

# A Potter's Wheel

IN the world of modelling, as in everything else, different things appeal to different people. In these pages we try to accommodate all tastes without forcing our own particular likes on builders. There are times, however, when a model to be featured appeals especially to us, and the Potter's Wheel described here is such an example.

I have always been fascinated by models which, besides imitating the actions of the prototypes, can actually be used to produce results. For example, it is possible to turn candles on some Meccano lathes in the same way that wood or metal may be turned on a real lathe and form them into intriguing shapes. This Potter's Wheel, however, despite its simplicity, is even more appealing than a lathe, simply because it was designed for use with Meccano Limited's new modelling compound Play-Doh. One of the appealing features of Play-Doh is that it hardens when left in the air; therefore, anything made on our Meccano Potter's Wheel can be left to harden, cleaned up and then painted, to be used, perhaps, as an ornament.

Material other than Play-Doh can be used but, whatever the compound, I must stress that the model is far from being a perfect machine. It will not be possible to produce

anything very sophisticated on it, but you can have great fun producing simple items. Here is how you build it:

## Reduction Gearing

Mounted in the side plates of an E15R Electric Motor is a 3 in. Rod held in place by a  $\frac{1}{2}$  in. Pinion 1 and a 57-tooth Gear 2. Gear 2, spaced from the side plate by two Washers, is in constant mesh with a  $\frac{1}{2}$  in. Pinion on the motor shaft. Pinion 1, in turn, is in constant mesh with another 57-tooth Gear 3, fixed on another 3 in. Rod 4, also mounted in the Motor side plates and held by Gear 3 and a Collar. Secured on the end of this Rod is a further  $\frac{1}{2}$  in. Pinion 5.

## Framework

A square is built up from four  $5\frac{1}{2}$  in. Angle Girders, strengthened by two  $5\frac{1}{2}$  in. Strips 6 and 7, to which the Motor is bolted. Four  $3\frac{1}{2}$  in. Angle Girders 8, 9, 10 and 11, are attached to the square, one at each corner, at the same time fixing three  $5\frac{1}{2}$  in.  $\times$   $2\frac{1}{2}$  in. Flexible Plates in position between Angle Girders 9 and 10, 10 and 11, and 11 and 8. A further three  $5\frac{1}{2}$  in. Angle Girders 12, 13 and 14, are bolted to the  $3\frac{1}{2}$  in. Angle Girders at the top, at the same time extending the three  $5\frac{1}{2}$  in.  $\times$   $2\frac{1}{2}$  in. Flexible Plates with three  $5\frac{1}{2}$  in.  $\times$   $1\frac{1}{2}$  in. Flexible Plates 15. Two  $2\frac{1}{2}$  in.  $\times$   $\frac{1}{2}$  in. Flexible Plates, overlapped three holes and edged by a  $3\frac{1}{2}$  in. Strip 16, are fixed to Angle Girder 12, and the corresponding Angle Girder at the bottom of the model.

The top of the model is covered by a  $5\frac{1}{2}$  in.  $\times$   $2\frac{1}{2}$  in. Flexible Plate 17 and a  $5\frac{1}{2}$  in.  $\times$   $2\frac{1}{2}$  in. Flat Plate 18, a space of one hole being left between the two, through which Gear Wheel 3 protrudes. This space is encased by a  $5\frac{1}{2}$  in. Strip 19, bolted to Angle Girders 12 and 14 by  $\frac{3}{8}$  in. Bolts, but spaced from them by three Washers on the shank of each bolt.

## Rotating Platform

A  $3\frac{1}{2}$  in. Rod 20, carrying a  $1\frac{1}{2}$  in. Contrate Wheel 21, is journaled in Flat Plate 18 and  $5\frac{1}{2}$  in. Strip 6, being held in place by a Face Plate 22 above Plate 18 and by a Collar beneath Strip 6. The Contrate Wheel is in constant mesh with Pinion 5.

The material to be worked is placed on the Face Plate, but you may find that it does not stay in place. If so, this can be remedied by fixing bolts through the holes in the Face Plate with their shanks pointing upwards.

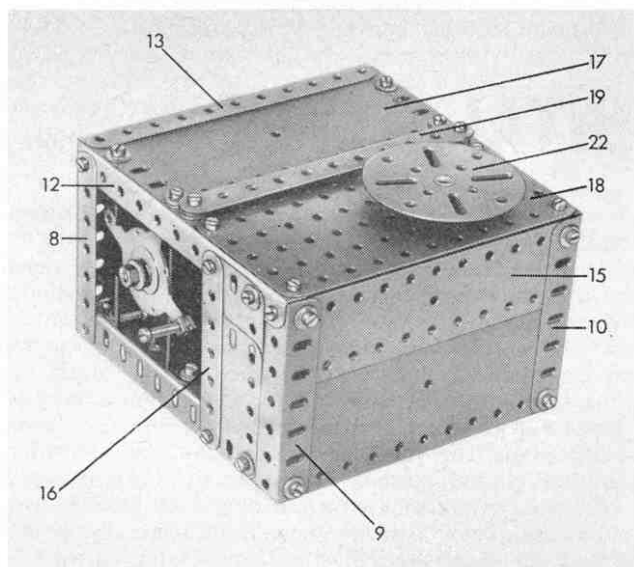
Having built the model, you may prefer a larger table, in which case I suggest that you substitute a 4 in. or a 6 in. Circular Plate, attached to a Bush Wheel, for the Face Plate. The plastic 'knife' supplied with the Play-Doh Fun Factory, incidentally, makes an excellent tool for forming the 'pots'.

**Parts required.**—3 of No. 2; 1 of No. 3; 7 of No. 9; 4 of No. 9b; 1 of No. 16; 1 of No. 16b; 3 of No. 26; 2 of No. 27a; 1 of No. 28; 42 of No. 37a; 40 of No. 37b; 22 of No. 38; 5 of No. 59; 1 of No. 60; 1 of No. 109; 1 of No. 111; 2 of No. 111c; 2 of No. 188; 4 of No. 189; 5 of No. 192; 1 E15R Electric Motor.

## Calling all Enthusiasts

Mr. Doug Rorke of 868 Shadeland Avenue, Burlington, Ontario, Canada, is at present compiling a minutely-detailed History of Meccano Parts, and would be pleased to hear from anybody who is interested in historical Meccano matters. We have been supplied with a summary of the history and can assure readers that, when completed, it will give a comprehensive picture of the Meccano system from its inception in 1901 until the present day.

Mr. Rorke is a private authority on the Meccano hobby and is keenly interested in all matters connected with it. Any reader wishing to contact him can be certain of a personal, friendly and helpful reply.



The simple-to-make model of a Potter's Wheel designed for use with Meccano Limited's new modelling compound Play-Doh.

Below: A view of the model showing the Motor and gearing.

