



MODEL-BUILDING WITH MECCANO

There is no limit to the number of models that can be built with Meccano-Cranes, Clocks, Motor Cars, Ship Coalers, 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 Manuals of Instruction the fun is not over, but 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 eleven different Outfits, ranging from No. O to No. 10. Each Outfit from No. 1 upwards can be converted into the next one larger by the purchase of an Accessory Outfit. Thus, Meccano No.1 Outfit can be converted into No. 2 Outfit by adding to it a No. 1a Accessory Outfit. No. 2a Outfit would then convert it into a No. 3 and so on. In this way, no matter with which Outfit you commence, you can build it up by degrees until you possess 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.

As shown in the illustrations, the realism of many models can be increased by the inclusion of the figures, motor vehicles and other items from the Dinky Toys Series; pilots and drivers from the Aeroplane and Motor Car Constructor Outfits : trees and hedges from the Hornby Railway Series ; Meccano sacks, cable drums, etc. These items are not included in any of the Outfits. A Clockwork Motor is included in Outfits 7a, 8, 9 and 10 only, and an Electric Motor in Outfits 9a and 10 only.

ELECTRIC LIGHTING OF MECCANO MODELS

It is great fun to illuminate your Meccano models by electric light, and a special Meccano Lighting Set can

be obtained from your dealer for this purpose. This consists of two spot lights with plain and coloured imitation glass discs, one stand lamp, two special brackets, and two pea lamps, operated from a 4-volt flashlamp battery (not included in the Set). The stand lamp is used for decorative purposes, and the spot lights can be used as headlamps, floodlights on cranes, and in countless other ways.

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, Chemistry, Bridges, Cranes and Aeroplanes, and special sections dealing with the latest Engineering, Aviation, Shipping and Road and Track News. Other pages deal with Stamp Collecting, and Books of interest to boys; and a feature of outstanding interest is the section devoted to short articles from readers.

The "Meccano Magazine" is the finest of all papers for boys who are interested in the wonderful things going on in the world around them. It is published on the first of each month. If you are not already a reader write to the Editor for full particulars, or order a copy from your Meccano dealer, or from any news-

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. There are nearly 200 active clubs in Great Britain, and nearly 100 in countries overseas, each with 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.

Recruiting Medallions are awarded to members who are successful in securing recruits for the Guild, and good work on behalf of Meccano clubs, or of the Guild generally, is recognised by the presentation of special Merit Medallions. Full particulars of both these awards will be sent post free on request.

MECCANO SERVICE

The service of Meccano does not end with selling an Outfit and an Instruction Manual. 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 every day hundreds of letters from boys in all parts of the world, and each of these is answered personally by one of our staff of experts. Whatever your problem may be, write to us about it.

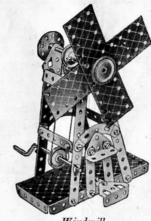


HOW TO COMMENCE THE FUN

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. This wonderful process can be repeated indefinitely, for there is no end to the number of Meccano models that can be built. Another point is that models built with Meccano are real engineering structures in miniature, and the keen model-builder has wonderful opportunities for learning the working of machines and mechanisms of all kinds. So he acquires practical engineering knowledge without special study.

It is so simple to build Meccano models that operations can be started as soon as the first Outfit is opened. Different boys build in different ways, but in the end they all reach the same splendid results. The following hints are given with the object of showing boys who are just commencing the wonderful Meccano hobby how to obtain the greatest possible fun.



THE IMPORTANCE OF "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 very easily by pushing through the holes a long Rod before the Bolts holding the various parts are tightened up.

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, meanwhile, being held with a spanner. This method of using a second Nut is known as lock-nutting, and it is employed in a large number of Meccano models.

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

A FEW USEFUL HINTS

Floating

Crane

It will be noticed that with each model shown in this Manual 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 on 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 Manual, 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 1 apart, so that by counting two holes to the inch the size of any part can be found at once. For instance, Part No. 2 is listed as a 51" Perforated Strip, so you look in your Outfit for a Strip with eleven holes. Similarly No. 192 is a $5\frac{1}{2}$ " × $2\frac{1}{2}$ " Flexible Plate, so you look for a Flexible Plate eleven holes in length and five 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 smaller models a 5½"×2½" 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.

MOTORS AND GEARING

Models can be operated by means of either Meccano Clockwork or Electric Motors.

The Clockwork Motors have the advantage of being self-contained and extremely simple. If only a small amount of power is needed, the model may be driven direct from the driving spindle of the Motor or through a belt running over two pulleys of the same size, giving what is described as a 1:1 (one-to-one) ratio. Greater power can be obtained by a reduction in the speed of the drive, which can be produced in a simple manner by connecting a small pulley on the Motor to a larger pulley by means of a belt. Thus if a I" Pulley is made to drive a 3" Pulley, a reduction ratio of approximately 1:3 is obtained. This means that the driven shaft will take about three times the load that the driving shaft would handle, but will rotate at only one-third of the speed. Rubber bands are better than Cord for driving belts for most purposes.

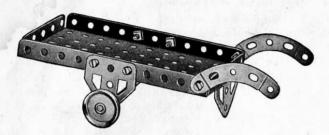
The Electric Motors have the advantage of giving long continuous runs. Their speed is much higher than that of the Clockwork Motors, and this makes it possible to employ higher reduction ratios and thus obtain greater power.

With the larger Outfits, belt drive can be replaced with advantage by gearing. To operate a slowmoving model demanding great power, such as a traction engine, gears that will provide a considerable reduction must be used. For example, a Worm meshed with a 1" Pinion will give a 1:19 reduction; while a Worm meshed with a 57-teeth Gear will give a 1:57 reduction.



These Models can be built with MECCANO No. O Outfit

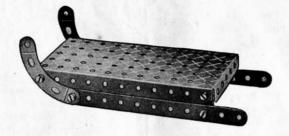
O.1 HAND CART



Parts required

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

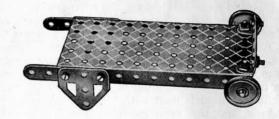
O.2 SLEDGE



Parts required

2 of No. 2	8 of No. 37	2 of No. 90
2 " " 10	8 of No. 37 1 ,, 52	

O.3 FLAT TRUCK



Parts required

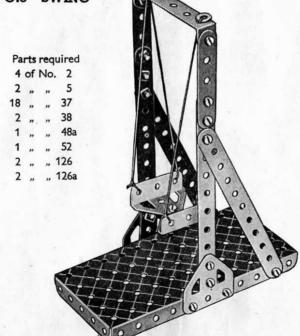
2 of No. 5	2 of No. 22	1 of No. 90a
2 " " 12	8 " " 37	2 " "126a
1 , , 16	8 ,, 37	2 " "155a

O.4 DOCKSIDE CRANE

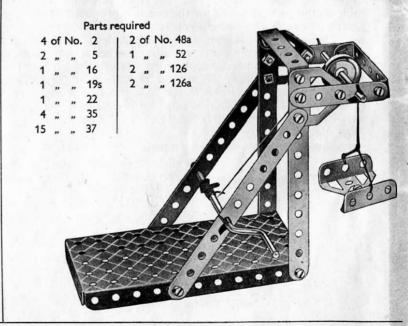


Parts required
4 of No. 2
2 " " 5
3 " 12
1 " " 17
1 " " 19s
1 " " 22
1 " 24
2 " 35
18 " 37
2 " 37a
2 " 38
2 " 48a
1 " 52
2 " 90a
2 " 111c
2 " 126a

O.5 SWING



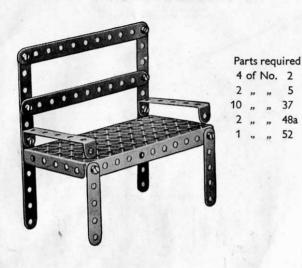
O.6 ELEVATOR



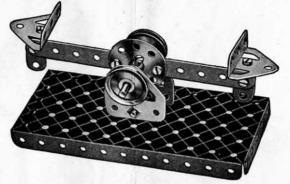
126a

" 155a

O.7 GARDEN SEAT



O.8 COUNTER SCALES

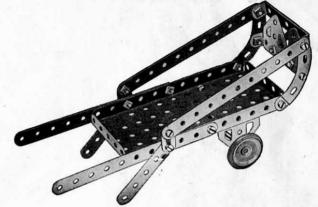


Parts required

1	of	No.	2	1 2	of	No.	22	1	1	of	No	. 52
2	,,	,,	10	1 9	,,	,,	24		2			126
4	,,	,,	12	9	,,	,,	37		2	,,	7	126
1	,,	,,	17	2	,,,	,,	38			185		

37 52

O.9 COSTER'S BARROW

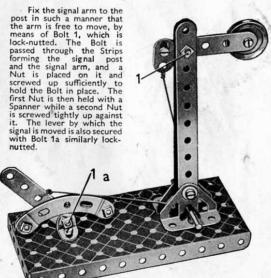


Parts required

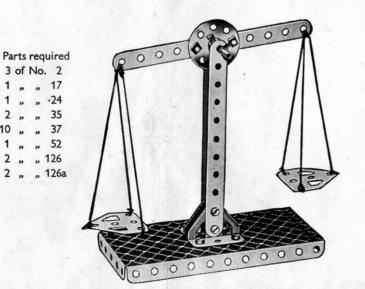
. 90a
126
126a
126 126a 155a

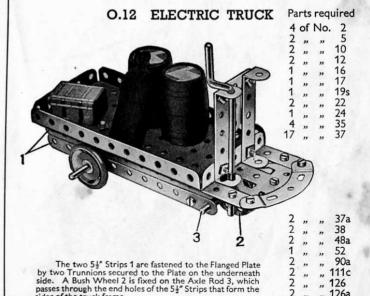
O.10 SIGNAL





O.11 SCALES



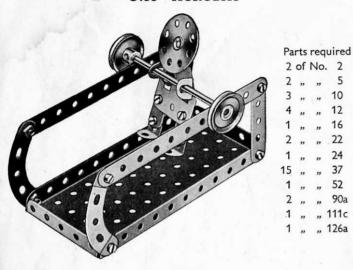


sides of the truck frame.

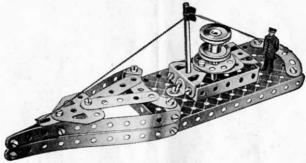
These Models can be built with MECCANO No. O Outfit

O.13 ACROBAT

16



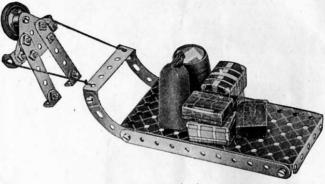
O.14 BATTLESHIP



Parts required

4 of No. 2	1 2 of No. 22	1 of No. 52
2 " " 5	1 ,, ,, 24	2 " " 90a
3 ., ,, 10	3 " " 35	1 ,, ,, 1110
4 " " 12	18 " " 37	2 " " 126
1 " " 16	1 " 37a	2 " " 126а
1 " " 17	2 " " 48a	

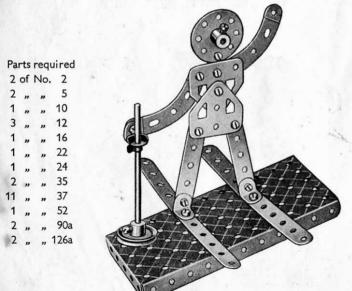
O.15 ESKIMO BOY AND SLEDGE



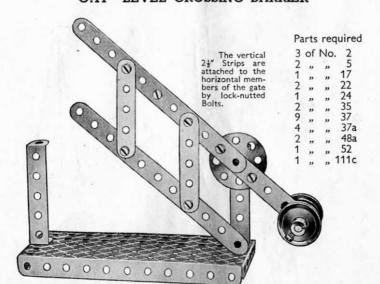
Parts required

2	of	No.	2	1 1	of	No.	22	2	of	No	. 90
2	,,	,,	5	14	,,	,,	37	1	,,	,,	111
2	,,	,,	10	1	,,	,,	48a	1	,,	,,	126
4	,,	,,	12	1	,,	,,	22 37 48a 52	1	,,	,,	155

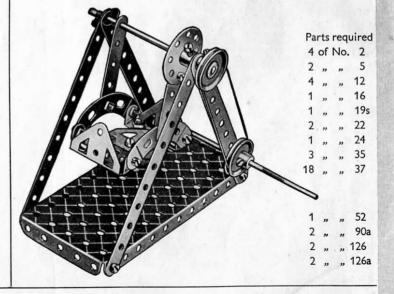
O.16 SKIER



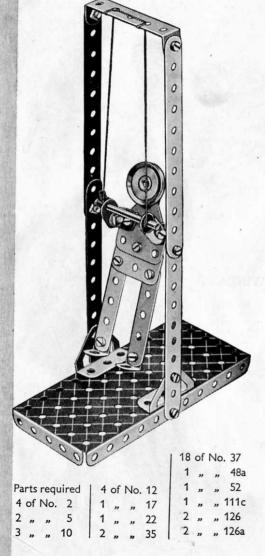
O.17 LEVEL CROSSING BARRIER

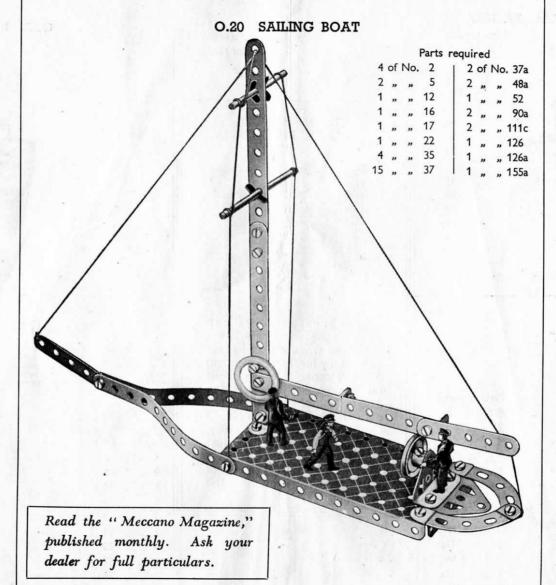


O.18 SWING-BOAT

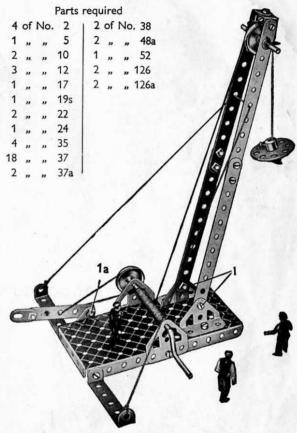


O.19 TRAPEZE ARTIST



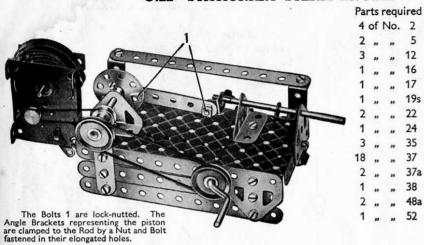


O.21 DERRICK CRANE



The construction of the model is commenced by bolting the Trunnions and Flat Trunnions that support the jib and Crank Handle respectively to the $5\frac{1}{2}$ " $\times 2\frac{1}{2}$ " Flanged 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 extended by a Flat Bracket and is fastened to a second Flat Bracket bolted to the Flanged Plate, by means of a Bolt 1a, the Nut of which is left sufficiently loose to allow the Strip to move. A length of Cord is fastened to the lever and then passed round the 1" Pulley on the Crank Handle.

STATIONARY STEAM ENGINE

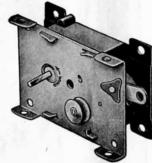


O.24 MERRY-GO-ROUND

2 of No. 126 2 " "126a Magic Motor

Parts required 3 of No. 2

THE MECCANO MAGIC MOTOR

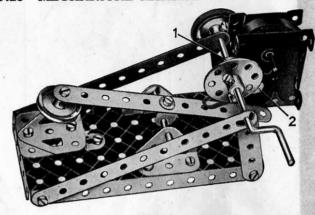


The greatest thrill in Meccano model-building is experienced when a model is set to work by means of a Meccano Magic Motor. The illustrations on this page show how the Magic Motor can be fitted without any difficulty to No. O Outfit models of various types. Fit the model you have just built with one of these wonderful Motors, and enjoy the fun of watching it work just like the real thing!

2 of No. 111c ' 2 " "126 2 " "126a Magic Motor

1 of No. 52 2 " " 126a

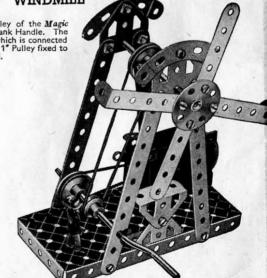
O.23 MECHANICAL HAMMER

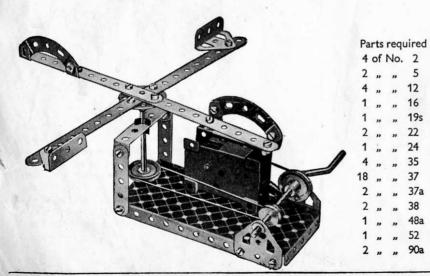


The ½" fast Pulley 1 is driven from the pulley 2 on the Magic Motor by the Driving Band supplied

O.25 WINDMILL

A Driving Band connects the pulley of the *Magic* Motor to a 1" Pulley fastened on the Crank Handle. The Crank Handle carries also a ‡" Pulley, which is connected by a second Driving Band with a further 1" Pulley fixed to the Rod on which the sails are mounted.





Parts required 4 of No. 2

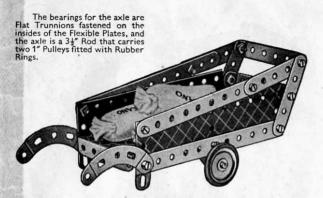
1 of No. 10

., 111c " 126 " 126a " 155a

Magic Motor

Magic Motor

1.1 PORTER'S TRUCK



Parts required 4 of No. 2 4 " " 5 2 " " 10 1 " " 16 2 " " 22 14 " " 37 2 " " 38 2 " " 48a 1 " " 52

2 " " 126a 2 " " 155a 2 " " 189

1.3 WINDMILL	Pa
A	4
	4
	1
CONTRACTOR ASSESSMENT	4
0 5	1
	1
A O CONTRACTOR	4
	1
	3
	24
	4
	1
	2
	1
200	2
2000	2
	2
	1
	2
The sai on the 3 ½" Pulley (with at the from 1" Pulley (with the sails. The pressed aga	Is are gripped Rod by the 1" Rubber Ring) t and another the back of ne Pulleys are inst the faces and locked on
of the sails a	ind locked on

the Rod.

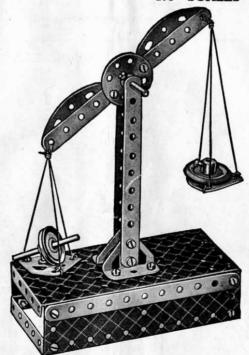
Parts required
4 of No. 2
4 "" 5
1 "" 10
4 "" 12
1 "" 16
1 "" 19
4 "" 22
1 "" 24
3 "" 35
24 "" 37
4 "" 38
1 "" 40
2 "" 48a
1 "" 52
2 "" 90a
2 "" 126a
1 "" 155a
2 "" 189

1.2 BATTLESHIP

Parts required

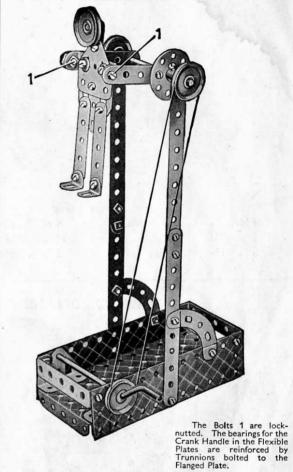
4 of No. 2	1 of No. 17	1 4 of No. 37a	4 of No. 111c
4 " " 5	4 ,, ,, 22	2 ,, ,, 38	1 ,, ,, 125
8 " " 12	3 ,, ,, 35	2 ,, ,, 48a	2 , , 126 2 , , 126a
1 " " 16	24 " " 37	2 " " 90a	

1.4 SCALES



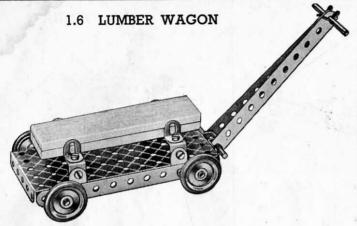
Parts required
4 of No. 2
2 " " 5
2 " " 17
2 " 24
19 " 37
1 " 38
1 " 40
2 " 48a
1 " 52
2 " 90a
1 " 111c
2 " 126a
1 " 155a
2 " 189

1.5 GYMNAST



Parts required

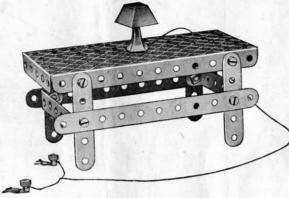
							1-11-0	
4	of	No.	2	1 1	of	No	. 24	1 1 of No. 52
4	"	,,	5	2	,,	,,	35	2 " " 90a
1	,,	,,	10	24	,,	,,	37	4 " "111c
4	,,	,,	12	5	,,	,,	37a	2 " " 126
1	,,	,,	16	4	,,	,,	38	2 " " 126a
1	,,	,,	19s	1	,,	,,	40	2 " " 189
4	,,	,,	22	2	,,	,,	48a	



Parts required

4 of No. 2	2 of No. 16	4 of No. 35	1 of No. 52
4 " " 10	2 " " 17	14 " " 37	4 " "155a
/ 12	1 22	2 40-	

1.7 TABLE

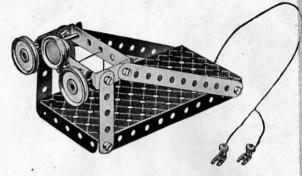


Parts required

		The state of the s	
2 of No.	2 1	8 of No. 37	1 of No. 52
4	5	2 48a	

The model is shown with a Stand Lamp from a Meccano Lighting Set.

1.8 BUFFER STOPS

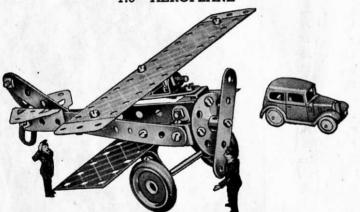


Parts required

20	f	No.	2	-1	2	of	No	. 17	1	9	of	No	37
2 ,	,	,,	5	1 100	2	,,	,,	22		2	,,	,,	48
3 ,	,	,,	10		4	,,	,,	35	1	1	,,	,,	52

The model is fitted with a Spotlight from a Meccano Lighting Set.

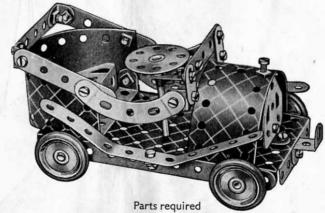
1.9 AEROPLANE



Parts required

2 of No. 2	1 of No. 17	2 of No. 37a	2 of No. 126
3 " " 5	2 " " 22	1 " " 38	2 " "126a
4 " " 10	1 ,, ,, 24	3 " "111c	2 " "155a
8 " " 12	17 " " 37	1 " " 125	2 " "189

1.10 "KIDDIE KAR"



4	of	No.	2	- 1	1	of	No.	17	1 3	of	No. 37a	, 1	of N	Vo.	125
4	۱ "	,,	5		4	,,	,,	22	2	,,	" 48a	2			126
7	, ,,	"	10		1	"	"	35	2	"	" 52 " 90a	4	"		126a 155a
2		,,	16	1	24	,,	,,	37	1 2	.,	" 111c	2	,,	,,	189

Two Trunnions overlapped one hole, and fastened to the Flanged Plate by an Angle Bracket, form the seat.

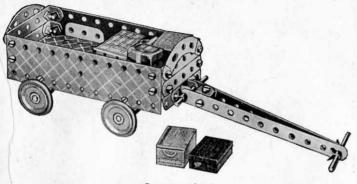
1.11 WATCH STAND

Parts required
4 of No. 2
2 " " 12
19 " " 37
1 " " 38
1 " " 52
1 " " 57c
2 " " 90a
1 " " 126
2 " " 126a



A good example of the use of the Meccano Lighting Set.

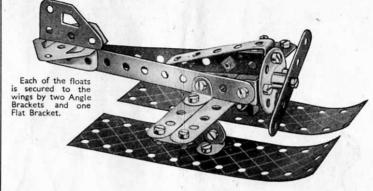
1.12 BAGGAGE TRUCK



Parts required

2	of	No.	2	1 4	of	No	. 35	1 2 0	of No	. 90a
2	,,	"	5	24	,,	,,	37	1	,, ,,	111c
8	,,	,,	12	1	,,	,,	37a	2	,, ,,	126
2	,,	,,	16	2	,,	,,	38	2	,, ,,	126a
2	,,	,,	17	2	,,	,,	48a	4	,, ,,	155a
4	. ,,	,,	22	1 1	,,	,,	52	2	,, ,,	189

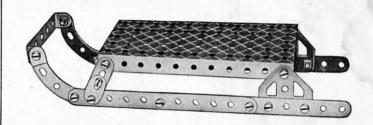
1.13 RACING SEAPLANE



Parts required

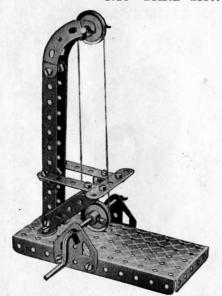
3	of	No.	2	1 1	of	No.	24	1 20	of N	No.	1110
3	,,	,,	5	19	,,	,,	37	2	,,	,,	126
4	,,	,,	10	1	,,	,,	37a	1	,,	,,	126
8	,,	,,	12	1 1	,,	,,	48a	2	,,	,,	189

1.14 SLEDGE



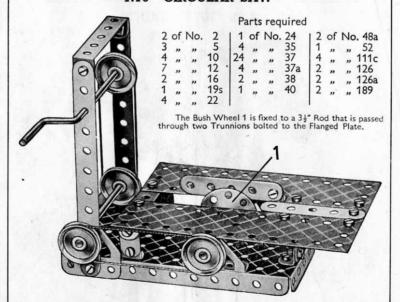
	Parts required .	
4 of No. 2	1 of No. 48a	2 of No. 126a
4 " " 10	1 " " 52	
20 27	2 00-	

1.15 BAND SAW

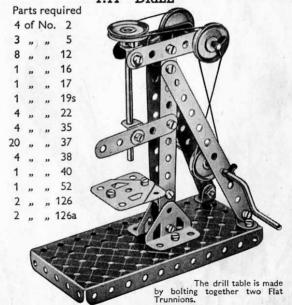


Parts required 2 of No. 2 4 ,, 5 6 ,, 12 1 7 1 7 1 ,, 19s 2 ,, 22 4 ,, 35 19 ,, 37 1 ,, 40 1 ,, 52 2 ,, 90a 2 ,, 126a

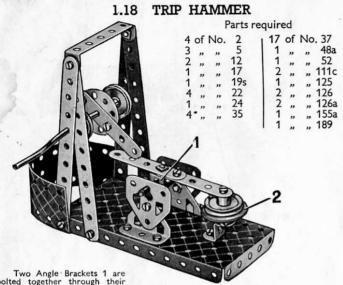
1.16 CIRCULAR SAW

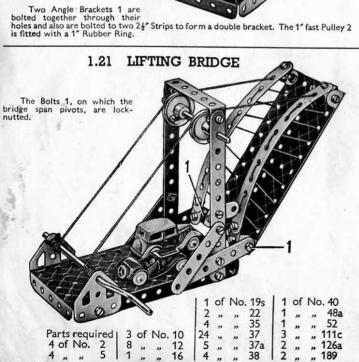


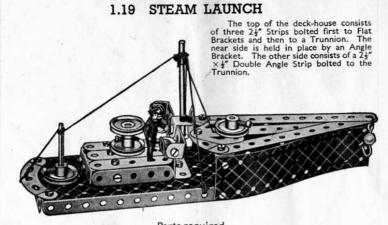
1.17 DRILL

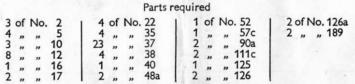


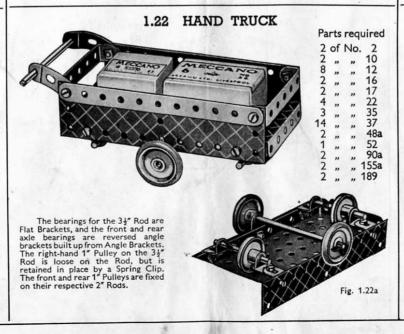
These Models can be built with MECCANO No. 1 Outfit



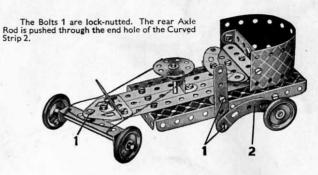






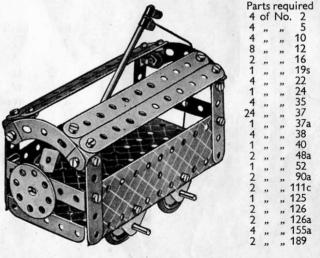


1.20 COASTER



	Parts_required	
3 of No. 2	1 of No. 35	2 of No. 90a
4 " " 5	20 ,, 37	2 " " 111c
5 " " 12	4 ,, 37a	1 " " 125
2 " " 16	4 ,, 38	2 " " 126
1 " " 17	1 ,, 40	2 " " 126a
4 " " 22	2 ,, 48a	4 " " 155a
1 " " 24	1 ,, 52	1 " " 189

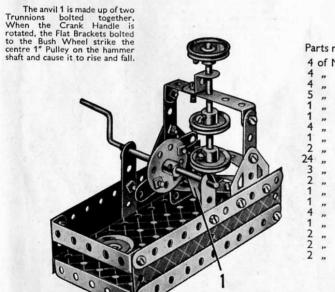
1.23 TROLLEY BUS



The Reversed Angle Bracket that holds the trolley is fixed in position by a Bolt passed through the slot in the Bracket, then through two Washers, and into the boss of the Bush Wheel.

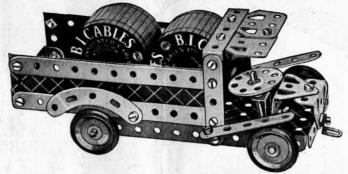
1.24 HAY CART A 5½"×2½" Flanged Plate is used upside down to form the floor of the cart, and two Trunnions are bolted underneath to support the front axle. A Flat Trunnion is bolted between the 5½"×1½" Flexible Plate and the flange of the Flanged Plate at each side to carry Plate at each side, to carry the rear axle. Parts required 2 of No. 17 2 of No.126 2 " "126a

1.27 STAMPING MILL



		uire
OI	No.	
"	"	. 2 5 10
,,	"	10
,,	"	12
"	,,	16
,,	,,	19s 22
,,	,,	22
,,	,,	24 35 37 37a 48a
,,	"	35
"	,,	3/
,,	"	3/a
,,	"	48a
,,	**	52 90a
,,	"	90a
,,		111c
,,	100	125
,,	777	126
,,	,,	126a
,,	,,	189

1.25 MOTOR LORRY



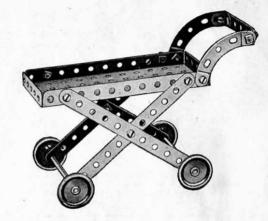
The $2\frac{1}{2}$ " Curved Strips representing the rear mudguards are each fastened to the sides by a $\frac{3}{4}$ " Bolt and Nut, with a Spring Clip between the mudguards and the $5\frac{1}{2}$ " Strip to form a distance piece.

Parts required

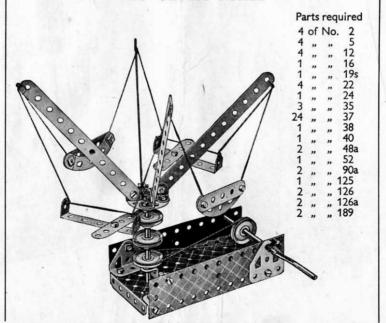
ı	4	of	No.	2	11	of	No	. 17	119	of	No.	37	1	2	of	No	. 90a	1	2	of	No.	126a
	4	,,	,,	5	4	,,	,,	22	4	,,	,,	37a		3	,,	,,	111c		4	,,	,,	155a
	3	,,	,,	12	1	,,	,,	24	2	,,	,,	48a		1	,,	,,	111c 125 126	1	2	,,	,,	189
	2	,,	,,	16	2	,,	,,	35	1	,,	,,	52		2	,,	,,	126	1				



1.26 HOSPITAL TROLLEY

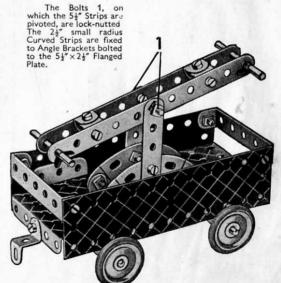


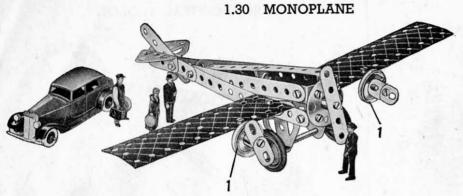
FLYING BOATS



1.29 HAND CAR







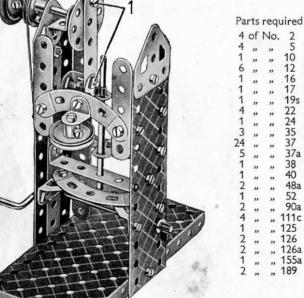
The fast Pulleys 1 are fixed to Angle Brackets fastened to the wing by §" Bolts, which are passed through the Angle Brackets and held in the bosses of the Pulleys. The set screws of the Pulleys hold also a second Bolt on which the propellers are mounted.

Parts required

1.31 FLOATING CRANE

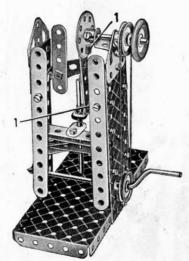
Parts required 2 of No. 90a 3 " "111c 1 " " 125 2 " " 126 17 The Cord 1 passes over the Rod at the jib head and is fastened to the Crank Handle 2. The other Cord 3 passes over a Rod mounted about halfway along the jib, and is secured to Rod 4, which has a 1" Pulley at the other end to form a handle. The Cord tied to the \(\frac{3}{8}\)" Bold in the Trunnions is taken around the \(3\frac{1}{8}\)" Rod journalled above the Crank Handle, and is used for luffing the jib by turning the 1" Pulley at the rear end of the Rod. Two Angle Brackets and a Flat Bracket form the hook on Cord 3.

1.32 POWER PRESS

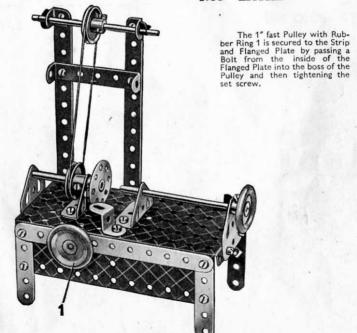


126a 155a

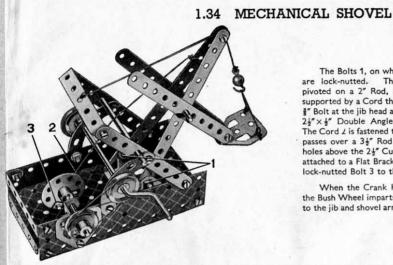
The Bolts 1 are lock-nutted, and the Angle Bracket at the lower end of the 2½" Strip has a 4½" Rod in its elongated hole, where it is held by means of two Spring Clips.



1.33 LATHE



Parts required 4 of No. 2 2 " "126a 2 " "155a 2 " " 189

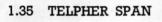


The Bolts 1, on which the jib pivots, are lock-nutted. The shovel arm is pivoted on a 2" Rod, and the shovel is supported by a Cord that passes over the #" Bolt at the jib head and is fastened to a 24"×4" Double Angle Strip as shown. The Cord 2 is fastened to the jib and then passes over a 3½" Rod journalled in the holes above the 24" Curved Strips, and is

> lock-nutted Bolt 3 to the Bush Wheel. When the Crank Handle is rotated, the Bush Wheel imparts a digging motion to the jib and shovel arm.

attached to a Flat Bracket fastened by the

Pa	rts	req	uired 2 5 10 12 16 17 19s 224 35 37 37 37a 38 40 48a 52 57c 90a 111c 125 126 126a 155a 189
4	of	No.	. 2
4	,,	,,	5
1	"	,,	10
2	,,	,,	12
1	,,	"	16
2	,,	,,	1/
1	,,	,,	19s
3	,,	,,	22
1	22	"	24
4	,,	,,	35
24	"	"	3/
4	"	,,	3/a
4	"	"	38
1	"	"	40
2	"	"	48a
1	"	"	52
7	,,	"	5/c
2	"	"	90a
4	,,	"	1110
7	,,	,,	125
2	"	"	126
2	"" "" "" "" "" "" "" "" "" "" "" "" ""	"	126a
1	,,	,,	155a
2	,,	,,	189



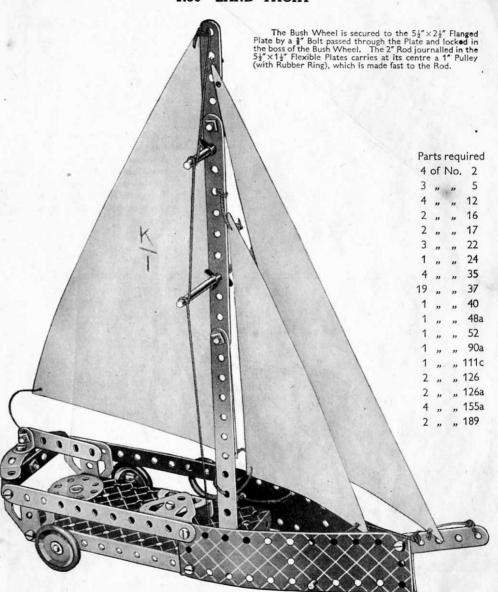
The anchoring piece 1 consists of two Trunnions bolted together, and a hook, which is made of two Angle Brackets fastened to them. A 2" Rod carrying a 1" 1st Pulley is journalled in the Trunnions. The anchoring piece is hooked on a picture rail or other suitable support, and the Cord 2, which can be of any length, is passed round the 1" Pulleys as shown.

When the Crank Handle is rotated, the car moves either backward or forward.

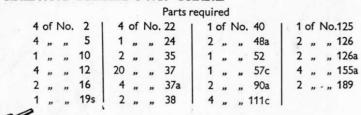


4	of	No.	2	1 4	of	No	. 37a	
4	,,	,,	5	4	,,	,,	38	
2	,,	,,	10	1	,,	,,	40	
6	"	,,	12	2	,,	,,	48a	
2	,,	"	16	- 1	,,	"	52	
1	,,	,,	17	2	,,	,,	90a	
1	,,	,,	19s	4	,,	,,	111c	
4	,,	,,	22	2	,,	,,	126	
1	,,	,,	24	2	,,	,,	126a	
4	"	,,	35	2	,,	,,	189	
24	,,	,,	37					

1.36 LAND YACHT



1.37 RAILWAY BREAKDOWN CRANE



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 §" Bolt is passed through the 5½" × 2½" Flanged Plate, and is secured in the boss of the Bush Wheel by its set screw.

Parts required

4 of No. 2

4 " " 37a

1 " " 52

1 " " 57c

2 " " 90a

1 " "111c

1 " " 125

2 " " 126

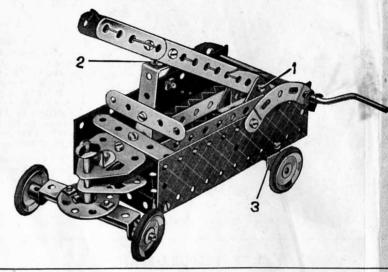
1 " "126a

Parts required

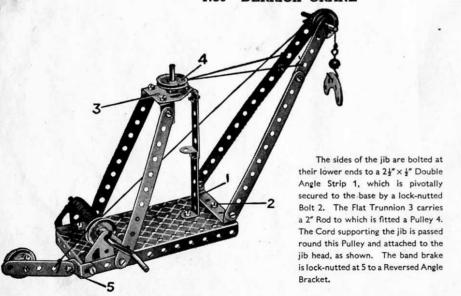
4	of	No.	2	1 2	of	No	. 38
43521	,,	,,	5	1	,,	,,	40
3	,,	,,	10	2	"		48a
5	,,	,,	12	1	,,	,,	52
2	,,	,,	16	2 2	,,	,,	90a
	,,	,,	17	2	,,	,,	111c
1	,,	,,	19s	1	,,	,,	125
4	,,	.,	22	2	,,	,,	126
1	,,	,,	24	2 2 4	,,	,,	126a
4	,,	,,	35		,,	,,	155a
24	,,	,,	37	2	,,	,,	189
4	,,	,,	37a				

Bolts 1 are lock-nutted. The sides of the ladder are held together by two Angle Brackets 2, which are botted together to form a double bracket. The rear axle bearings 3 are Flat Brackets bolted inside the flange of the Flanged Plate. The Cord from the Crank Handle is tied in the fourth hole up the ladder so that when the Handle is turned it causes the ladder to lift.

1.38 FIRE-ENGINE



1.39 DERRICK CRANE



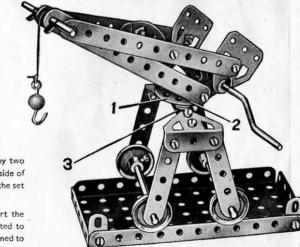
Parts required

4	of	No.	2	1 20	of	No.	37
4	,,	,,	5		,,		38
4	,,	,,	10	1	,,		40
2	,,	,,	12	1	,,	,,	48a
2	"	,,	16	1	,,	,,	52
1	,,	,,	17	1	,,	,,	57c
1	,,	,,	19s	2	,,	,,	90a
- 4	,,	,,	22	1	,,	"	111c
1	"	,,	24	2	,,	" '	126
4	,,	"	35	2	,,	" '	126a

The sides of the jib are secured to the Bush Wheel 1 by two Angle Brackets 2. A § 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.

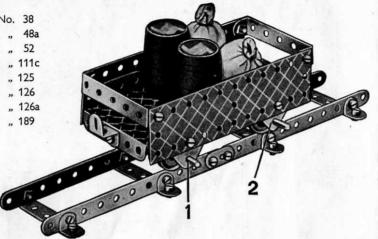
The Flat Trunnions at the lower end of the jib support the Crank Handle, which also passes through Flat Brackets bolted to the Angle Brackets 2 on the Bush Wheel 1. The Cord is fastened to the Crank Handle, and passes over the 2" Rod at the jib head.

1.40 TRAVELLING CRANE



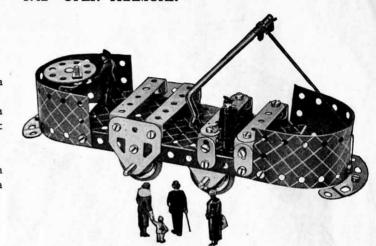
1.41 RAILWAY TRUCK

The axle bearings 1 are Flat Trunnions, and Trunnions are used for the bearings 2, which fit underneath the Flanged Plate in the manner shown in the underneath view of the model Side Tipping Wagon (1.46).



1.42 OPEN TRAMCAR

Parts required 2 of No. 5 | 1 of No. 40



1.43 PITHEAD GEAR

Parts required

						9.70			
4	of	No.	2		4	of	No	. 38	
4	"	,,,	5		1	,,	,,	40	
4	,,	,,	10	167	2	,,	,,	48a	
2	,,	,,	12		1	,,	,,	52	
1	,,	,,	16		1	,,	,,	90a	
1	,,	,,	19s		4	,,	,,	111c	
4	,,	,,	22	1,	2	,,	,,	126	
4	,,	"	35		2	,,	,,	126a	
20	,,	,,	37		2	,,	,,	189	
4	"	,,	37a						

A Cord is taken from each side of the lift cage over the 1º 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.

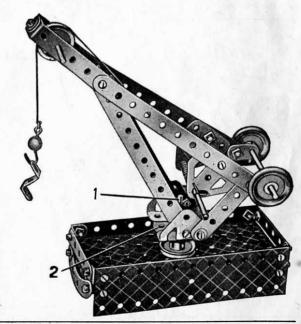
1.44 DOCKSIDE CRANE

Parts required

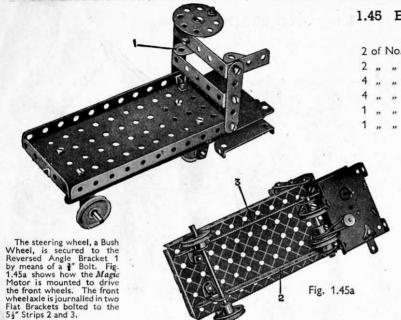
			Lairs	requi	16	· U		
4	of	No.	2	1	4	of	No	. 38
4	,,	.,	5		1	,,	,,	40
2	,,	,,	10		2	,,	,,	48a
4	,,	,,	12		1	,,	,,	52
1	,,	,,	16		1	,,	,,	57c
2	,,	,,	17		2	,,	,,	90a
1	,,	,,	19s		4	,,	,,	111c
4	,,	,,	22		1	,,	,,	125
1	,,	,,	24		2	,,		126
4	"	"	35	1 8	2	,,	,,	126a
24	"	,,	37		2	,,	,,	155a
4	,,	,,	37a	1	2	,,	"	189

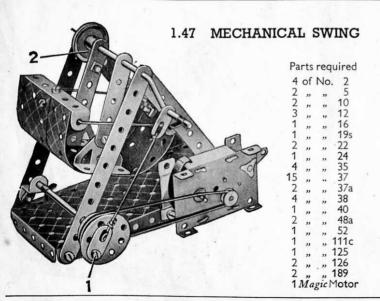
The Rod 1 passes through the bosses of the Bush Wheel 2 and the 1" Pulley, and is held in position by a Spring Clip underneath the Flanged Plate. The set screw of the Bush Wheel 2 is tightened on the Rod.

The $5\frac{1}{4}$ " Strips that form the jib are extended at the head by $2\frac{1}{4}$ " $\times \frac{1}{4}$ " Double Angle Strips, in which a 2" Rod is journalled.









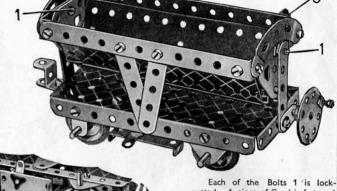
1.45 ELECTRIC TRUCK

			Parts	require	ed		
	of	No.	2	4	of	No.	22
	,,	,,	5	1	,,	,,	24
+	,,	,,	10	18	,,	,,	37
1	,,	,,	12	2	"	,,	48
	,,	,,	16	1	,,	,,	52
	,,	,,	17	1	,,	,,	111
				4.0			

1 ., ,, 126 1 Magic Motor

1.46 SIDE TIPPING WAGON

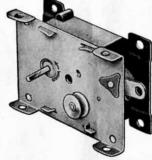
			Par	ts required
3 4 4 7 2 1 4 1 24 4 3 2 1	" " "	No. " " " " " " " " "	2 5 10 12 16 17 22 24 37 37a 38a 48a	2 of No. 90a 4 " " 111c 1 " " 125 2 " " 126 2 " 126a 4 " 155a 2 " 189 1 Magic Motor



nutted. A piece of Cord is fastened to the Rod 2 (Fig. 1.46a) 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.

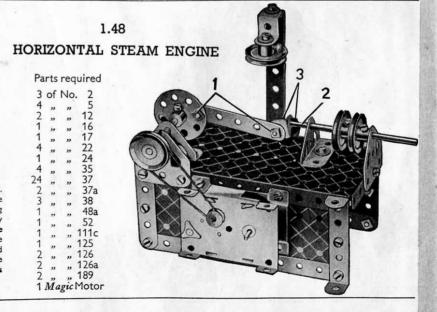
THE MECCANO MAGIC MOTOR



The greatest thrill in Meccano model-building is experienced when a model is set to work by means of a Meccano Magic Motor. The illustrations on this page show how the Magic Motor can be fitted without any difficulty to No. 1 Outfit models of various types. Fit the model you have just built with one of these wonderful Motors, and enjoy the fun of watching it work just like the real thing ! work just like the real thing!

The left-hand 21" Strip that supports the swing is connected to the Crank Handle by passing the set screw of the 1" Pulley Wheel 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 locknuts.

The Bolts 1 are lock-nutted. The Rod 2 is secured to an Angle Bracket by means of two Spring Clips 3. The model is driven by a Magic Motor bolted to the 5½"×2½" Flanged Plate. The pulley of the Motor is connected to a 1" fast Pulley on the crankshaft of the engine by a Driving Band.



MECCANO MOTORS FOR OPERATING MECCANO MODELS-

If you want to obtain the fullest enjoyment from the Meccano hobby you should operate your models by means of one of the Meccano Motors described on this page. You push over the control lever of the clockwork or electric Motor and immediately your Crane,

Motor Car, Ship Coaler or Windmill commences to work in exactly the same manner as its prototype in real life.

Each Motor is pierced with the standard Meccano equidistant holes.

MECCANO CLOCKWORK MOTORS

These are the finest clockwork motors obtainable for model driving. They have exceptional power and length of run and their gears are cut with such precision as to make them perfectly smooth and steady in operation.

Meccano Clockwork Motors are specially suitable for small models built with a limited range of parts. They are extremely simple to operate and have the advantage of being self contained.

THE MECCANO MAGIC MOTOR



The Meccano Magic Motor is well designed and strongly constructed, and is fitted with a powerful spring giving a long and steady run. It is non-reversing. Each Motor is supplied with a separate ‡ fast Pulley and three pairs of Driving Bands of different lengths.

A Magic Motor is the best power unit for driving small models built from Outfits Nos. O to 5. The larger Clockwork Motors, No. 1, No. 1a and No. 2, and the various Electric Motors, are more suitable for driving heavier models_built from the larger Outfits.



No. 1 Clockwork Motor

This strongly built and efficient Motor is fitted with a powerful spring that gives a long and steady run, and is exceptionally smooth in action. The Motor is provided with a conveniently-placed brake lever by means of which it can be started and stopped. The Motor is of the non-reversing type.



No. 2 Clockwork Motor.

No. la Clockwork Motor

This Motor is more powerful than the No.1 Motor and is fitted with reversing motion. It has brake and reverse levers.

No. 2 Clockwork Motor

This is a Motor of super quality. Brake and reverse levers enable it to be started, stopped or reversed, as required.

MECCANO ELECTRIC MOTORS

The Meccano Electric Motors shown here have been designed specially to provide smooth-running power units for the operation of Meccano models.

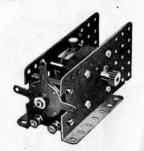


No. El Electric Motor (6 volt)

This Motor (non-reversing) will give excellent service. It is operated through a Meccano T6A, T6 or T6M Transformer from alternating current mains, or from a 6-volt accumulator.

No. E120 Electric Motor (20 volt)

The E120 Electric Motor is operated through a Meccano T20A, T20, or T20M Transformer from alternating current supply mains. Non-reversing.



No. E6 Electric Motor (6 volt)

This fine Motor is fitted with reversing motion and provided with stopping and starting controls. It can be operated through a Meccano T6A, T6 or T6M Transformer from the mains (alternating current) or from a 6-volt accumulator.

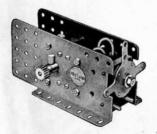


No. EO6 Electric Motor (6 volt)

This strongly-built non-reversing Motor of the all-enclosed type will drive all the models built from Outfits up to No. 5, and also some of the lighter models built from Outfits 6 to 8. It can be operated through a Meccano T6A, T6 or T6M Transformer from the mains, providing the supply is alternating current, or from a 6-volt accumulator.

No. EO20 Electric Motor (20 volt)

The EO20 is a powerful non-reversing Motor of similar construction to the EO6 Motor Illustrated above. It is designed to work from alternating current mains supply through a Meccano T20A, T20 or T20M Transformer.



No. E20b Electric Motor (20 volt)

This 20-volt Electric Motor is an extremely efficient power unit, fitted with reversing motion and provided with stopping and starting controls. It is operated through a Meccano T20A, T20 or T20M Transformer from alternating current supply mains.

MECCANO TRANSFORMERS

There are six Transformers in the series, as described below, all of which are available for the following A.C. supplies:—100/110 volts, 50 cycles; 200/225 volts, 50 cycles; 225/250 volts, 50 cycles. Any of the Transformers can be specially wound for supplies other than these at a small extra charge. When ordering a Transformer the voltage and frequency of the supply must always be stated.



No. T20A Transformer



No. T6 Transformer

FOR 20-volt ELECTRIC MOTORS

No. T20A TRANSFORMER (Output 35 VA at 20/3½ volts). Has two separate circuits at 20 volts, one of which is controlled by a 5-stud speed regulator, and a third circuit at 3½ volts for lighting up to 14 lamps.

No. T20 TRANSFORMER (Output 20 VA at 20-volts). Has one 20-volt circuit controlled by a 5-stud speed regulator.

No. T20M TRANSFORMER (Output 20 VA at 20-volts). This Transformer is provided with one 20-volt circuit, but is not fitted with speed regulator.

FOR 6-volt ELECTRIC MOTORS

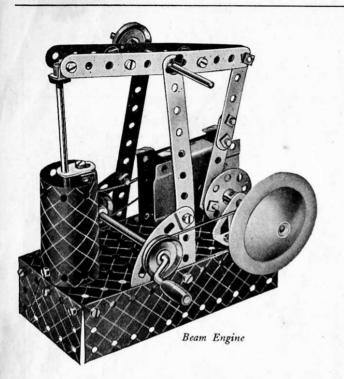
No. T6A TRANSFORMER (Output 40 VA at 9/3½ volts). Has two separate circuits at 9-volts, one of which is controlled by a 5-stud speed regulator, and a third circuit at 3½ volts for lighting up to 18 lamps.

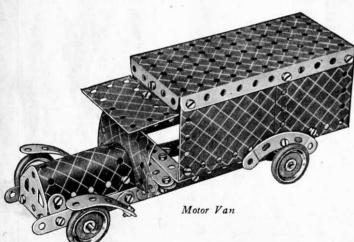
No. T6 TRANSFORMER (Output 25 VA at 9 volts). Has one 9-volt circuit and is fitted with a 5-stud speed regulator.

No. T6M TRANSFORMER (Output 25 VA at 9 volts). Has one 9-volt circuit, but is not fitted with a speed regulator.

Resistance Controllers

By means of these Controllers the speed of Meccano 6-volt and 20-volt Motors can be regulated exactly as desired.

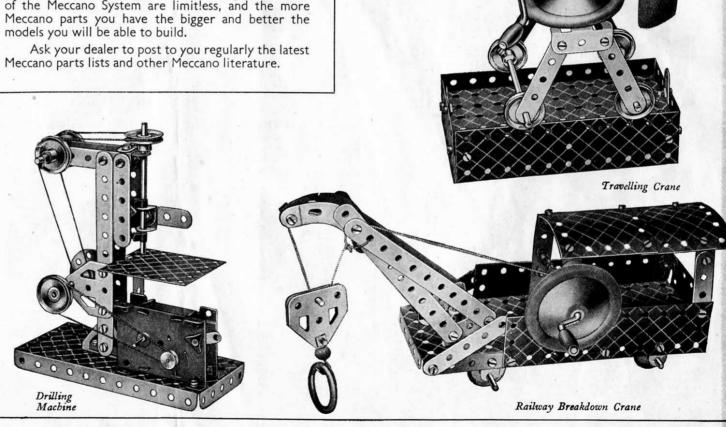


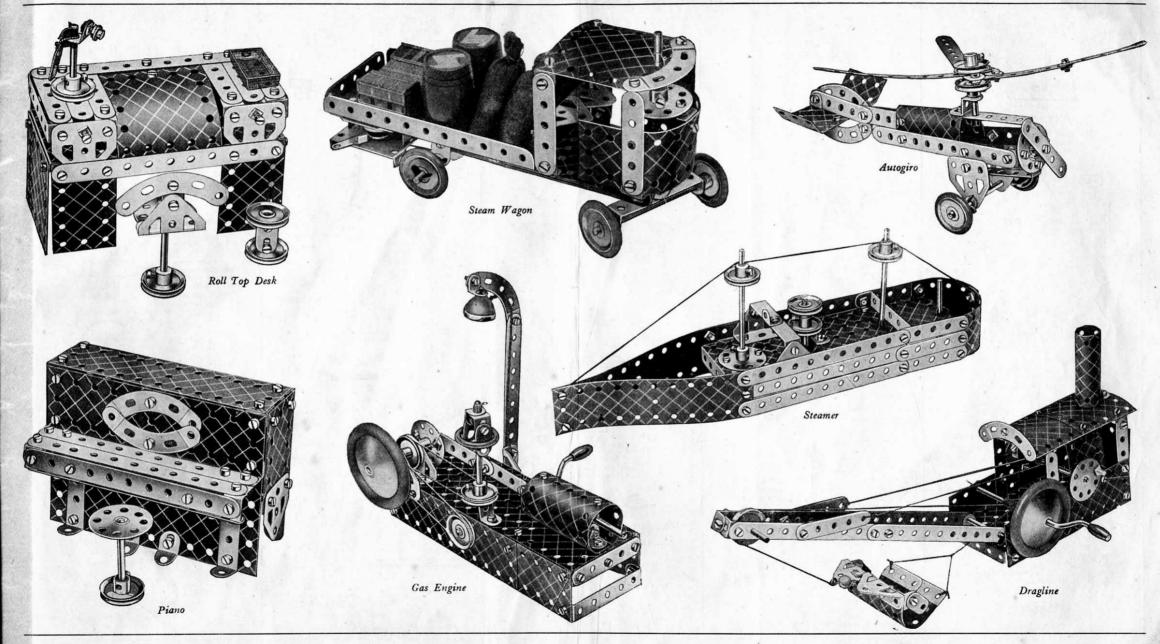


BUILD BIGGER AND BETTER MODELS

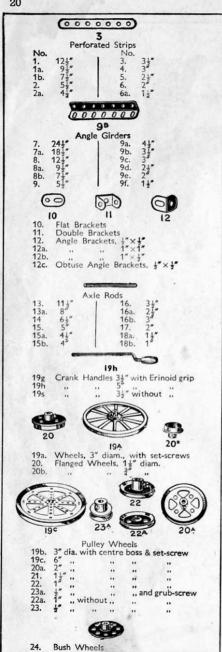
When you have built all the models shown in this Manual you will be keen to build bigger and more elaborate models. Your next step is to purchase a Meccano No. Ia Accessory Outfit containing all the parts required to convert your No. I into a No. 2 Outfit. You will then be able to build the full range of No. 2 Outfit models, a selection of which is illustrated on this page and opposite.

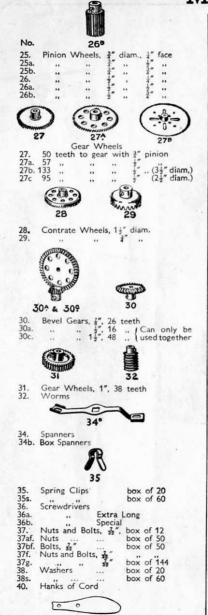
If you prefer to do so, you can build up and develop your Outfit quite easily by adding various parts to it from time to time. The model-building possibilities of the Meccano System are limitless, and the more



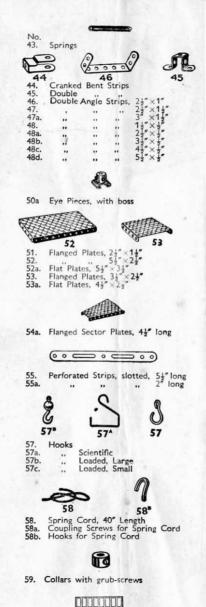


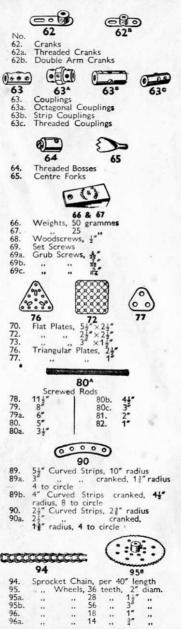
MECCANO PARTS

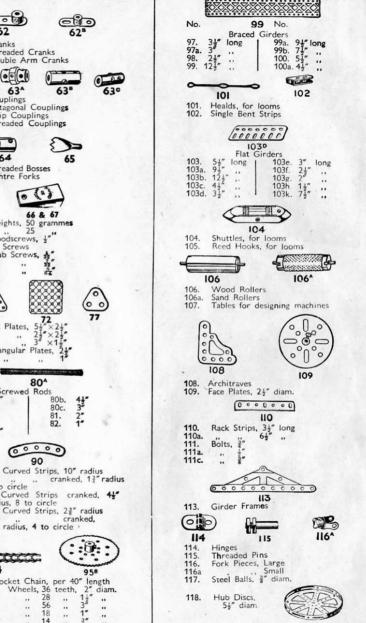




41. Propeller Blades

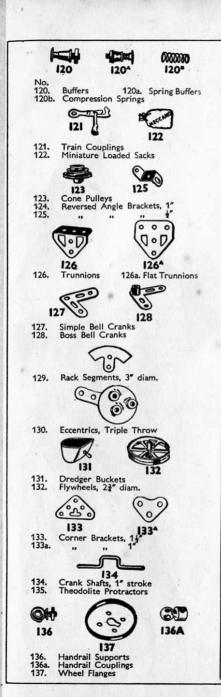






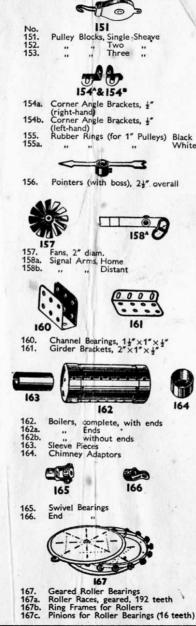
61. Windmill Sails

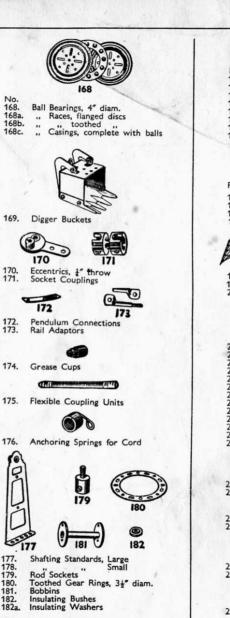
MECCANO PARTS











184c. 6-volt Lamps

184d. 10 .. 184e. 20 ..

168b.

168c.

170. 171.

178. 179.

180.

181.

Lamp Holders

184a. 2½-volt Lamps 184b. 3‡ ...



