

INSTRUCTIONS

Read through the instructions carefully before starting your model. First cut out the card shapes with a craft knife or scissors. The model you are making as a card structure onto which the matches are glued using a PVA adhesive. The ruled areas show where to glue the matches and in which direction they should run. Before gluing, score dotted lines with the back of a knife or blunt instrument. Fold along dotted line then flatten out again before applying matches.

When gluing the matches spread a small amount of glue along the edge of the card and lay a line of matches parallel to the guide lines. Press the matches firmly together and stagger the joints for strength as you build up rows of matches until the whole area is covered.

Use the safety cutter to cut matches to exact lengths or trim off any overhands with a craft knife. Do not throw away any offcuts as these can be used to fill in gaps and small areas.

Do not glue matches together at dotted lines, glued to card only as this is where the section will need to fold.

Unless otherwise instructed, when matches are glued to both sides of the card shape they should run in opposite directions. This should give the structure strength and prevent bending. Always allow the first side to dry before applying matches to the opposite side.

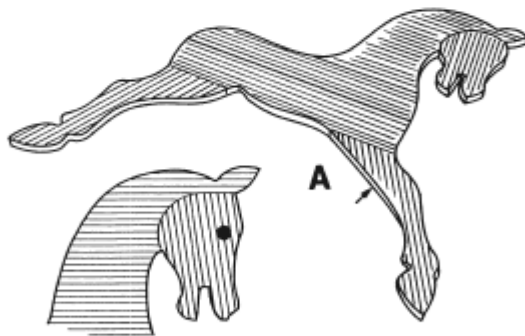
When a section has been glued it is best to place it under a heavy object to keep it flat while the glue dries (e.g. an old book or telephone directory).

When a section is dry, rub down rough surfaces and edges with sandpaper. Additional PVA glue and sandpaper can be obtained from D.I.Y Stores.

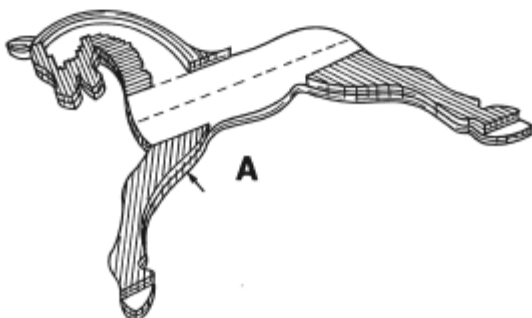
Once the model is finished a coat of varnish can be added if you wish to improve its appearance.

SECTION A- RIGHT SIDE OF BODY

Glue two layers of matches to ruled side of section A. On the second layer arrange the matches for the head as shown below. Trim edges and sand down when dry. It is also advisable to sand down between layers.



Turn section A over and glue two layers of matches to the reverse side as indicated in the diagram below, except the ear which has only one layer. It is not necessary for the head section to be made up of solid matches. Trim edges and sand down when dry. Shape and round off the legs and ear only at this stage. The body, neck and head are left until later.



SECTION B- LEFT SIDE OF BODY

Assemble as section A above.

SECTION C- UNDERSIDE OF BODY

Glue two layers of matches to ruled side only on section C. Trim edges and sand down when dry.

SECTION D- BOTTOM PLANK

SECTIONS E & F-CROSS PLANKS

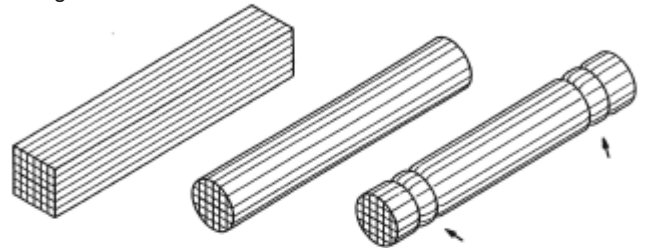
SECTION G- TOP RAIL

SECTIONS H & I- HOOF RAILS

Glue matches to both sides of the above sections. Trim edges and sand down when dry. Drill holes in hoof rails H & I.

SECTIONS J & K- PILLARS

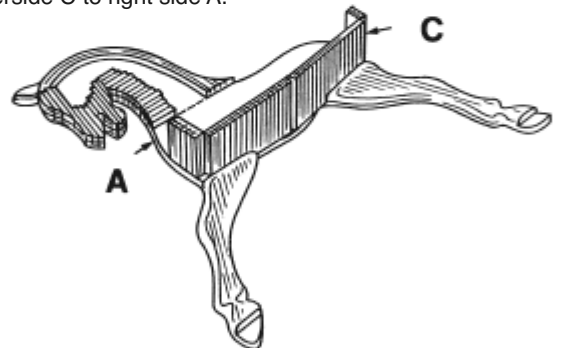
Glue two layers of matches to both sides of section J and K. Then glue a further layer of matches to all four sides of each section as shown below. Trim and sand down edges to form a round post and add rings as shown below.



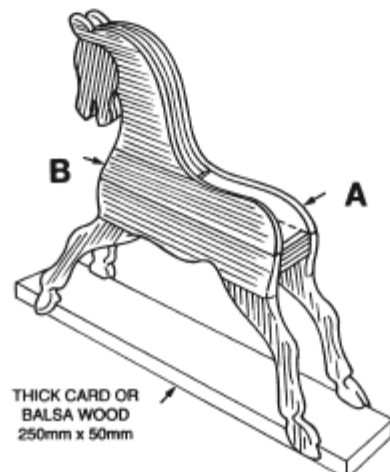
ASSEMBLY OF MODEL

Allow each stage to dry before gluing the next one.

Glue underside C to right side A.

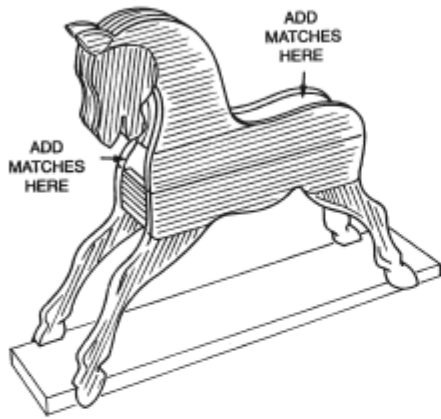


Glue left side B to underside C and right side A. The assembly of these sections correctly is quite difficult. Before gluing cut out a piece of thick card or balsa wood 250mm x 50mm to support the legs in the correct position while the glue sets. The body of section B is glued to Section C with the head and neck of section B is glued to the head and neck of Section A. Use masking tape to hold these parts in position while the glue dries. Use masking tape or elastic bands to hold the feet in position on the card or wood. Do not glue the feet at this stage.

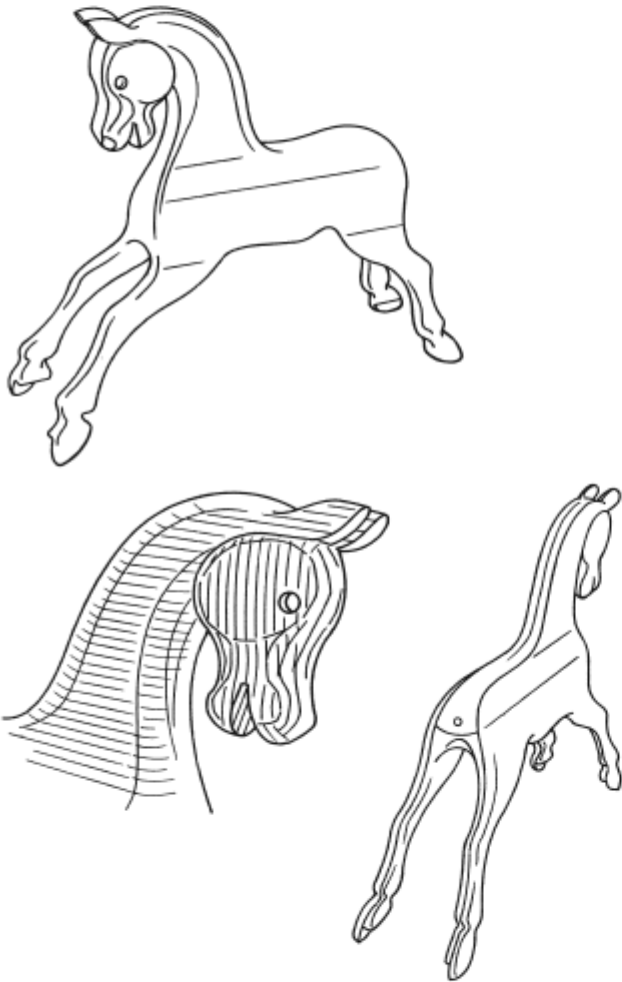


INSTRUCTIONS FOR ROCKING HORSE

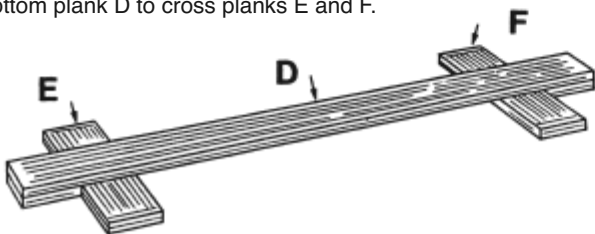
Glue individual matches to fill out the body section. The body of the horse is left hollow.



Shape and round off the body, neck and head parts at this stage. See diagrams below. Drill holes for eyes and tail. Glue eyes and tail in position.

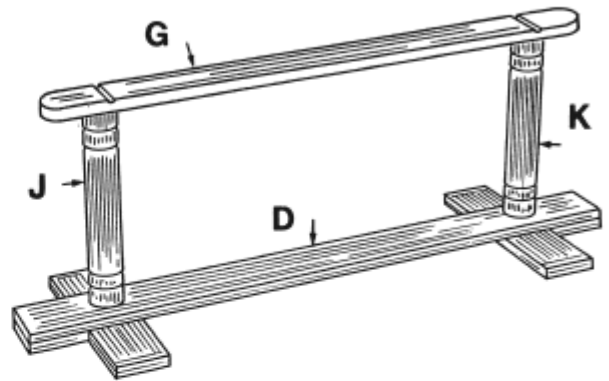


Glue bottom plank D to cross planks E and F.

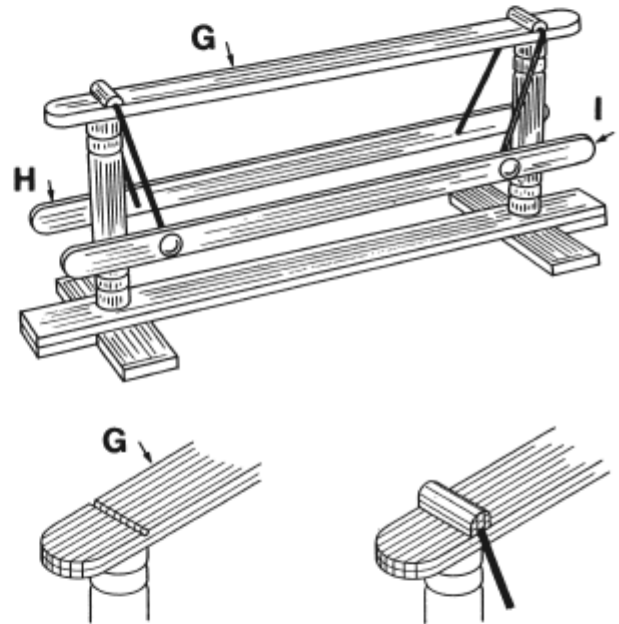


Glue pillars J and K to bottom plank D.

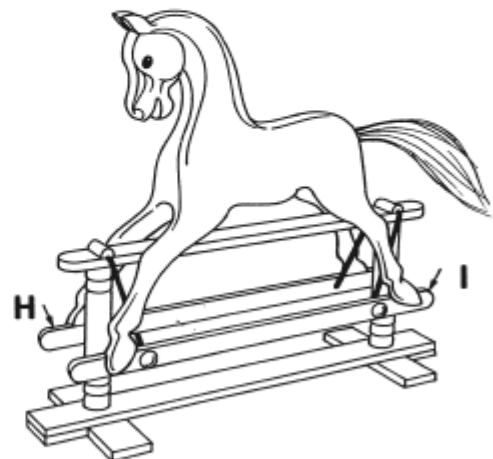
Glue top rail G to pillars J and K.



Bend and cut swinger bars to shape and attach hoof rails H and I to swinger bars with the spring caps. Make a groove in top rail G to take swinger bars. Position swinger bars in grooves and glue matches to top rail G to secure swinger bars. See diagram below.



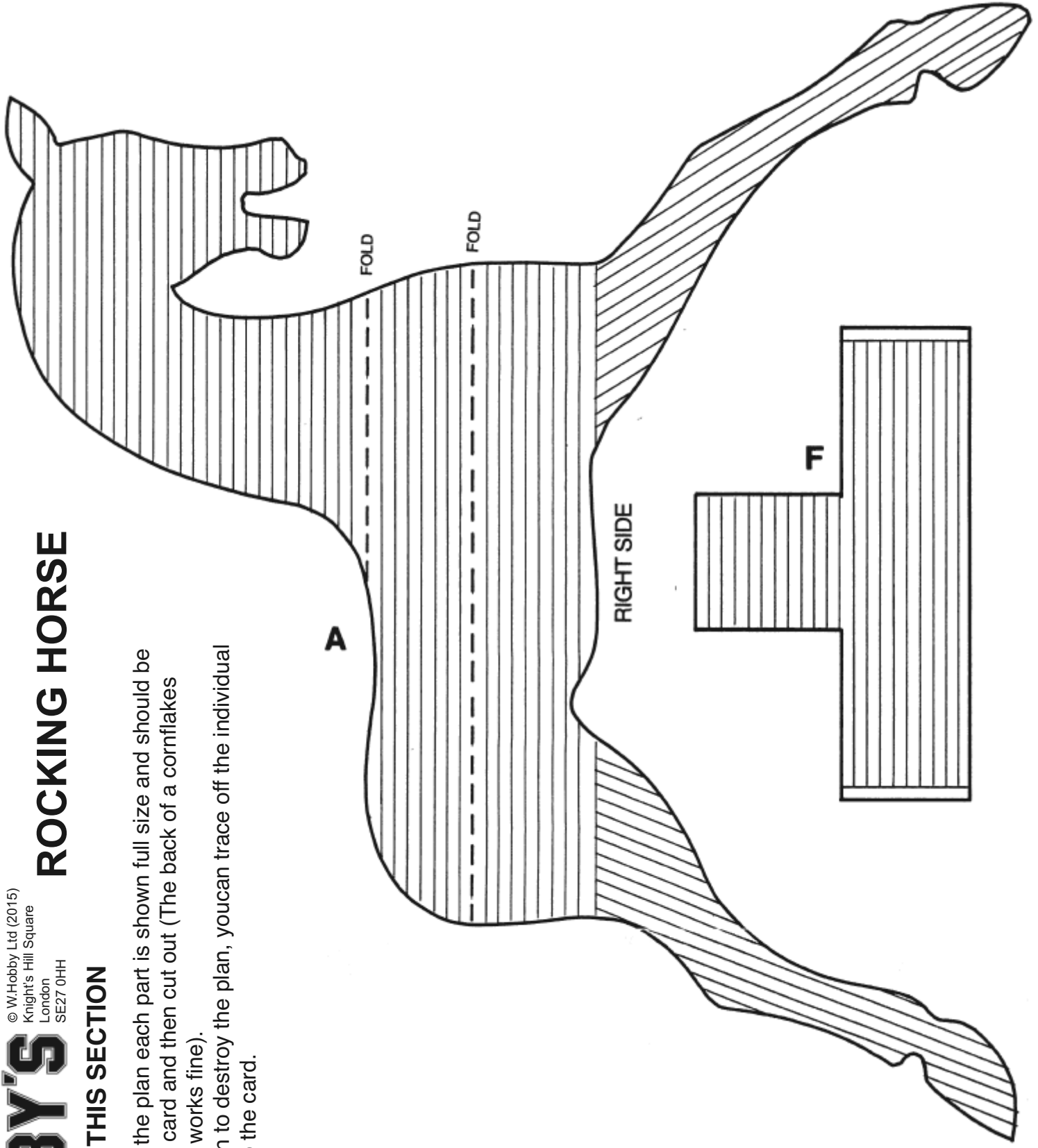
Glue rocking horse to hoof rails H and I. The swinger bars may need adjusting at this stage to make sure the rocking horse moves freely.



ROCKING HORSE

START WITH THIS SECTION

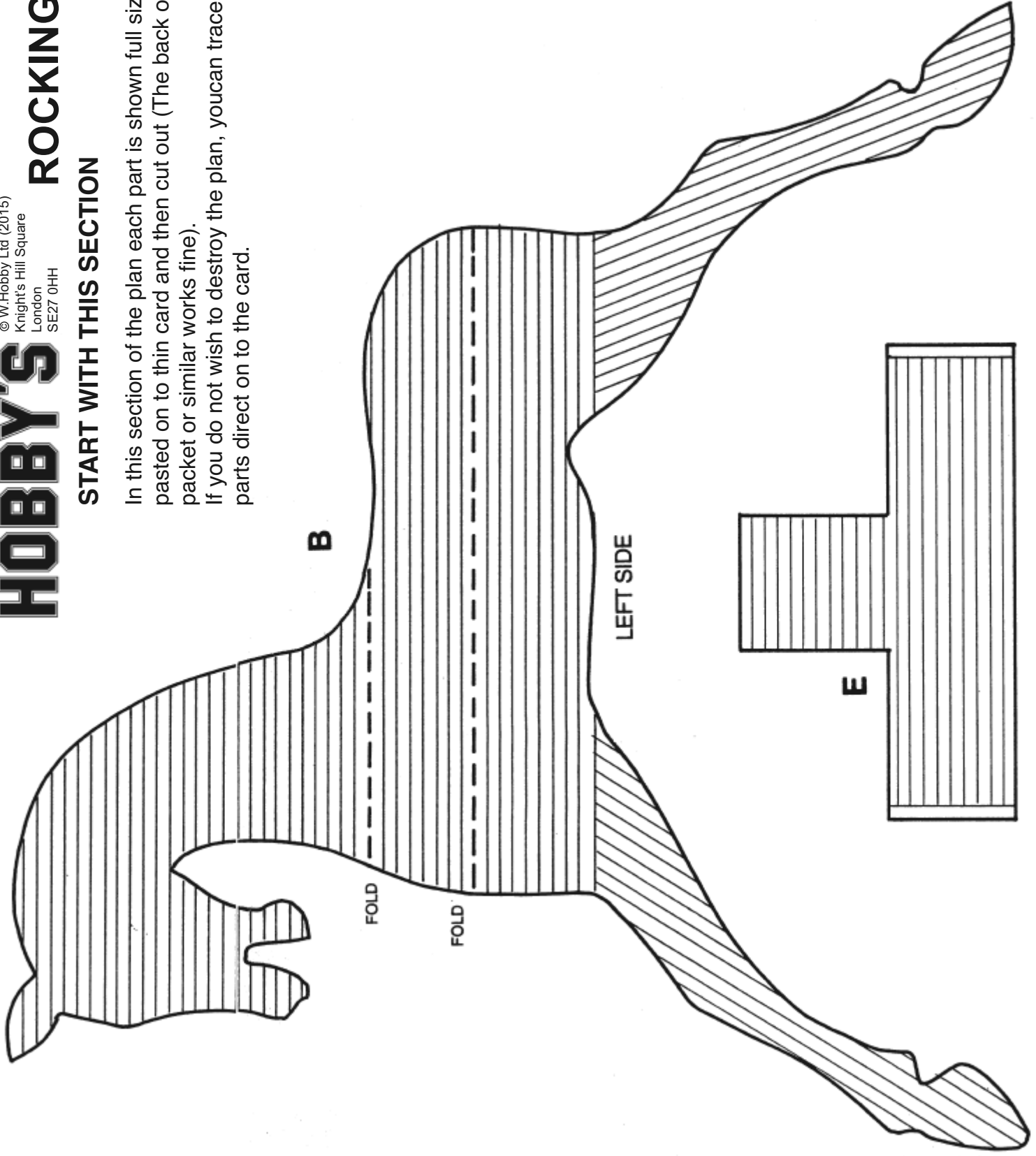
In this section of the plan each part is shown full size and should be pasted on to thin card and then cut out (The back of a cornflakes packet or similar works fine).
If you do not wish to destroy the plan, you can trace off the individual parts direct on to the card.



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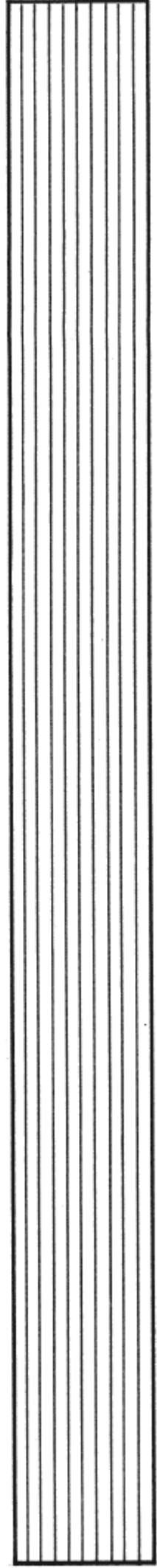
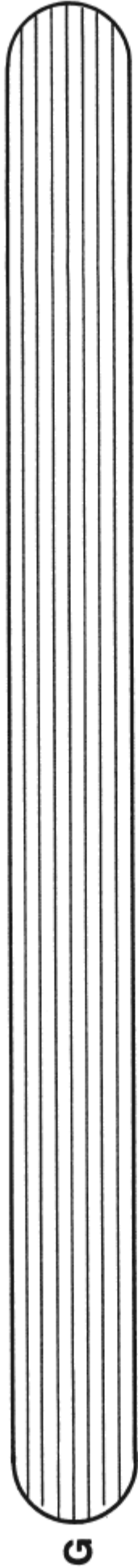
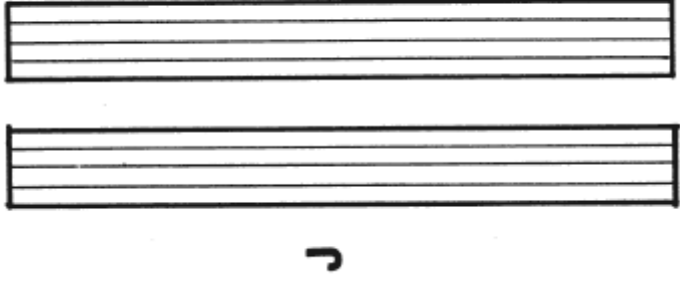
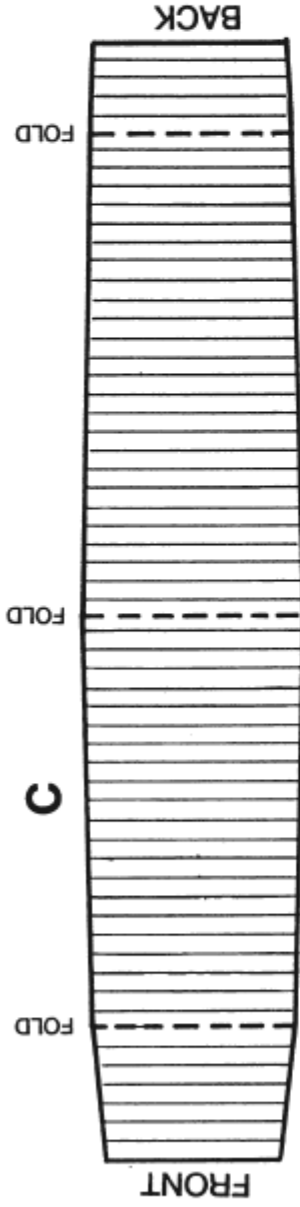
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ROCKING HORSE

START WITH THIS SECTION

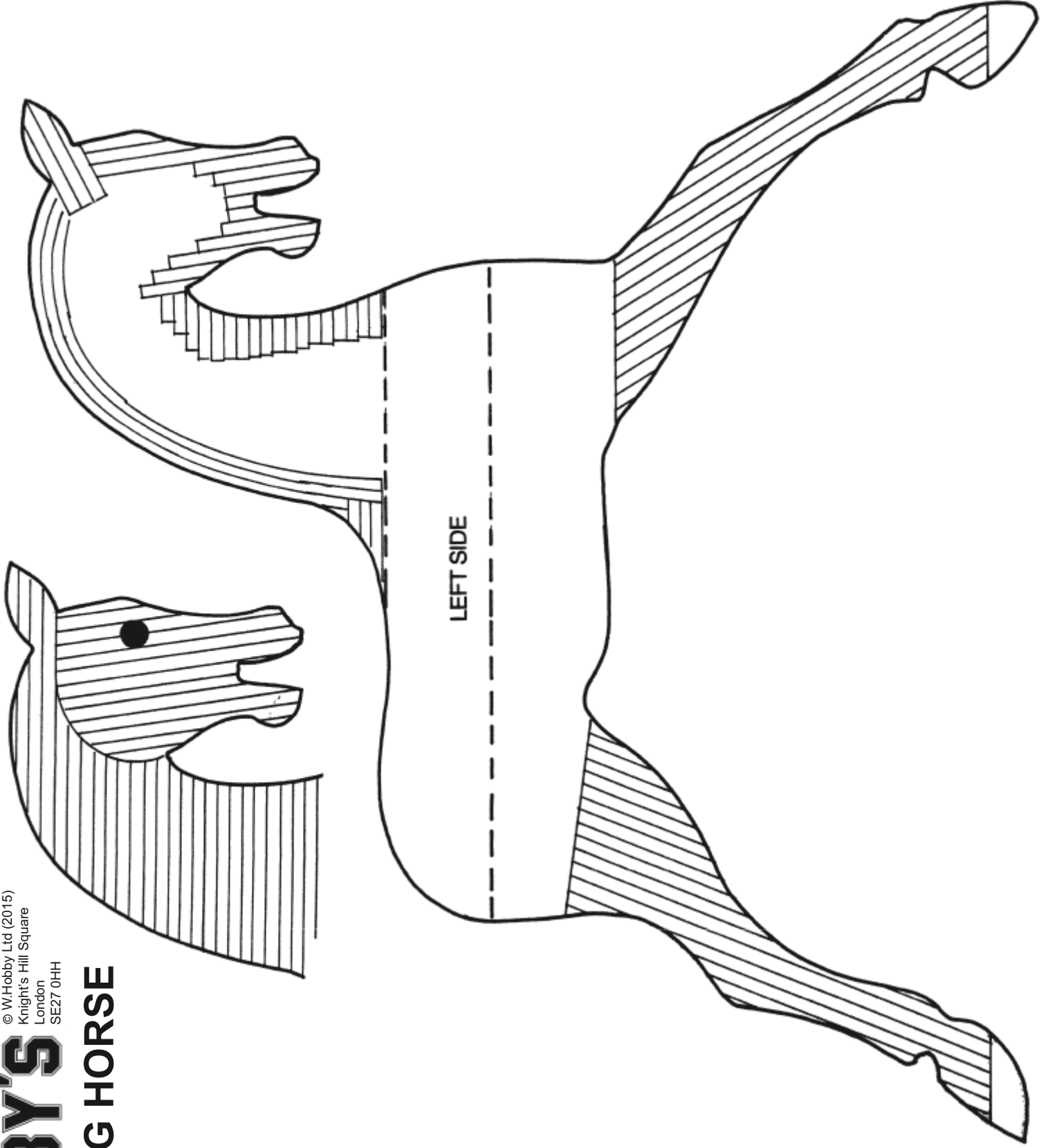
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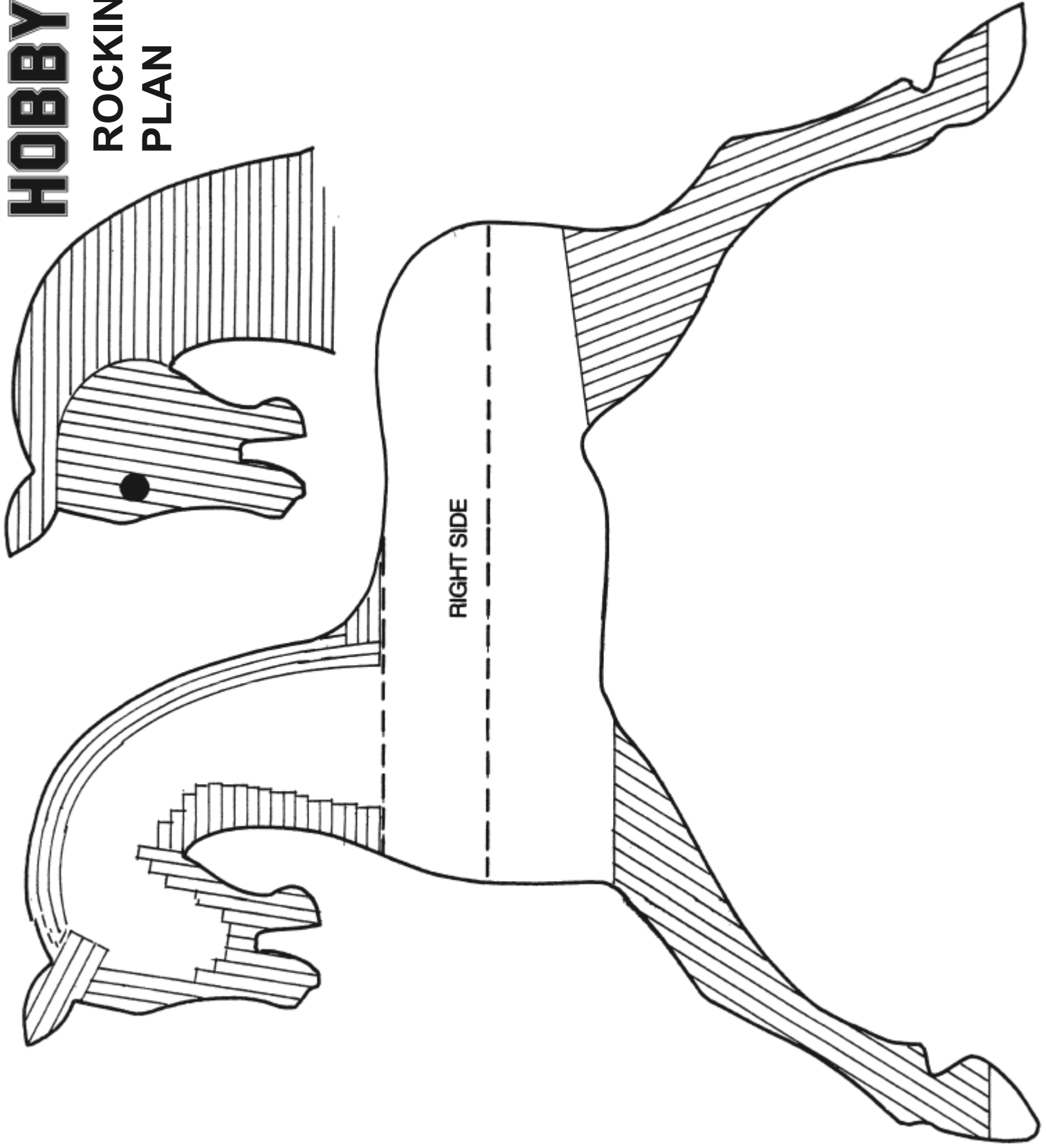
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Knight's Hill Square
London
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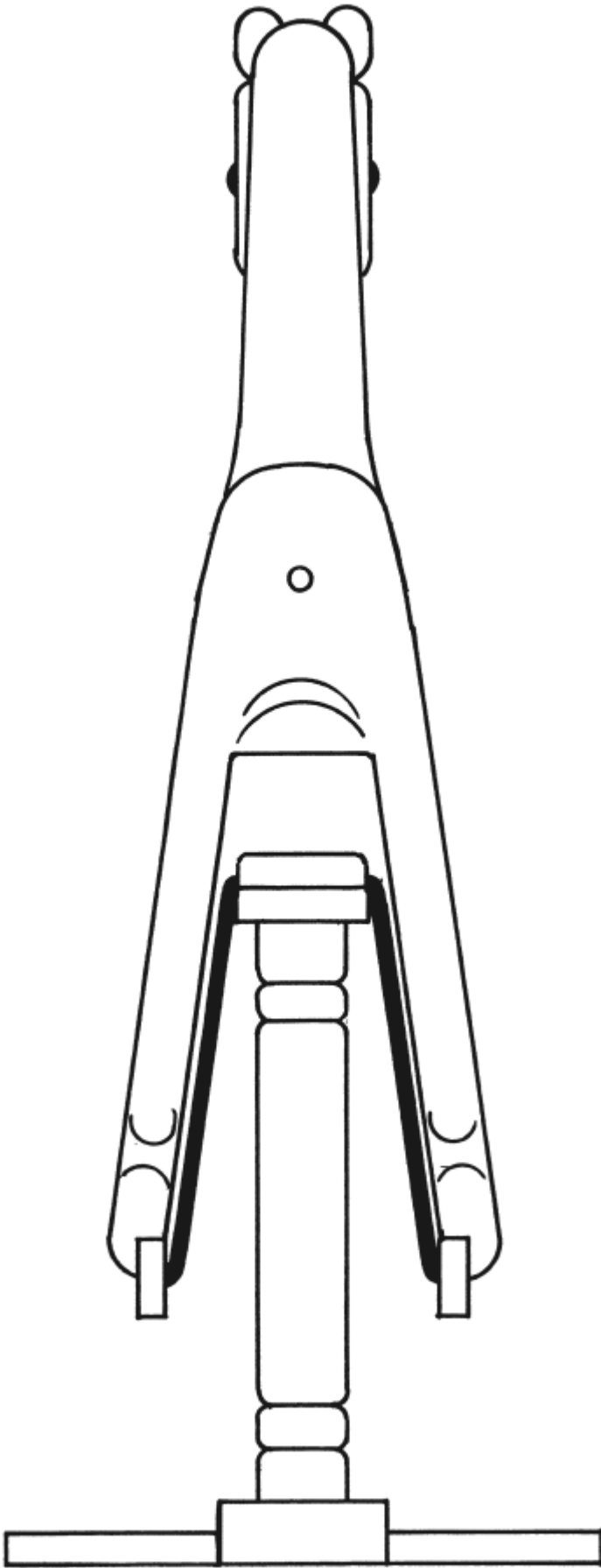
HOBBY'S ROCKING HORSE PLAN



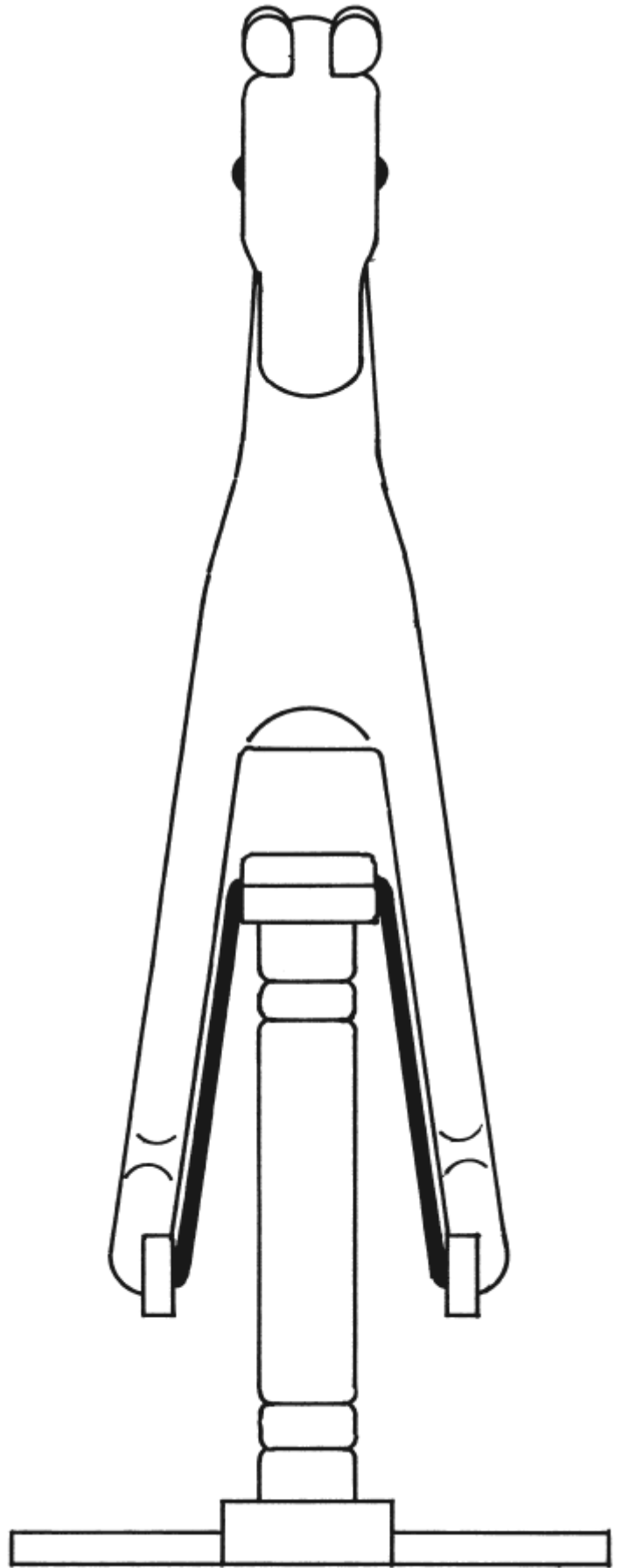
ROCKING HORSE PLAN



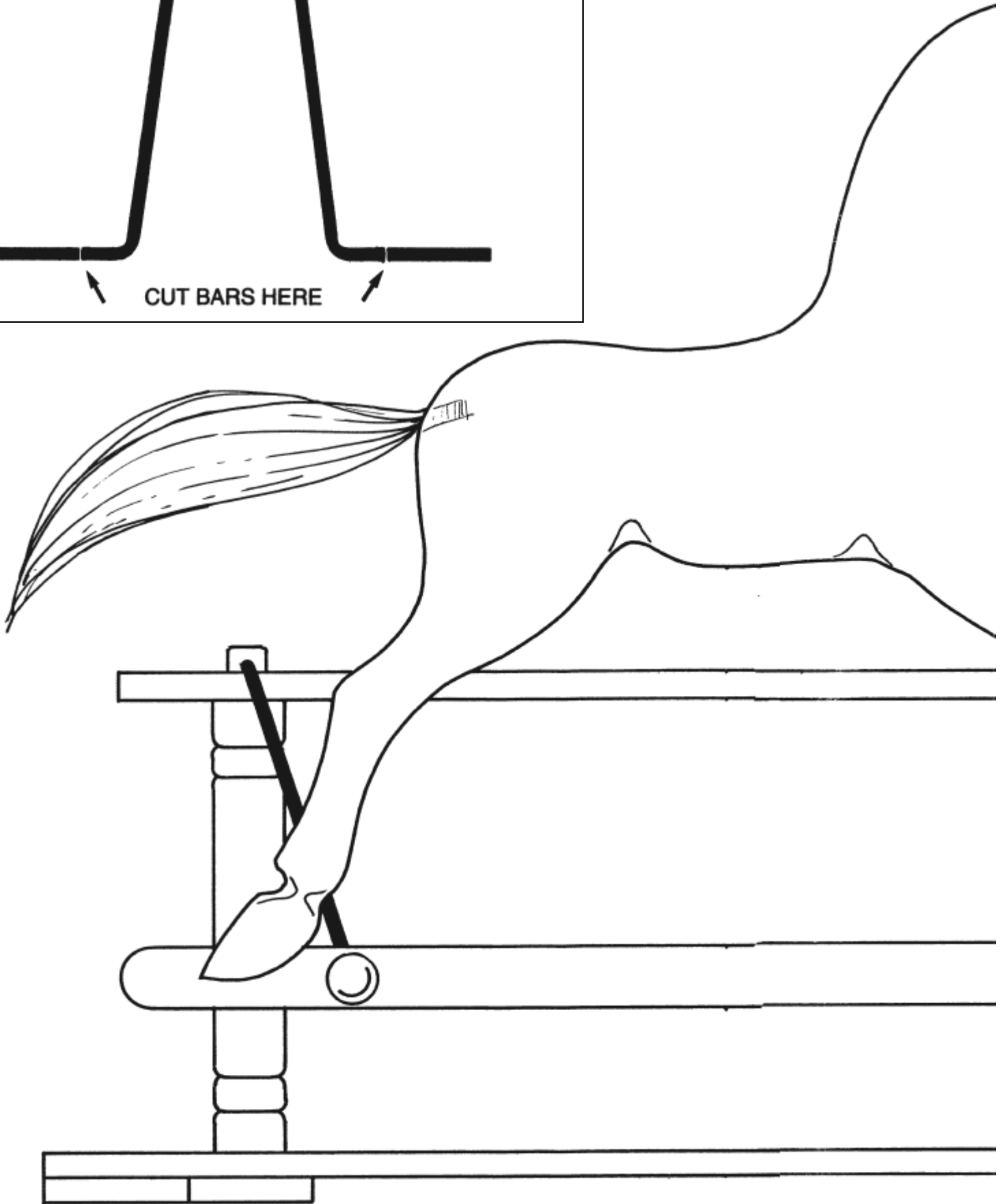
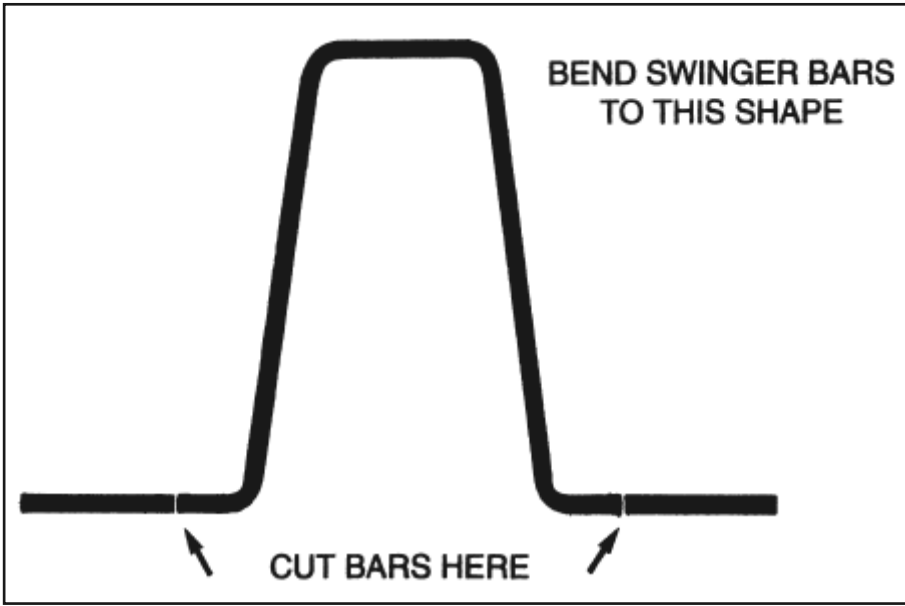
ROCKING HORSE PLAN

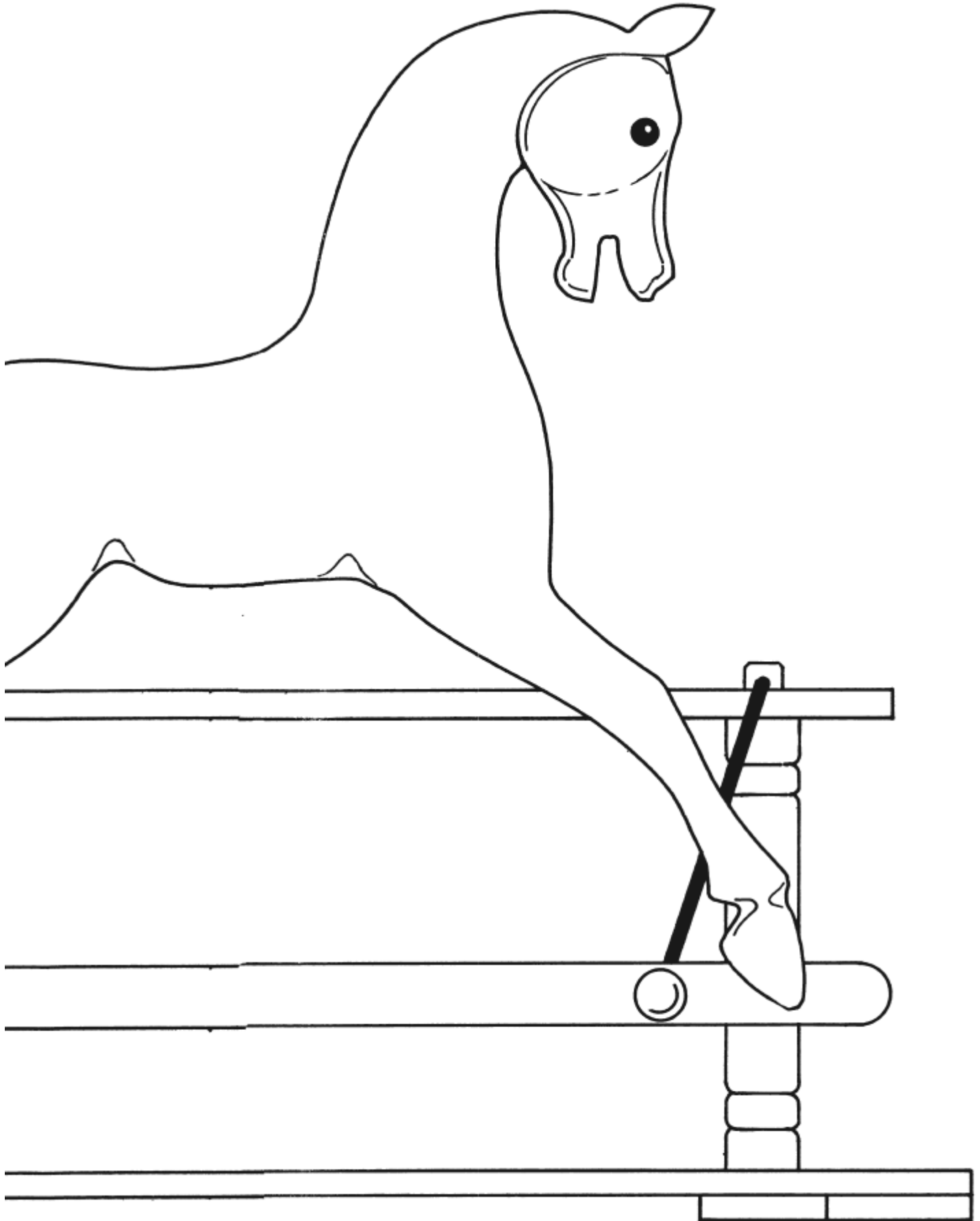


BACK VIEW



FRONT VIEW





SIDEVIEW