attach are free to pivot. The Curved Strip 2 is made to move up and down by a Crank, which is formed by bolting an Angle Bracket to the boss of a 1" Pulley 3. This Pulley drives by means of a cord belt another 1" Pulley on the shaft of the windmill seals.

Strips and a third nut is then placed on

the Bolt on the outside of the rear Strip.

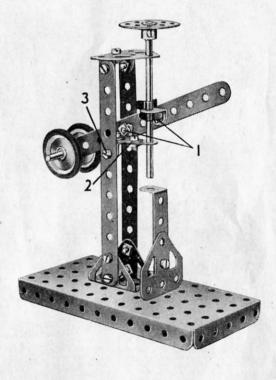
O.18 DERRICK CRANE





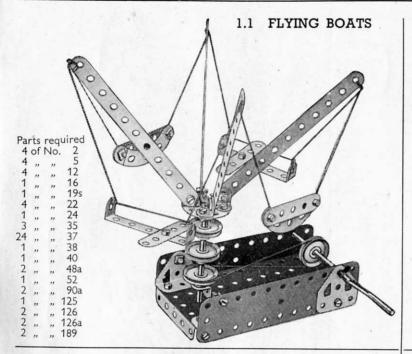
O.21 PUNCHING MACHINE

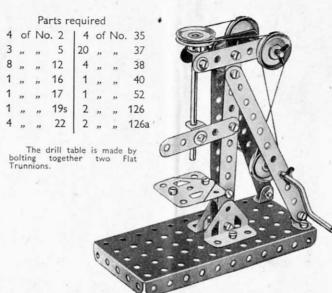
				Par	ts	requ	red				
3	of	No.	2	12	of	No.	22	1	of	No.	52
							24				
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1	,,	,,	16	2	,,	,,	37a	2	"	,,	155
							48a				

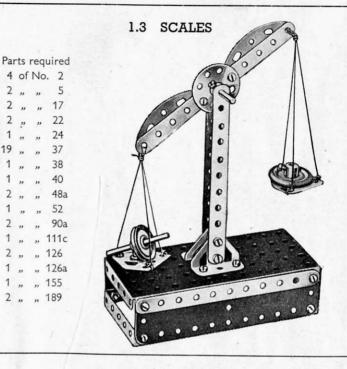


The Bolts 1 are lock-nutted. The lower bearing for the punch consists of two Fishplates 2, which are bolted together. One of them is then attached to an Angle Bracket that is fixed to one of the vertical $5\frac{1}{2}''$ Strips by the Bolt 3.

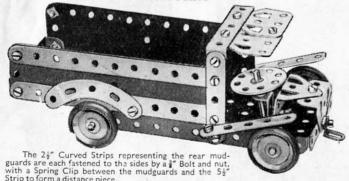
1.2 DRILL





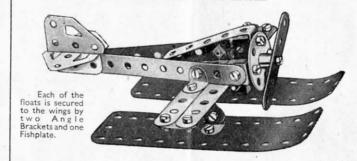






		Still	10101	mad	istance	piece.		
							Parts required	
4	of	No.	2	110	f No	. 17	19 of No. 37 2 of No. 90a 2 of No. 126	a
4	.,,	,,	5	4 ,	, ,,	22	4 " " 37a 3 " " 111c 4 " " 155	
3	,,	,,	12	1 ,	, ,,	24	2 ,, ,, 48a 1 ,, ,, 125 2 ,, ,, 189	
2	"	,,	16	2 ,	, ,,	35	4 " " 37a 3 " " 111c 4 " " 155 2 " " 48a 1 " " 125 1 " " 52 2 " " 126	

1.5 RACING SEAPLANE



_	
Parts	required

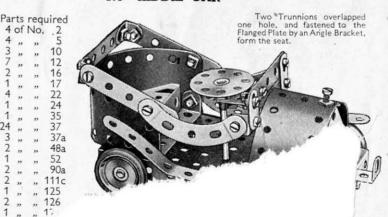
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3	,,	,,	5	19	"	,,	37	2	,,	,,	126
4	,,	,,	10	1	,,	,,	37a	1	,,	,,	126a
8	"	,,	12	1	,,	,,	48a	2			189

1.6 KIDDIE CAR

4 of No. 2

52

,, 155 2 " " 189



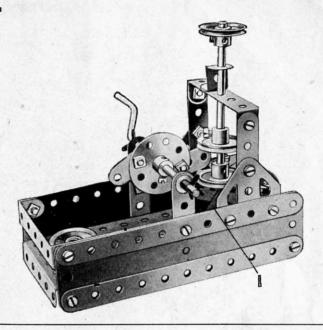
1.7 SIDE TIPPING WAGON Parts required 3 of No. 37a 189 1 Magic Motor (Not included in Outfit) Each of the Bolts 1 is locknutted. A piece of Cord is fastened to the Rod 2 (Fig. 1.7a) wrapped round it two or three times, and then is taken through the hole in the Flanged Plate above the Rod and secured to the Angle Bracket 3. By turning the Bush Wheel the container is tipped sideways.

1.8 STAMPING MILL

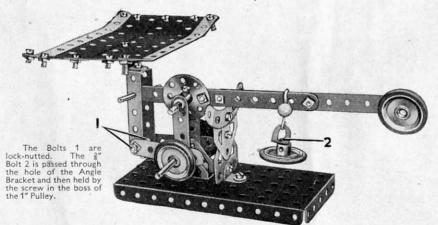
The anvil 1 is made up of two Trunnions bolted together. When the Crank Handle is rotated, the Fishplates bolted to the Bush Wheel strike the centre 1" Pulley on the hammer shaft and cause it to rise and fall.

Parts required

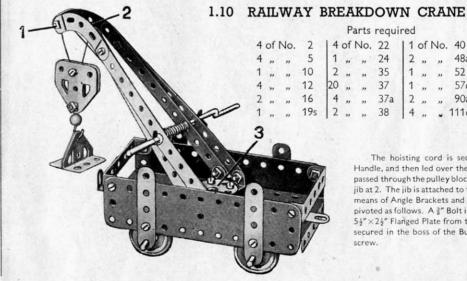
4	of I	No.	-2	3	of I	No.	. 37a
5	,,	,,	5	2	,,	,,	38
4	,,	,,	10	2	,,	,,	48a
4	"	,,	12	1	,,	,,	52
1	,,	,,	16	1	,,	,,	90a
1	,,	,,	19s	4	,,	"	111c
4	,,	,,	22	1	,,	,,	125
1	,,	,,	24	2	,,	,,	126
2	,,	,,	35	2	,,	,,	126a
4	"	,,	37	2	"	,,	189



1.9 LETTER BALANCE



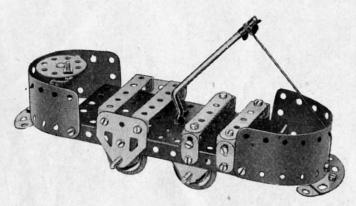
Parts required 4 of No. 2 22 24 35 37 38 52 57c 90a 125 126 .. 126a 155



The hoisting cord is secured to the Crank Handle, and then led over the 3" 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 3" 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

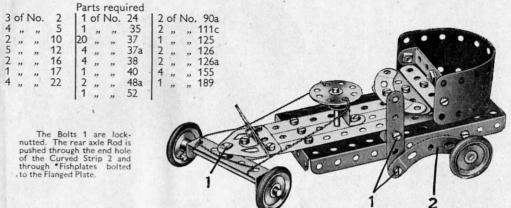
1 of No. 125

1.11 OPEN TRAMCAR

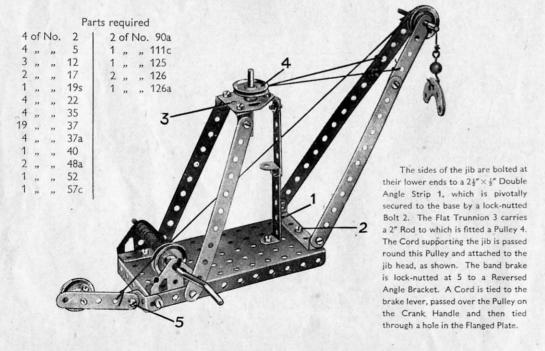


Parts required 1 of No. 40 1 ,, ,, 52 2 " " 90a 4 " " 111c 1 " " 125 2 126 2 " " 126a 4 155

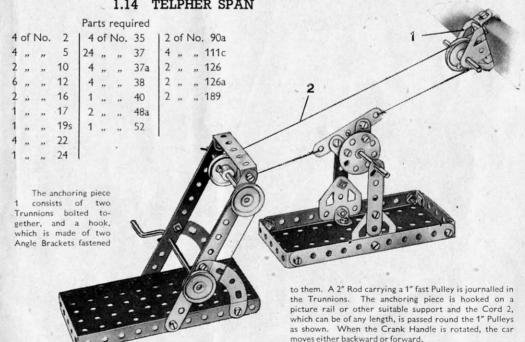
1.12 COASTER



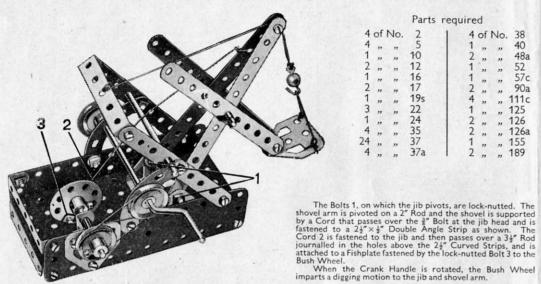




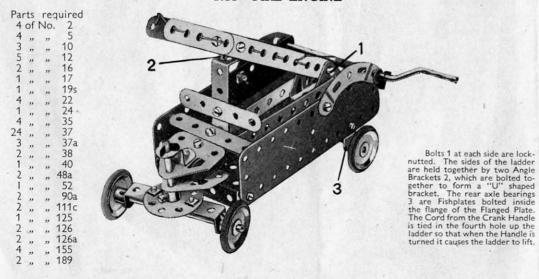




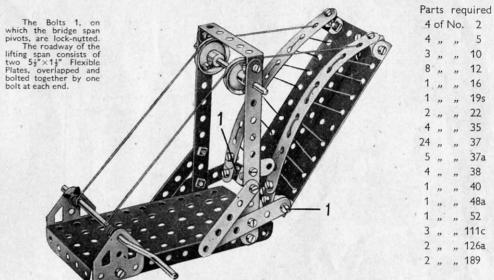
1.15 MECHANICAL SHOVEL



1.17 FIRE ENGINE



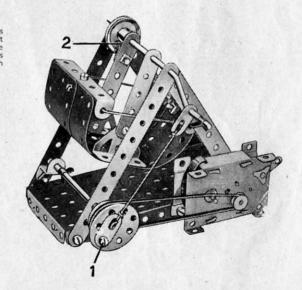




1.18 MECHANICAL SWING

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.

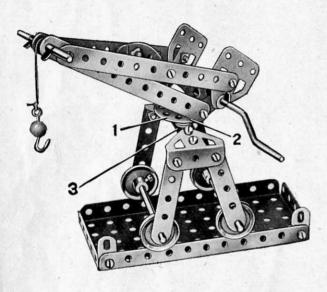
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2	,,	,,	5		1	,,	,,	40				
2	,,	,,	10	190	2	,,	,,	48a				
3	,,	,,	12	180	1	,,	,,	52				
1	,,	"	16		1	,,	,,	1110				
1	,,	,,	19s		1	,,	,,	125				
2	,,	,,	22		2	,,	,,	126				
1	,,	,,	24		2	,,	,,	189				
4	,,	"	35		1 Magic Moto							
15	,,	,,	37		(Not included							
2	,,	"	37a			C	outfit))				



1.19 TRAVELLING CRANE

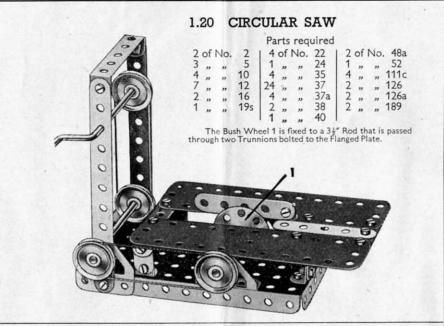
The sides of the jib are secured to the Bush Wheel 1 by two Angle Brackets 2, one on each side. A $\frac{2}{3}$ " Bolt is passed from the underneath side of Double Angle Strip 3 into the boss of the Bush Wheel 1 and the set screw is then tightened.

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.



Parts required

4	of	No.	2	1 4	of	No.	22	1 of	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			



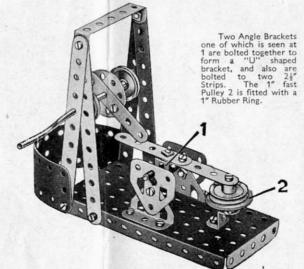
Parts required 1.21 TRIP HAMMER

4 of No. 2

17 " " 37

2 ,, 111c 1 ,, 125 2 ,, 126 2 ,, 126a

1 " " 189

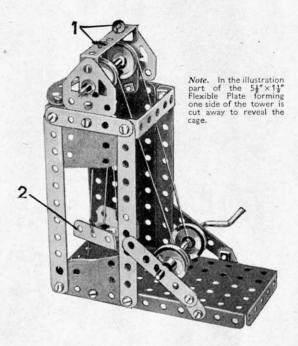


1.22 PITHEAD GEAR

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.

and secured to each end of the Crank Handle. The Cords must both be the same length, otherwise the lift will tilt.

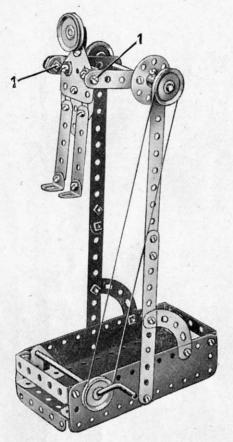
The two guides for the lift consist of two pieces of Cord fastened to the Washers 1. The Cords are then passed through holes in the Double Angle Strip, through two corresponding holes in the lift cage 2, and then through the two corresponding holes in the Flanged Plate. Two more Washers are tied to the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



40	of I	No.	2	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	2	,,	,,	126
1	,,	,,	16	4	,,	,,	38	2	"	,,	126a
1	,,	"	19s	1	,,	,,,	40	2	,,	,,	189
				2	,,	,,	48a	1			

1.23 GYMNAST

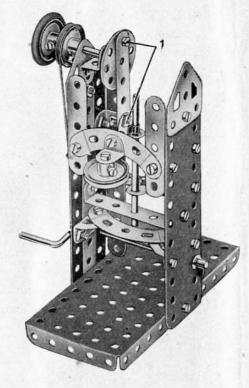
The Bolts 1 are lock-nutted The bearings for the Crank Handle in the Flexible Plates are reinforced by Trunnions bolted to the Flanged Plate.



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 "	22	111c
4	,,	,,	12	5	,,	,,	37a	2 "	,,	126
1	,,	,,,	16	4	"	"	38	2 "	29	126a
1	,,	,,	19s	1	,,	,,	40	2 "	,,,	189
4			22	2			482	11000		

1.24 POWER PRESS

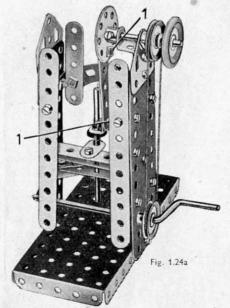


The Bolts 1 are lock-nutted, and the Angle Bracket at the lower end of the 2½" Strip has a 3½" Rod in its elongated hole, where it is held by means of two Spring Clips.

The Rod forming the press ram moves up and down in the circular holes of a Fishplate bolted to a $2\frac{1}{2}"\times\frac{1}{2}"$ Double Angle Strip and also through the centre hole of another $2\frac{1}{2}"\times\frac{1}{2}"$ Double Angle Strip.

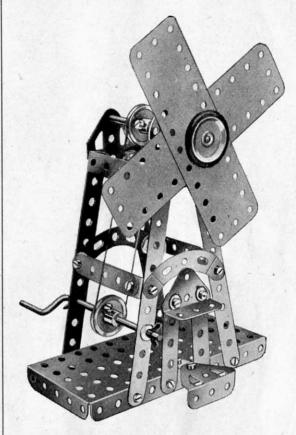
Parts required

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

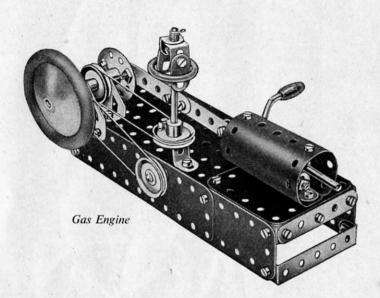


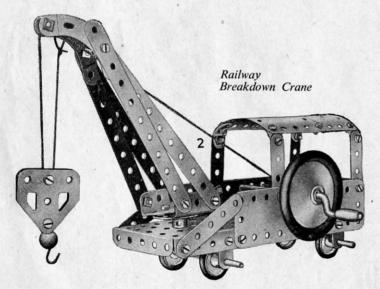
1.25 WINDMILL

The sails are gripped on the 3½" 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.



							1					
4 of No. 2			1 1	of	No.	24	2 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	1	,,	,,	52					

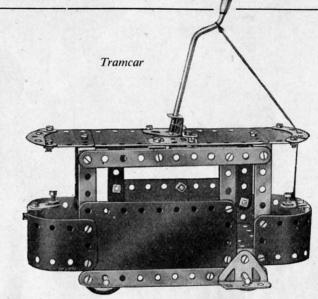


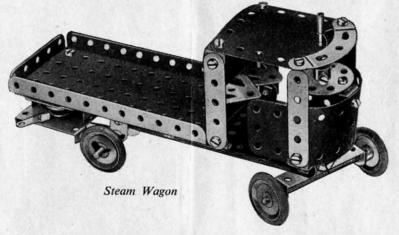


HOW TO CONTINUE

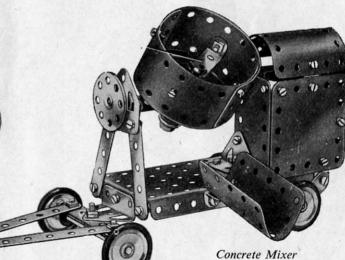
When you have built all the models shown in this Book of Instructions, you will be keen to build bigger and more elaborate models. Your next step is to purchase a Meccano No. 1a Accessory Outfit containing all the parts required to convert your No. 1 into a No. 2 Outfit. You will then be able to build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

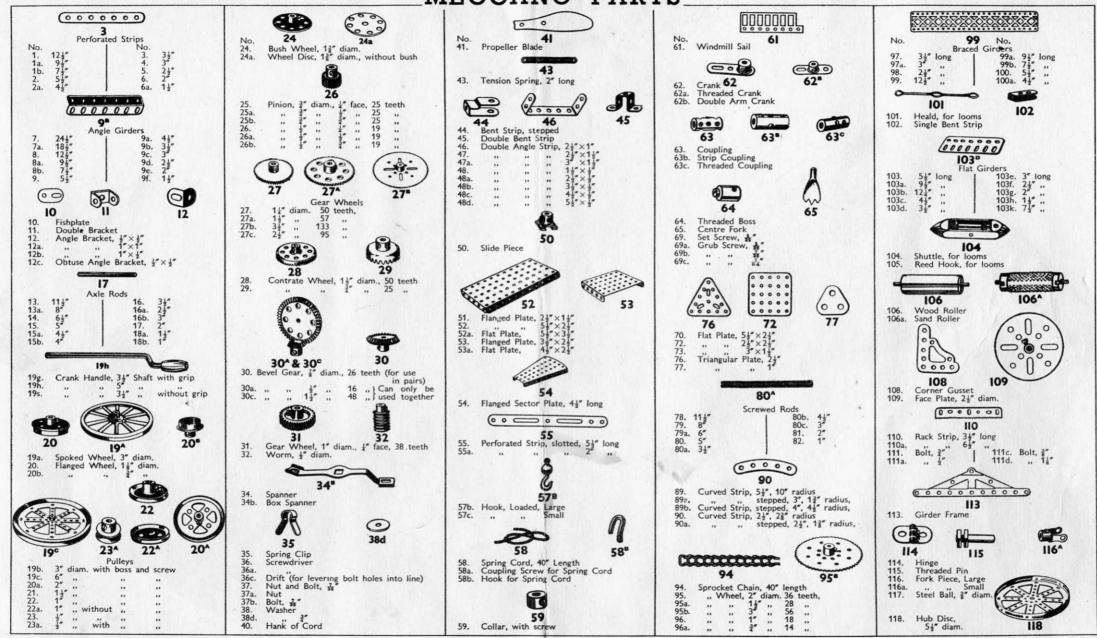




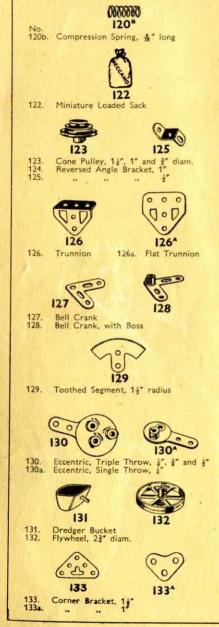
Here are five models selected from the range that can be built with Meccano No. 2 Outfit.

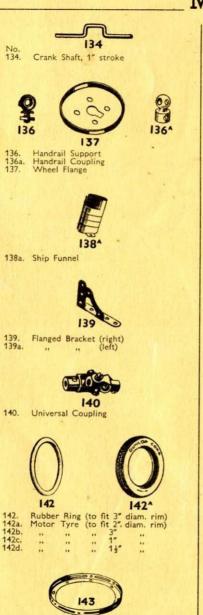


MECCANO PARTS



MECCANO PARTS

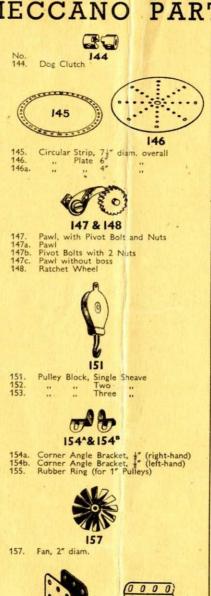


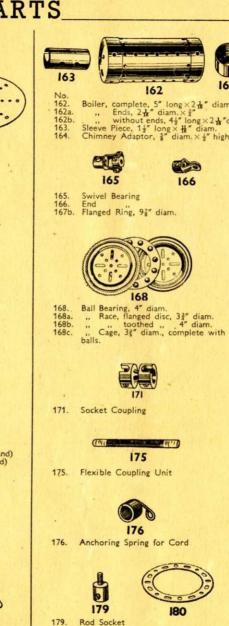


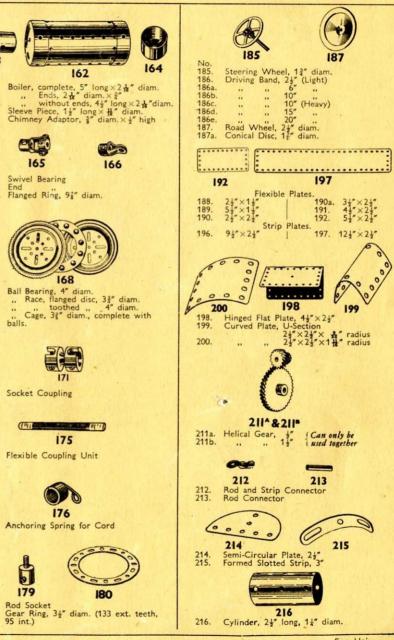
1426.

142c.

143. Circular Girder, 54" diam.







Channel Bearing, 1½"×1"×½" Girder Bracket, 2"×1"×½"