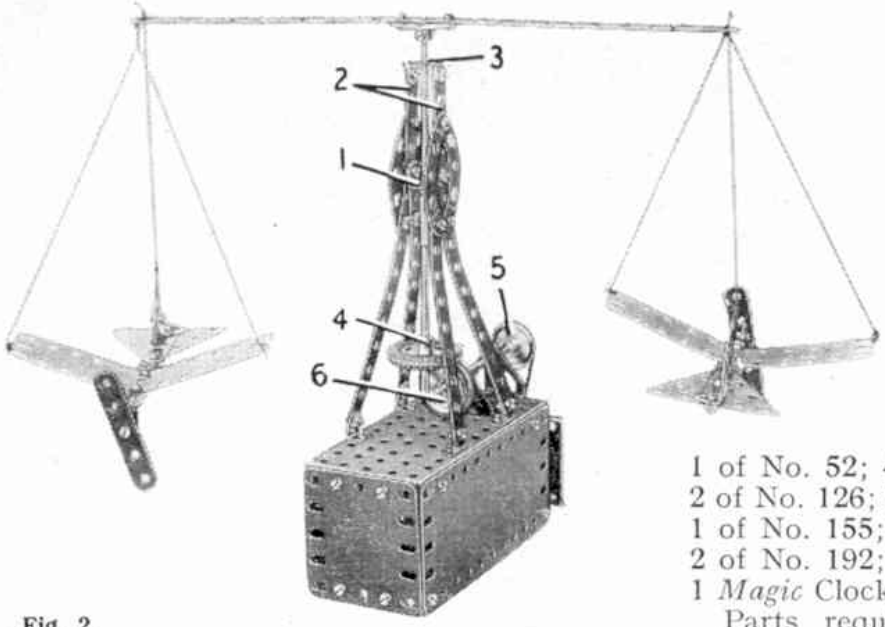

Fig. 2.
A fascinating model Aeroplane Roundabout of the type to be seen in some pleasure fairs. The model can be built from parts in Outfit No. 3.

mounted in the Double Brackets 1 and 3, and extend this Rod with a 3½″ Rod joined to it by a Rod Connector. Fix a 1″ Pulley 4 on the 3½″ Rod and fit it with a Motor Tyre.

If you have a *Magic* Clockwork Motor available you can make good use of it to drive this model. You should bolt the Motor to one end of the base and connect its pulley by a Driving Band to a 1″ Pulley 5 on a 4″ Rod. Mount the Rod in Trunnions bolted to the Flanged Plate and use Spring Clips to hold it in place. To complete the drive fix a 1″ Pulley 6 on the 4″ Rod and fit a Rubber Ring to it. Position the Pulley 6 so that the Tyre on Pulley 4 bears against the Rubber Ring. If you do not own a *Magic* Motor you should replace the 4″ Rod with a Crank Handle, so that you can operate the model by hand.

The fuselage of each aeroplane is a 5½″ Strip and the wings are formed by a 5½″ × 1½″ Flexible Plate bolted to the Strip. For the tail unit use two 2½″ × 1½″ Triangular Flexible Plates bolted to the 5½″ Strip, and a Flat Trunnion attached to an Angle Bracket. To complete each aeroplane lock-nut a 2½″ Strip to an Angle Bracket, and bolt the latter part to the front of the fuselage. The aeroplanes are suspended from the rotating arms by Cord as shown.

You should take care to see that the Driving Band from the Motor pulley to the Pulley 5 is not too tight, otherwise the model may not work satisfactorily. A spot of light machine oil on the bearings of the Motor will help in smooth running.

Parts required to build the Aeroplane Roundabout: 1 of No. 1; 6 of No. 2; 4 of No. 5; 2 of No. 11; 8 of No. 12; 2 of No. 15b; 1 of No. 16; 3 of No. 22; 1 of No. 24; 2 of No. 35; 56 of No. 37a; 50 of No. 37b; 8 of No. 38; 1 of No. 40; 2 of No. 48a; 1 of No. 52; 4 of No. 90a; 4 of No. 111c; 2 of No. 126; 2 of No. 126a; 1 of No. 142c; 1 of No. 155; 2 of No. 189; 2 of No. 190; 2 of No. 192; 1 of No. 213; 4 of No. 221; 1 *Magic* Clockwork Motor.

Parts required to build the Aircraft Carrier: 4 of No. 2; 4 of No. 5; 4 of No. 10; 8 of No. 12; 1 of No. 16; 1 of No. 17; 3 of No. 22; 3 of No. 35; 23 of No. 37a; 21 of No. 37b; 2 of No. 38; 2 of No. 48a; 1 of No. 90a; 2 of No. 111c; 1 of No. 125; 1 of No. 126; 2 of No. 126a; 2 of No. 189.

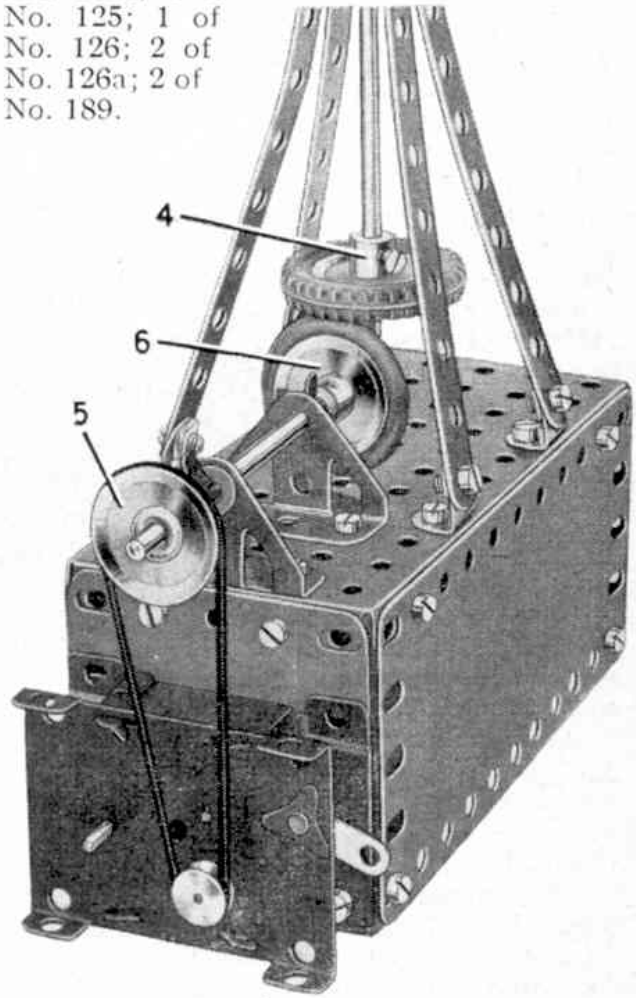

Fig. 3. A close-up of the friction drive arrangement to the centre spindle of the Aeroplane Roundabout.