

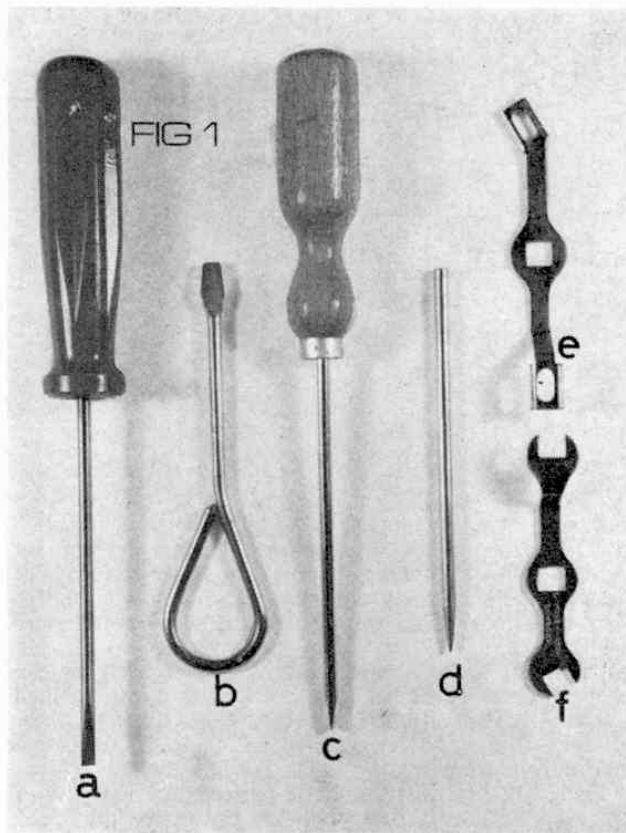
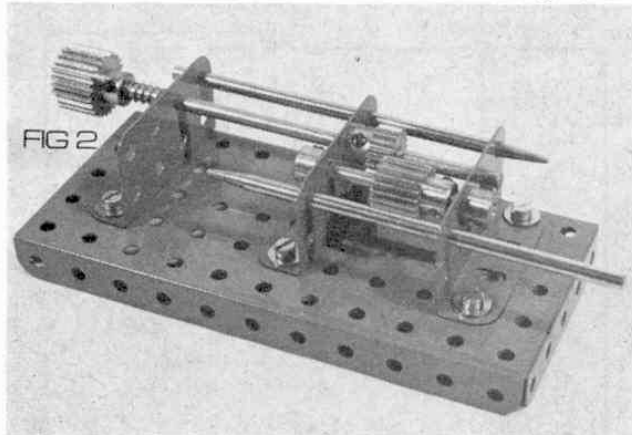
Meccano Constructors Guide

A new series dealing
with gadgets and
mechanisms that
will be useful to
Meccano modellers

By B. N. Love

Part 1—Basic Construction

THERE IS no doubt that Meccano Parts make up the most versatile and comprehensive construction system in the world and one which has maintained its lead in a competitive field ever since its inception by Frank Hornby in 1901, when he marketed his first comparatively crude "Mechanics Made Easy" outfits in little tin boxes. With remarkable foresight, the



creator of Meccano adopted a standardisation of parts and perforations on which the system has developed over a period of three generations. The greatest appeal in using Meccano stems from the fact that no special tools are required to construct even the most complex and advanced models, the basic items being a screwdriver and a spanner. However, even in the use of simple tools, there is a right and a wrong way of employing them and this opening article of what will be a twelve-part series, gives some hints and guidance for the benefit of all who enjoy this wonderful hobby the world over.

Nuts and Bolts, Part Nos. 37a and 37b respectively, are the basic fasteners for the whole system and these are manufactured literally by the million in the high speed ultra-modern machines in the Meccano factory at Liverpool and they follow a standard Whitworth pattern of $\frac{5}{32}$ in. diameter. They are well made and very strong and, provided that they are not abused, they will continue to serve the constructor, model

Fig. 1 shows the basic Meccano model-building tools: a. is the Super Tool Set Screwdriver; b. is the standard Screwdriver; c. is the long, wooden-handled Screwdriver; d. is the Drift; e. is the Box Spanner; f. is the standard Spanner. Fig. 2 shows the Drift at work—aligning holes.