How To Join The Guild

If you are already a member of a boys' club or organisation, approach your secretary and explain the whole matter to him, first finding out how many other members would like to have a Meccano night. Report fully to the Guild Headquarters saying just what you have done, and what help you need.

If yourself and a number of friends wish to form a separate Meccano club, first secure a room, preferably through your church, chapel, or school authorities, decide on a leader—who should be a teacher, a parent of one of the boys, or some one interested in boys' work—and then report fully to Guild Headquarters.

If you have not sufficient boy friends to form a club and are not a member of an existing club, you should apply for individual membership in the way we have already described.

When your Leader has been appointed, the Guild will provide him with printed notes and suggestions for club rules, and the conduct of meetings, a suggested syllabus covering the first season's work, and particulars of special awards to be worked for by members.

The Guild will not control the finances or the conduct of the club. This must be done by the members themselves through their club leader and officials. The amount of the subscription must be fixed by the club, and must be sufficient to cover the club expenses. Proper accounts and records must be kept by the treasurer and secretary. Where any irregularity is shown the Guild will have power to cancel the club's certificate of affiliation at once. In all club matters the officers of the Guild will at all times be ready to help and guide both leaders and members in their work.

Address your letters to "The Secretary, Meccano Guild, Binns Road, Liverpool." Make them as short, clear, and business-like as possible. One of the objects of the Guild is to foster initiative. This means that you must use your own brains, act vigorously and intelligently, get going, and then tell us clearly just how we can help. If you can make a useful suggestion off your own bat, do so. Get it into your head that you are helping us to make the Guild a success and the other Meccano boys to have a good time. There are wagon loads of enthusiasm ready waiting in the brains and hearts of Meccano boys in this country, and if we pool it all and put it behind the Meccano Guild, we are in for the happiest and brightest of times.

The Meccano Magazine will be the official organ of the Meccano Guild.

Result of the Meccano Essay Competition

How I would run a Meccano Club

The First Prize, a No. 2 outfit, has been awarded to MASTER STEPHEN J. C. WELLS, Caversham, Oxford.

Consolation prizes have been awarded to ROBERT EDEN, 32, Holland Road, Kimberley, South Africa; WALTER A. H. WATTS, 17, Harold Road, Leytonstone, E.11; and MAURICE RIXOM, 31, Lower Road, Port Sunlight, Cheshire,

each of whom has received a Water Motor.

The following are deserving of Special Mention:—

W. TREVOR JONES, 19, Spital Square, London, E.1.

HARRY CYRIL BUXTON, 21, Thirteenth Street, Horden Colliery, Durham.

S. G. WILLIAMS, 2, Wern Villas, Llwydcoed, Aberdare, Glamorgan.

The President's Message to Members of the Meccano Guild

The founding of the Meccano Guild is an event in the history of Meccano, Limited, which has given me the profoundest pleasure. There are more than a million Meccano boys in this country, and for a long time past it has been one of my dreams that this vast army of boys should feel that they know each other, should all become firm friends bonded together by common interest, common work, and common pleasure; that they should study and play together, encourage and help one another, and that they should grow up into useful, vigorous manhood, encouraged and fortified by the knowledge which they have gained by associating with other clever Meccano boys. This dream of mine has now become a reality, and in my first message to the Meccano Guild I want, if I may, to point out the way to a far-reaching success.

You will have read the objects of the Guild, and I hope you thoroughly understand their meaning. They have been carefully thought out, and every action of the Guild will be directed towards attaining them. I attach most importance to the second object, because if we attain that, everything else which we are trying for is sure. I have corresponded with thousands of Meccano boys, and I have a very high opinion of them. I believe they are clean minded, truthful, and ambitious; at all events, we want no other kind in the Meccano Guild, and before you join I want to know that you approve of its objects, and that by your work and example you will do all in your power to bring about their achievement. If you are a member of a Meccano Club you are going to benefit greatly by your association with other Meccano boys, but you must first make up your mind that you are not joining for what you can get but for what you can give. You must give all the personal work you can to carry on the Club. If you excel in anything—either in Meccano model building, or in any other hobby or work of any kind—you must be ready to explain your work to your Club, and help them to become efficient. If you are called upon, you must be ready to study up and read papers to your fellow members. You must take part in all competitions, attend all meetings and assist in all the work which the Club undertakes. This is a Guild of boys whose main object is to help all other boys, and you personally can give just as much help as any other member. Remember that every Meccano boy you meet is your friend, and that you can talk to him freely and trust him. He also has promised to live a clean and useful life, and has undertaken to do all in his power to achieve the objects of the Guild. Tell him what you have done and are doing for the Guild, listen carefully when he tells you what he is doing, and you will both benefit by the interchange of ideas.

The Guild Head-quarters is at the back of each Meccano Club, and each individual member, ready to render advice and assistance. We have some excellent plans for the advancement of the Guild and its objects in the future, but our main work just now is to establish Meccano Clubs in every town and get them all running smoothly.

With good wishes to every Meccano boy,

Yours sincerely,

F. Hornby

Managing Director, Meccano Ltd.

My Adventures in Meccanoland

BY "SPANNER."

(Continued.)

The models now begin to get bigger, more complicated and consequently more interesting. On page 13 there are two models that delight the hearts of all young boys—the Joy Wheel (35) and the Roundabout (37). Further on come more roundabouts (120 and 180), and on page 50 there are three fine swings. Why, if you built all the roundabouts, swings, joy-wheels and other machines for amusement that appear in this book, you could hold quite a holiday fair, and the Flying Machine (198), the Big Wheel (279), the big Joy Wheel (286), the Escalator (301), and the Helter Skelter (308) would do a tremendous trade.

During the war I saw the Royal Engineers on several occasions doing wonderful engineering feats, and I have always been interested in bridges and bridge building. The earlier models of Meccano Bridges are comparatively simple, though there is quite a lot of work in the Railway Foot Bridge (121), for instance. This, with the level Crossing Gates (155) helps very considerably in making a fine little railway station. Altogether there are 14 models of Bridges, the finest being the Tower Bridge (314) and the Transporter Bridge (325). The latter, slightly altered and built with the new braced girders (No. 397 in the No. 2 Manual) is my first favourite, for, as you know, it introduced me to the joys of Meccano.

In spite of the happiness which I know Meccano puts into thousands of young hearts, at times I feel inexpressibly sad and regretful. At night, after a full hard evening, building and discussing models with the boys, I go home, and drawing my easy chair up to the fire pull out my pipe and sit down to quiet reflection. There is but a glimmer of light from the gas and I half-sit, half-lie, with my legs stretched out to the fire's warm glow, the smoke rings slowly breaking and lazily curling upwards as I gradually slip into the land of waking dreams. I see myself a famous engineer building a giant railway across a continent, after fighting almost superhuman difficulties—now cutting through forests, now spanning yawning chasms, now traversing trackless wastes of yellow desert. I see my work completed and I return to dear old England to receive the nation's thanks, congratulations, and honours—but no, it is only a dream, and I am back again with reality, a simple worker with no hope of fame and greatness, "all my life might have been." If only I had those wonderful shining strips and nuts and bolts and wheels and cranks and spindles and girders when I was a boy, what a difference it would have made to my life; what hours of fun and enjoyment I would have had; what possibilities would have been opened up for me; what chance of greatness.

Boys! stick to Meccano; it is the finest game in the world. It gives you years of fun and happiness that every boy should have; it teaches you the principles of engineering without fag and drudgery; it opens up wonderful possibilities for your future, for it brings the whole world to your feet, and when you're a man and your little nephews and nieces ask you what was the happiest time of your life, you will say without a moment's hesitation—"Why, Meccano-time, of course."