

# HOBBIES WEEKLY

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All correspondence should be addressed to the Editor, Hobbies Weekly, Dereham, Norfolk

# A

# QUIZ

fun  
for all

Be sure to enter for this  
grand free competition.  
Details on page 211

## Gifts

for our  
Readers

## What's in the Parcel?

209

FOR ALL HOME CRAFTSMEN  
Over 60 years of 'Do-it-Yourself'

4<sup>1</sup>/<sub>2</sub>

# Try these New Games

**H**ERE are some grand new games for the festive party which will help to make things go with a swing.

## Musical numbers

Required: a box containing a lot of numbered counters or numbered pieces of card. Guests sit in a circle and while music plays pass the box round. The person holding the box when the music stops must take out a counter or card at random. When the box is empty the player with highest score pays a forfeit (Lotto counters will do well for this game).

## Peg and cord

Two people hold a length of cord about breast high. Competitors are blindfolded in turn and given a clothes peg. They are led up to the cord and allowed to feel it once with the right hand. With this hand dropped to the side they must now put the peg (in the left hand) on the cord. It is harder than you would think and good fun. Have a prize for the first person doing it.

## The sock game

Fill a big woollen sock with various articles — a thimble, comb, screw, cigarette holder, etc. and pass it down a line of players, each of which must have a pencil and paper. The one to identify the most objects by feeling the sock wins.

## Blow feather

Two teams are required. Place a light downy feather in the middle of a smooth table. The opposing sides blow from the table ends and the first to get the feather over the opponent's edge wins. Players can lean forward over the table if they wish.

## Balloon Race

Again two teams. Give the leaders a plate on which is a fully blown-up balloon. They must then run round the team, keeping the balloon on the plate, and pass it to number two of the line. He or she must then run round and pass it to number three, and so on till the last player. The side to first hand its plate and load to the umpire wins.

## Passing the match-box

Players sit in a circle (either on the floor or chairs). The first fixes a match-box case on his nose, and his job is to

pass it on to the next player's nose without touching it with the hands. If the box falls he pays a forfeit.

## The tissue game

Still with everyone sitting, form two teams and give all the guests a drinking straw. Give the first player in each line a scrap of tissue paper. He must lift this up by sucking through the straw and place it in front of number two in the line who must pick it up by sucking with his or her straw. Two passes it to three and so on. The team to get its tissue to the end this way wins.

## Game with a bottle

Still with the two teams a bottle is given to each of the leaders. They place the bottle between their knees, pointed outwards, and the seconds in line must take it with their knees. They then pass on to the third player. The team to get its bottle to the last man first, wins.

## Musical hat

A sitting down game. Players are in a circle. One has on a hat, or paper hat. While music plays he passes this hat on to his neighbour who puts it on his head and then passes it on. When the music stops the player with the hat has to drop out. Continue till there is only one player left, who is, of course, the winner.

## The strange word

This can only be tried once. Send out one person and tell him when he or she comes back they must guess the word you have thought of from your answers. They may ask any question they like. Having asked their question, the rest of the guests repeat exactly what they are asked. Thus, the player might ask 'Is it a long word?' The guests all chant 'Is it a long word?' Let this go on for several minutes and if the questioner has not

tumbled to the trick, tell him what the word is. It is 'Mimic'.

## Whose baby?

Each guest must be told to bring a picture of himself either as a baby or, at least, when very young. The pictures are all pinned up and numbered. The winner is the person who can identify the largest number. A time limit of about five or seven minutes should be given.

## A lively game

It is called 'flicking the cork'. A large bottle with a cork very lightly inserted is put on a small table at about elbow level. The guests get behind one another in a row with the right arm raised, and start a jog-trot round the room passing the bottle. As they pass they must try to knock the cork off with a flick of the finger and thumb. Few persons can do it, hence the fun.

## Chinese laundry

Hang a small present, say a 'hanky', on a cord between chairs with two pegs. Give players rings made of strips of card with the ends held together with a stitch. The first player to get his rings, from a line six feet away, over the pegs gets the article.

## Musical clapping.

Two teams are required. The one claps a tune and the other must try and find out what it is. Clap six tunes each. The team with the most correct answers wins.

## Ring the bottle

This sort of game always goes down well. Several long necked bottles are set in a row and two guests at a time given sticks with a string on the end from which hangs a curtain ring. The first to get the ring over the bottle neck wins the heat. Finally play the heat winners off to find the 'champion'.



*The Editor and Staff*

*send all readers sincere wishes for  
A Happy Christmas*



# Party Posers

**T**HE handicraftsman should have a logical brain, good at deduction — indeed, most have. See how you make out then on the problems below, and try them on your friends at the Yuletide parties this year.

(1) Waving their tomahawks Big Indian and Little Indian came dashing down the trail. Little Indian was the son of Big Indian, yet Big Indian was not the father of Little Indian. Can you explain this?

(2) Pat went to town one afternoon.

He had £1 in his pocket but came back with £3. Also he had bought himself a new tie and had a tooth out at the dentist's. Pat's pay day is Friday and the bank is only open on Tuesday, Thursday and Saturday. The dentist does not do business on Saturday, and Thursday is the town's half-day closing. The men's outfitters, however, closes on Friday. On what day of the week did Pat go to town?

(3) The master builders were having their Christmas party. During the even-

Answers to these conundrums compiled by

**H. A. Robinson**

are given on page 216 but first of all try to work them out yourself.

ing the question was put as to whether it was possible to erect a house with all its four walls looking south. Is this possible? And if possible, where would the house have to be?

(4) The farmer said to the city boy: 'You see that field over by the stream? Well, two of my sheep ran into that field the other day. One looked directly north and the other direct south. Now tell me was it possible for these two sheep to see one another?' 'Definitely not' said the city boy. Was he right?

(5) A farmer set off for market with a goose, a fox and a sack of corn. He came to a ferry with a boat he had to row across himself and here he was puzzled. He could only take one item over each trip, but he could not leave the fox with the goose, for Reynard would kill it, nor could he leave the goose alone with the sack of corn, for he would eat it. But after a little thought he managed to get his loads safely across. Can you work out how he did it?

(6) A man without eyes saw plums on a tree. He took no plums, but he left no plums. Can you explain how this possibly could be?

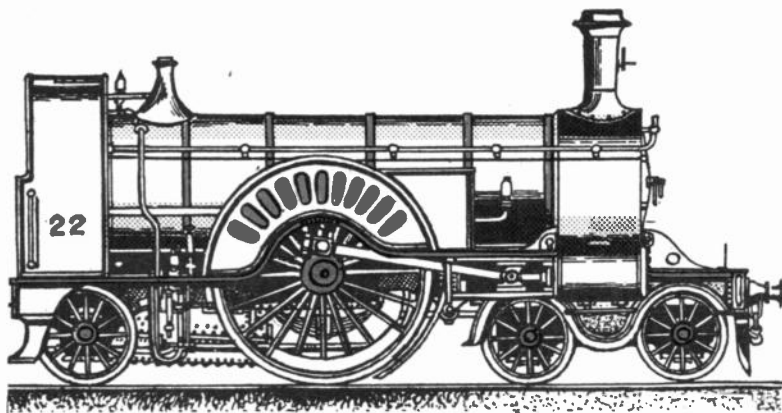
(7) A party of Boy Scouts went into a country shop that sold ices, etc. They each gave the same order, and their total bill came to 6/0½ (six shillings and a farthing). Can you say from this just how many scouts there were?

(8) A snail called William climbed a wall. Each day he slowly pulled himself up 3ft., but while resting at night he always slipped back 2ft. The wall was 30ft. high. How long did it take him to reach the top?

(9) An Irish solicitor went to Dublin for a big case. From there he sent a telegram to his clerk saying that he wanted some important papers, and that they would be lying in the firm's letter box. The clerk wrote back that he could not open the box as he (the solicitor) had the key. This gentleman, therefore, put the key in an envelope and posted it to his clerk. But still no papers came. Can you say why?

(10) A ship was tied to the wharf side. A rope ladder hung over the side with exactly 1ft. under the water. There was a weight on the end of the ladder, so that it hung straight down, and its rungs were just 1ft. apart. The tide swirling into the harbour was rising at the rate of 1ft. in every ten minutes. Can you say how many rungs of the ladder would be covered at the end of one hour?

## Interesting Locos. - No. 5



**P**ERHAPS the most celebrated of all the British 'Single' express types were the handsome 8ft. bogie engines designed by Patrick Stirling in 1871 for the G.N.R. There were 53 engines in the class, and they were all built at Doncaster Plant between 1871 and 1898 primarily for the fastest express duties of the line. An 8-footer could always be seen at the head of the 10 a.m. Kings Cross-Edinburgh express now, of course, the famous 'Flying Scotsman', up till 1898 when the Ivatt 'Atlantics' began to take over this work.

It is somewhat remarkable that these high driven Singles should have been so successful over such a long period on the G.N.R. main line which is not very easy with regard to gradients. Mr. Stirling, however, favoured the 'Single' engine over the coupled types for fast

express work. He considered that whilst coupling rods were useful at starting they were, nevertheless, a hindrance and handicap to an engine running at speed. He once said that a coupled engine was 'like a laddie runnin' wi' his pants doon'. He also maintained that a high driving wheel 'gripped the road', as he put it, better than did a small one and the leading bogie 'laid the road down for the big wheel to get hold of'.

One of the class No. 1 is preserved at York Museum. Leading features: cylinders, 18ins. by 28ins. Grate area: 17.6 sq. ft. Working pressure: 140 lbs. Wheels, bogie: 3ft. 11ins. Driving: 8ft. 1in. Trailing: 4ft. 1in. Weight engine in w/o: 45 tons 3 cwt. With tender attached: 70 tons. Stephenson valve gear.

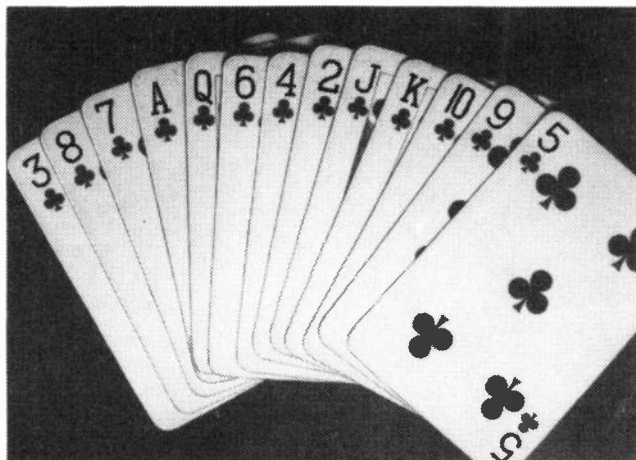
(A.J.R.)

## Spelling them into order . . .

**I**F you look at the illustration you will agree that the complete suit of cards appears to be well and truly shuffled, the three at one end, the five at the other, with picture cards in the centre. So arranged, the cards form the basis of a neat little trick, when they can be dealt out in correct order, using the ace as number one.

Arrange the cards in the order shown with the three value on top when the cards are closed together and the little pack placed on the table face downwards. Fan out the cards and show to your audience so that it can be seen that the cards are actually mixed, close together, replace on the table and tap on the back with one finger, uttering the magic word 'Abracadabra'.

Take the cards in the left hand, spelling out in separate letters A-C-E. With the letter A take the top card from the small pack, placing it at the bottom. Similarly with C and E, but the next card in the pack is turned up and laid face upwards on the table to be revealed as the ace. Now spell out T-W-O, slipping the top card to the bottom again with each letter. The next card after O is turned up and laid aside



to reveal the two value. The remainder of the cards are similarly treated, spelling out the letters of each value in turn. When we come to the picture cards, spell out J-A-C-K for the knave, Q-U-E-E-N for the Queen, when you will find that only one card

remains and that is the King.

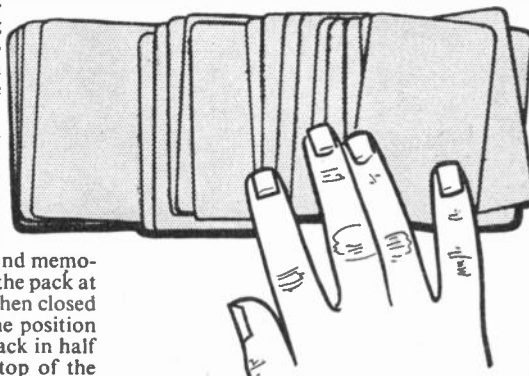
You may perform this little trick with any of the four suits of course, but the values must always be arranged in the order shown. Needless to say, it is wise to have the cards already arranged before presentation to your friends.

## . . . and the Duplicate choice Trick

**T**WO packs of cards are required for this little trick which will mystify your friends for the chances of choosing the same card as an opponent are extremely rare. And once again you are advised not to repeat the trick or to divulge the secret, but first of all we will explain the presentation.

Hand one of the packs of cards to your friend asking him to give it a thorough shuffle while you do the same with your pack. Exchange the packs explaining that this is to show there is no trickery, but that he must watch you closely doing exactly the same.

Your pack of cards is laid on the table before you, and the stack gently spread out to the right as shown in our illustration. About halfway, or somewhere in the middle, a card is withdrawn, observed and memorised and placed on the top of the pack at the extreme right. The pack is then closed together without disturbing the position of the selected card. Cut the pack in half placing the lower section on top of the others.



Your friend follows the same procedure exactly with his pack of cards, selecting one and placing on top, then cutting the pack, after which the two packs are again exchanged.

Now ask your friend to look through

the pack you have given him until he finds the card he selected, placing it face downwards on the table. You do exactly the same and when the two cards are turned over they are alike!

You may think this is some thought reading magic, but here is the simple explanation.

You will remember that at the beginning the packs are exchanged after shuffling. When you hand the pack to your friend all you have to do is to remember the bottom card of the pack — your supposed selection of a card is just a sham. You may take note of the card while handling the pack or hand it over at an angle so that you can just see the value of this bottom card. Ultimately this pack is returned to you after the selected card has been placed to the top and the pack cut. No doubt you will now appreciate that on examining the cards the one selected by your friend will appear next to and on the underside of the card which you observed as at the bottom of the pack, so all you have to do is to withdraw the selected card to lay on the table. In the meantime your friend is actually making a second selection of the same card in your pack although it appears you both selected the same card. (S.H.L.)



# CHRISTMAS STORY IN STAMPS By R. Cantwell

**A**BOUT a hundred and fifty years ago in an Austrian village, Christmas preparations were well ahead in the little church when it was suddenly discovered that a mouse had gnawed through the organ bellows. Not only that, the time was so short and the damage so severe that all hope of the organ's repair had to be abandoned.

This was disaster indeed for this small religious community. The pastor had an idea. He sat down and wrote a poem which he called *The Song of Heaven*. He then sent for his friend, Franz Gruber, who played the guitar. Together they composed the music and fitted the words.

What a pleasant surprise was in store for that Christmas Eve congregation! Led by the pastor and Franz Gruber, they rose. The opening lines *Stille Nacht! Heilige Nacht!*, of that now famous Christmas carol 'Silent Night!' floated softly through the little church, accompanied by the strains of Franz Gruber's guitar.

Surely such a wonderful story was worth commemorating, and you'll see it on Austrian stamps: 1948, 130th anniv. of composition of 'Silent Night' — 60 groschen lake, cat. 1/6d., 1950, Austrian flag — 1 schilling red — 10d. mint., 1947 Austrian church — 10 schilling blue — 1/3d. mint., 1946, church organ — 30 groschen red — 6d. mint.

And now the carol itself:

Silent Night! Holy Night!  
All is calm, all is bright;  
Round yon Virgin and her child,  
Holy Infant, so tender and mild;  
Sleep in Heavenly peace,  
Sleep in Heavenly peace.

The 'Nativity' is pictured on a 1943, 30 filler Hungarian stamp — 2d. mint; and the Little Lord Jesus — Luxemburg 1955, 25+5 cent red and pink—3d. mint.

Silent Night! Holy Night!  
Shepherds quail at the sight;  
Glories stream from Heav'n afar,  
Heav'nly hosts sing Alleluia!  
Christ the Saviour is born,  
Christ the Saviour is born.

The Shepherds and Angels appear on the 4 filler Hungarian Christmas commemorative of 1943 — 2d. mint., Madonna and Child — Austria 1936 —

24 groschen blue — 4d. used., and Peace symbols — Italy 1945 — 25 lira green — 1d. used.

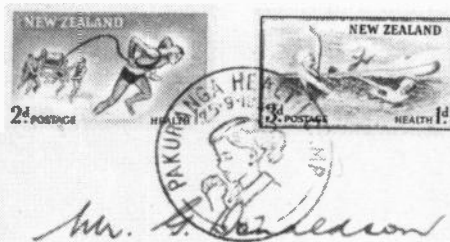
Silent Night! Holy Night!  
Son of God, love's pure light;  
Radiant beams Thy Holy face,  
With the dawn of saving grace,  
Jesus, Lord, at Thy birth,  
Jesus, Lord, at Thy birth.

Italy 1923, 20 cent orange and green — Christ and His Disciples — 1/6d. mint. Vatican 1951, 55 lira blue — Angels — 1/6d. mint. Ditto: 1936 10 cent black — Church and Bible — 6d. mint.

There are plenty of stories like this, numerous carols and many stamps to illustrate. Why not start with your favourite one now? Happy Christmas!

## N.Z. FIRST-DAY COVER

Pledge Your Help



Health Stamps maintain Health Camps

**M**R. DONALDSON of New Zealand has again this year been good enough to send a F.D.C. (first-day cover) of the new Health Stamps. The designs as you see show children having fun in the sea, and also a crew of the beach patrol dashing

to carry out their rescue work. These stamps as, perhaps, you know, are issued to help with the rescue work among the children of New Zealand, the funds raised going toward the provision of camps for the less lucky children.

(L.P.V.)

### SOLUTION TO CROSSWORD No. 11

Across: 3. Plantain, 8. Grub, 9. Ade-noids, 11. Snub nose, 13. Espy, 15. Specimen, 18. Canoodle, 19. Ayah, 21. Celerity, 25. Asphodel, 26. Skua, 27. Mandrill.

Down: 1. Ages, 2. Guru, 4. Lido, 5. None, 6. Aries, 7. Nasty, 9. Antic, 10. Essen, 12. Nippy, 14. Pilot, 16. Mated, 17. Novel, 19. Alarm, 20. Aspen, 21. Coir, 22. Leal, 23. Inks, 24. Year.



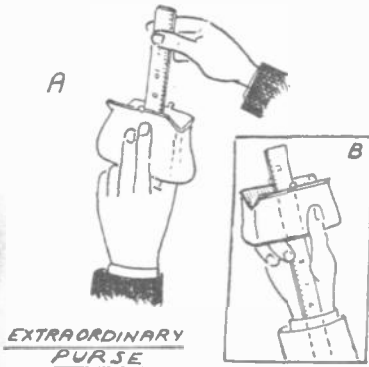
Next week's issue will contain  
a free design for a delightfully  
ornamental clock — something  
quite out of the ordinary

# Be a Christmas Conjurer

EVERYONE likes a bit of magic, so here are some simple tricks to amuse the guests at your party.

## Magnetised coin

Tell the onlookers that you have discovered how to magnetise things, and press a penny on your forehead where it mysteriously sticks. This is really because by pressing firmly a suction is set up between the coin and your skin which is sufficient to hold it.



## An extraordinary purse

Show a small purse and say that you never know what will be found in it. Undoing the clip and holding as indicated you grope about a bit and then pull out an impossibly long ruler. Here the secret is that the purse has a slot cut in the bottom and the ruler was up your sleeve. This is an effective trick. Things can be made to disappear as well.

## The extending arm

Here is a good illusion that needs no apparatus. Stand sideways to the audience. Pull the left cuff well down on the wrist and extend the arm till the cuff just begins to ride up. With the thumb and first two fingers of the other hand grip the outstretched hand as shown and appear to pull. At the same time push the gripped hand out a little. The cuff runs up a bit and an impression is given that you have pulled the arm out.

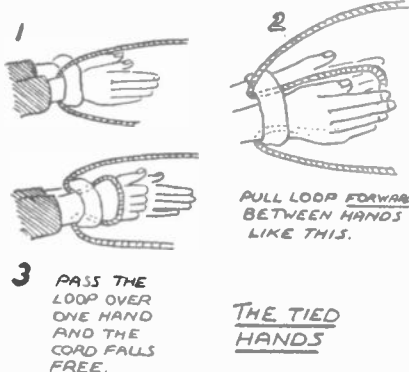
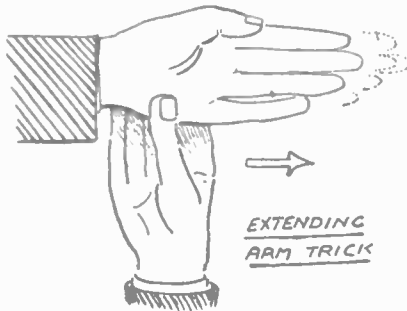
Move the grip of the right hand a little up the wrist and repeat the pulling action, again pushing the arm a bit more out of the sleeve. This can be done several times and the illusion of stretching your own arm is very complete.

## An obedient matchbox

This is quite mystifying to anyone not in the know. A matchbox is placed

on the back of the hand. At the word of command it raises itself up. It is done by putting an empty box on the back of the hand with the tray slightly drawn out. Pushing this in a shade it can now be made to grip the loose skin that always comes just over the knuckles.

By slowing dropping the fingers (together), so that the skin is tightened it will be found that the box rears up. Do this trick slowly and with every appearance that the box is obeying your command.



## The wonderful slate

Write a short name on a slip of paper. Hand it round and then show a slate perfectly clean on both sides. Put this between a folded newspaper and get the person now holding the slip to sit on it. Take out the slate and to the wonderment of all the name on the slip is chalked on it.

This is done by the name being chalked in reverse on the inside of the newspaper, and being sat on transfers the letters to the slate.

## Hypnotised handkerchief

Borrow a handkerchief. Twist it into a roll and say that you will balance it on a finger. The actions of balancing are

gone through, but each time the cloth crumples and falls to the table. Then the handkerchief becomes suddenly stiff and can be balanced as promised.

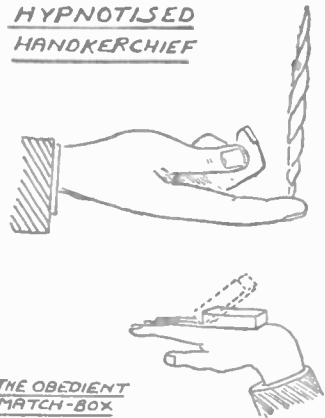
The last time the handkerchief fell you picked up with it a strip of wire, obtained before and lying out of sight, and this time the cloth was twisted with the wire inside.

## The tied hands

Get someone to tie your wrists together with a scarf. Pass a cord between the arms (above the point of tying) and let another person hold the ends. Now ask someone else to place a coat over the bound hands. A few movements and the cord falls freely to the floor, but the coat removed shows your wrists still bound.

The solution is that a little slack is pulled up in the cord. This is formed into a loop and passed over one hand, under the scarf which is never really tight,

## HYPNOTISED HANDKERCHIEF



the length then falls away. The illustration makes the action clear.

## An egg trick

This is a very mystifying trick. A jar containing water is to hand. Into this the egg is dropped which sinks till you give an order for it to stop, when it remains poised. This is done by first half filling the jar with a strong salt and water solution, and carefully continue filling to the top with plain water. An egg sinks in clear water but floats in brine. Time the command to agree with the egg getting half way down. Finish the trick by saying the spell has broken and stirring the solution with a stick when the egg settles to the bottom.



# THE ANGLER at CHRISTMAS

**O**H yes! he can have a merry time. All that are needed are favourable weather conditions, good water, plenty of fish, the best of surroundings — and a welcome break from routine work. With such promising possibilities, there is always a chance of enjoying a round of good sport. It is worth recalling that there is often something worth catching and weighing when a fish is hooked, played, and landed during the Yuletide holidays.

If a water — whether stream, lake or reservoir — is well stocked with such fish as pike, perch, chub, roach, dace, etc., it is possible to make a nice mixed catch. Of course, to get the best out of the Christmas outing we bless our chances if we revel in a spell of sunny warm weather. When we shiver under the austerities of an 'old-fashioned' Yuletide, such as are so often depicted on greeting cards, with lots of snow, ice, robins at the door, and carol-singers, it is not so encouraging for us to brave the wintry scene, and the less robust of us are more inclined for the fireside than the riverside.

## Study conditions

The Christmas angler, however, out for a spot of sport is far likelier to consider the state of the waters and the type of weather than does the summer fisher, who does not mind dallying in sunshiny places no matter if sport is slow. Therefore, he should select his fishing days, if he can, so that he may adopt methods of angling likely to be the most advantageous, and equip himself accordingly.

Pike are a proposition worth thinking about. The prospects on a bright mild morning with a river running in nice volume, more or less normal for mid-winter, with no ice to choke the rod-rings, and no snow to impede one's efforts, the angler may go forth equipped with a spinning rod, a few assorted lures, in which devons, wagtails, phantoms, spoons, and plugs are as likely to catch pike as quill-minnows or dead natural baits, and a bass or bag for any fish he may catch, together with gaff or landing-net. Thus fitted up he may trail along the bank of river or lake, casting his bait into all likely spots, the eddies below the weir, the lay-by that fish haunt 'neath the banks, the weedy spots, bush pockets, and the backwaters.

Stationary fishing in winter weather is often a trying job, whereas the exercise which spinning affords sustains bodily warmth. Spinning is far more satisfactory than squatting for hours together on your heels!

The alternative, if pike is the main quarry you seek, is to try a paternoster baited with a lively 6in. dace and held afloat by a biggish cork float. A sure find if pike are about and feeding.

## Bottom-fishing

Bottom-fishing in winter is sport best suited to the younger and hardier generation. The young angler being sensible to the rigours of winter weather puts on plenty of clothes. He wears his gum boots over thick woollen stockings, favours a warm cap that can be well pulled down over his ears if desired to beat the cold frosty air; an overcoat to provide warmth for his body, and, if necessary, a 'mac' to give camouflage when the riverside is covered in snow. He takes a flask of some good hot drink — Bovril or cocoa or tea — to keep his 'innards' nice and warm, and, of course, a pair of mitts to secure his fingers and hands against the frost.

For his sport he looks to deep swims rather than shallows. Big roach at this season seek such haunts, taking maggot, paste, worms, bread crust, etc., and they often feed freely at the evening of a mild winter's day.

Chub will dote on knobs of cheese or fat worms. As to perch, now at their best, they will readily sample any likely titbit offered to them. Live minnows, worms, brandlings, all will prove their worth as baits for the greeny black-barred fish with the reddish fins. After a flood the eddies, bank holes, bush pockets, old bridges are places worth trying with the aforesaid baits. Dace are lively fish in winter during mild weather, worms (red), maggots and small garden grubs are attractive baits.

## Season's Greetings

Provided the water is fishable and overhead conditions are favourable it is good to be outdoors by the waterside in the Christmas holidays. Here's hoping, then, for a glimpse of sun, and the river a nice shade of ale-brown. Tight lines and a **HAPPY CHRISTMAS TO ALL ANGLERS!**



## HOW TO REMEDY A STICKY FLY-LINE

**A**N oil-finished fly-line often becomes an annoyance to its owner who has taken fly-fishing up in earnest, for, after it has been used for a time the line becomes sticky. There is an easy way of remedying this fault. The method for a cure is to well soak the line in a mixture of whiting and water for a week or so. The stuff must be made into a 'creamy solution', not unlike thick cream. Then when the line has been submerged in it for some days, it should be taken out and hung up to dry. After drying for, say, a day or so, rub it down with a soft cloth, and then polish with a chamois leather.

After it is thoroughly dried, give it an application of a good line dressing (A.S.)

## Answers to Party Posers

SEE PAGE  
212

- (1) Big Indian was Little Indian's mother.
- (2) Tuesday.
- (3) Yes it is possible, and the house would have to be right on the North Pole.
- (4) No, he was wrong. The sheep could be looking directly North and South and yet facing one another.
- (5) He first took over the goose, and leaving it on the further bank, he returned and brought over the corn. He then took the goose back, and leaving it, brought over the fox. This he landed, and then went back finally for the goose.
- (6) The man had one eye only. There were two plums on the tree. He took a single plum, *not plums*, and left a plum, *not plums*.
- (7) There were 17 Boy Scouts.
- (8) 28 days.
- (9) When the solicitor sent the key by post the postman put the letter in the firm's box, and the clerk still could not open it, as the key was in the letter in the box.
- (10) This is a catch. Since the ship is afloat it will rise with the tide and the ladder with it, so no more rungs will be covered with water at all.



MAIN ROOF 17. CUT ONE 1/16 in.



ROOF 6. CUT ONE 1/8 in.



BACK 1. CUT ONE 1/8 in.

FLOOR 3

4

5



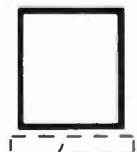
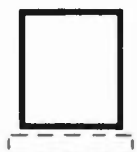
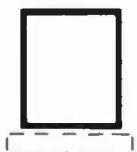
FRONT 2. CUT ONE 1/16 in.  
GLUE WINDOWS IN THIS  
OPENING.

FLOOR 3

SILL 14

4

5



SILL 15

SILL 15



PIECE 12.  
CUT ONE  
1/16 in.

PIECES 9.  
CUT TWO  
1/8 in.

DOOR 10.  
CUT ONE  
1/8 in.

DOOR 13.  
CUT ONE  
1/16 in.

PIECE 11.  
CUT ONE  
1/8 in.

SILLS 14 AND 15. CUT ONE OF EACH 1/16 in.

14

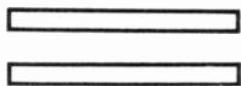
15

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WRH



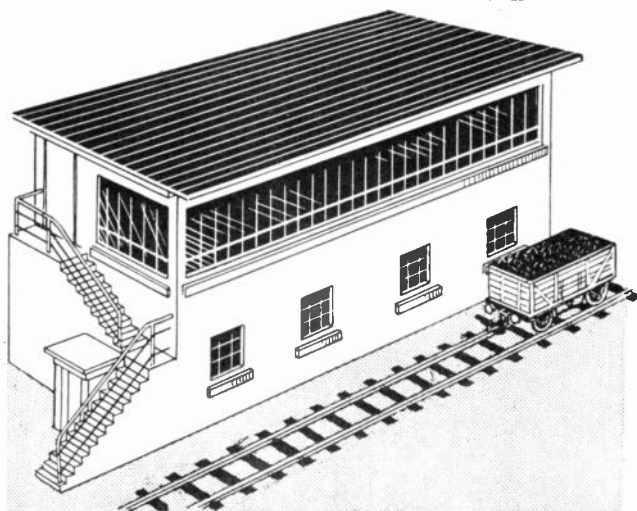
SILLS 16.  
CUT ONE OF EACH  
1/16 in.



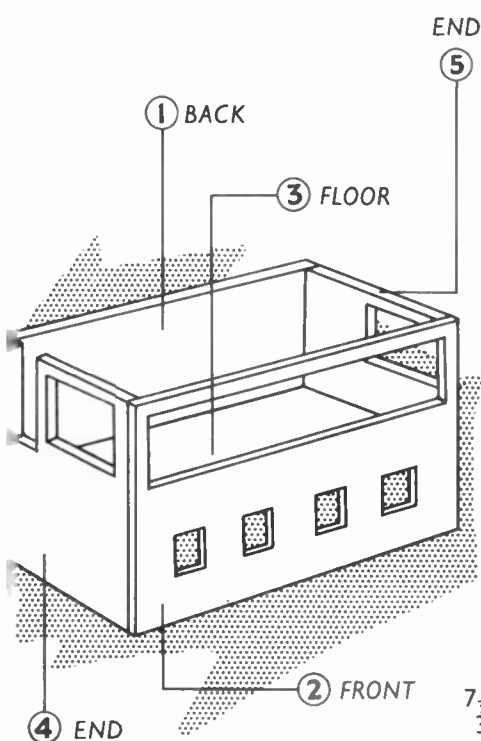
DESIGN

No.  
3242

## OO GAUGE SIGNAL CABIN



A KIT OF MATERIALS FOR MAKING THIS DESIGN  
IS SUPPLIED BY HOBBIES LTD., DEREHAM, NORFOLK.  
PRICE ON APPLICATION.

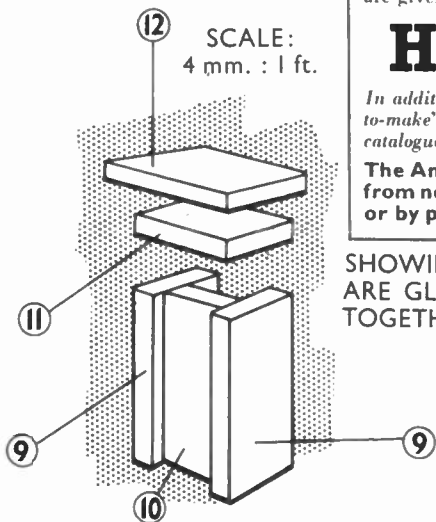


SIZE  
7 1/2 ins. LONG.  
3 ins. HIGH.

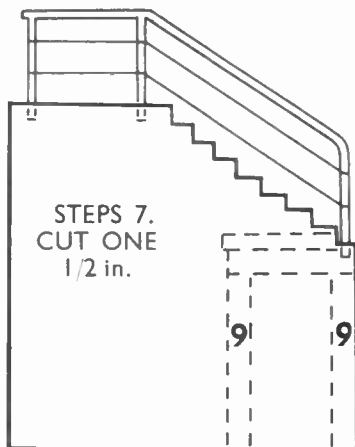
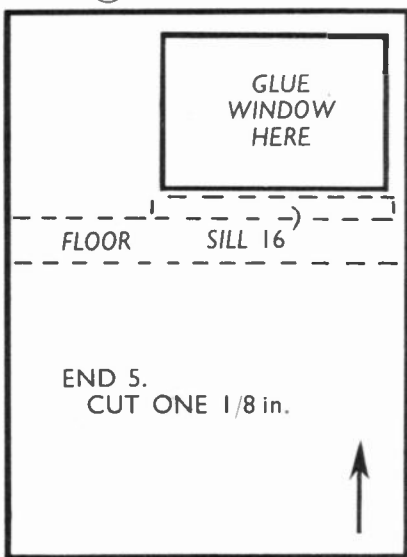
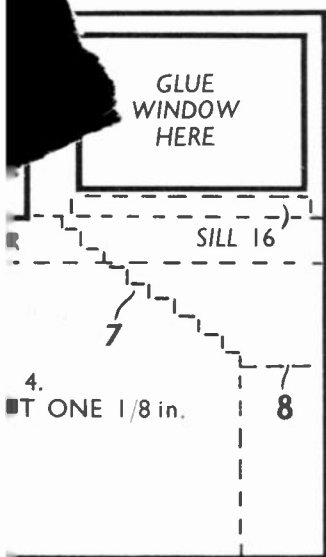
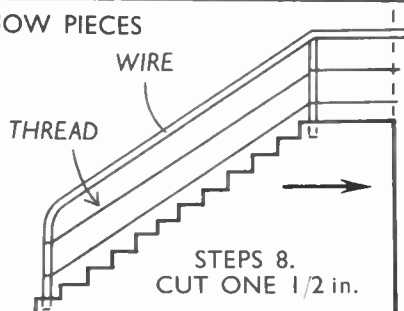
SCALE:  
4 mm. : 1 ft.

OR THE  
MODERN  
LAYOUT

THE ARROWS  
INDICATE DIRECTION  
OF GRAIN  
OF WOOD.



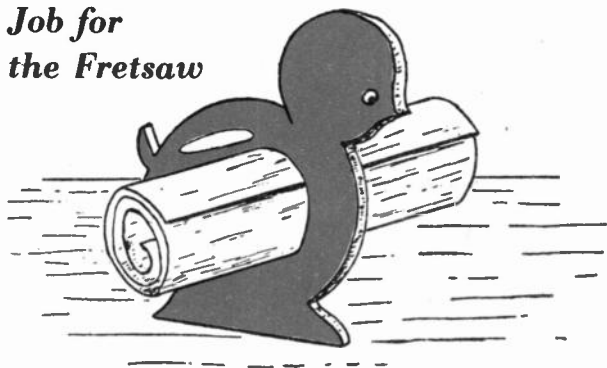
SHOWING HOW PIECES  
ARE GLUED  
TOGETHER.



FLOOR 3. CUT ONE 1/4 in.



## Job for the Fretsaw



# NOVELTY SERVIETTE HOLDERS

*Described by  
S. H. Longbottom*

**S**KILLED workers with the fretsaw will appreciate the value of these attractive serviette holders for children, easily made from scraps of plywood measuring 3ins. by 4ins. and either  $\frac{1}{4}$ in. or  $\frac{1}{2}$ in. thick. The shapes are cut out with the fretsaw or coping saw and, no doubt, it will be realised that two or three may be cut at the same time if sufficient material is cramped together. Suitably coloured gloss paint is used for finishing.

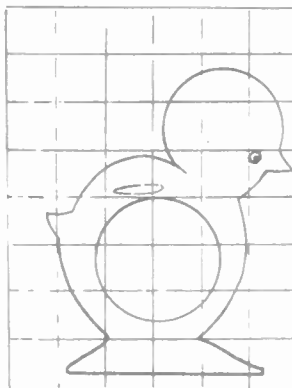
Prepare the design first of all from the two patterns supplied here, measuring  $\frac{1}{2}$ in. squares on to a sheet of paper and plotting out the shape accordingly. The design can then be transferred to the wood by placing a piece of carbon paper underneath the design, using a pencil to trace the outline. You should also mark in the centre for drilling the hole which is to take the serviette. This may be done with a pin or by marking with a cross.

Provision is made for a hole measuring  $1\frac{1}{2}$ ins. in diameter and which can be reduced a little if desired.

After tracing the design on to the wood, the shape is cut out with the fretsaw. The holes may be cut or drilled if you have a suitably sized bit. Where the saw has to be used, remember to drill a small hole within the area of the waste material. If necessary, a base can be added to facilitate standing.

The inside edges should be smoothed thoroughly with a file and glasspaper, and it is sound practice to smooth the sharper outside edges of the hole. Both sides of the holder should be rubbed on fine glasspaper laid flat on the bench to give a smooth finish before painting.

A priming coat of white flat paint is recommended, while the finishing coats should be in gay colours. The wings and eyes of the chicken and the rabbit's nose, mouth and eyes may be painted in black, or brown, after marking the positions with a pencil. If you wish, you may use small, round-headed upholstery nails for the eyes. Paint the nails white, and when dry, paint in the black pupils.



$\frac{1}{2}$ " SQUARES



$\frac{1}{2}$ " SQUARES

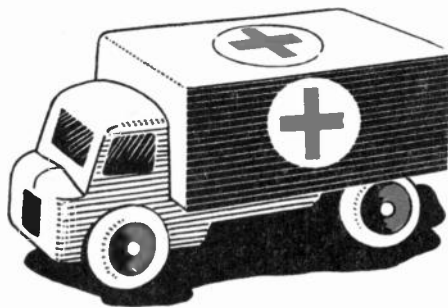
## Make a Toy Ambulance

**A** FEW pieces of  $\frac{1}{4}$ in. and  $\frac{1}{2}$ in. wood and four wheels are all the materials needed for this little toy. Suitably painted it makes an admirable gift for a small boy.

Three pieces (A) are cut from  $\frac{1}{2}$ in. wood and glued together as shown on the pattern page. The body of the ambulance is made from two pieces (C) (the ends), two pieces (B) (the sides) and two pieces (D), top and bottom. Glue them together as indicated.

The cab should be shaped with a rasp and glasspaper, and the whole assembly cleaned up ready for painting. The finished colour is olive green, in military style, with red crosses on a white ground.

The 1in. plastic wheels can be obtained from Hobbies Ltd., Dereham, Norfolk, price  $1\frac{1}{4}$  per set, post free. (M.p.)



**FULL-SIZE PATTERNS  
ON PAGE 223**

# REPLACING CANOE CANVAS

At the end of the canoeing season a wise owner will snatch the opportunity afforded by the close season months to overhaul his craft and thus ensure a trouble-free season the following summer.

The canoe covering is, of course, the most important, and at the same time, the most vulnerable part, and the seasonal wear and tear is bound to have had its effect on the canvas.

In some cases it is only a question of another coat of rubber paint, or, perhaps, a few patches. Less fortunate owners may find, however, that the canvas of their canoes is too far advanced in a state of deterioration to warrant any repairs at all. Only a complete replacement will suffice.

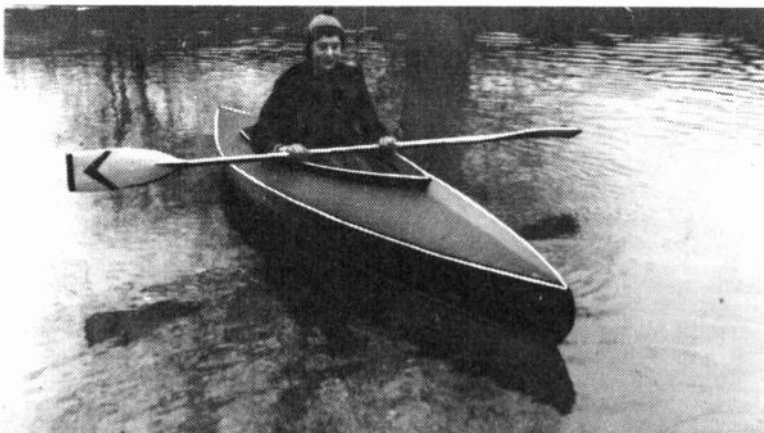
## Strip the old

There is some disagreement among canoe owners as to the best methods of canvassing a canoe. In defence of my own method I can state that I canvased my own craft seven years ago, and not the least deterioration has since set in. One thing everyone is agreed upon, the old canvas must be removed. The reason is that if moisture gets between the old canvas and the new, it has to stay there, between two watertight fabrics, making rot inevitable.

The stripping of a canoe is easy enough, but one should work slowly enough to study the various aspects of the old canvas as it is removed, noting how it was tacked, and the details of the seams, removing the splash-boards, too, whether they are worn or not.

Having now got down to the naked tips, we can start the task of canvassing. Some canoe owners favour a 'vest'. This is a piece of absorbent material to go on the bottom of the canoe, just covering a little more than the area that actually takes the water. Its purpose is to protect the canvas from abrasion. It is purely a question of personal choice if this item is used, and is by no means a necessity. It should be remembered, however, that the 'vest' should be absorbent, so that water caught between it and the canvas seeps through, thus avoiding any danger of rot.

The next step is to choose a canvas. Novices usually buy a canvas already rubberised. My experience has been that rubberised canvases have a tendency to split. Quite often the rubber is laid on a canvas of inferior quality. The best method is to buy a good quality rot-proof canvas, and paint it with rubber paint. Some of my friends favour fine jute. It is very light, and forms an



*This young lady handles her PBK 14 quite well. See back page for details of canoe plans available.*

excellent backing to rubberised paint. Furthermore, it lends itself to the shape of the canoe exceptionally well. I, myself, chose heavy Willesden green canvas. It is very difficult to work with, but it is very durable and lasts indefinitely. Above all, once the job is done, running repairs are kept at a minimum.

For fixing the canvas on to the boat the only tool required (apart from hammer and tacks) is a canvassing knife. Tack the canvas along one side first, cutting it to shape and saving all material removed. Pull it up firmly on the other side, and tack it on, again removing all surplus canvas.

Once the canvas is on, the next things to attend to are the seams. If, as in the case of my own canoe, two pieces of canvas are used, then there are three seams: the fore seam, the aft seam, and the middle seam. If, however, all the canoe is covered by a single piece, then there are only the fore and aft seams.

The middle seam should have an overlap of about 9ins. to 12ins. It can be sealed by either Bostik or waterproof glue. The fore and aft seams are of a different character. The canvas should be neatly trimmed, and a strip of canvas should be stuck over each seam. For these strips the surplus canvas cut off from the main canvas could be used.

At this stage, with the hull of the canoe completely canvased and the seams satisfactorily joined, another optional process can be considered. Accepting the fact that there is no such thing as a rot-proof canvas, although I have not found a scrap of evidence that heavy Willesden canvas is not, the

owner can creosote his. This, like the fixing of a 'vest', is not essential.

When it is certain that both joins and creosote are dry, painting can begin. Rubber paint is used. This can be bought at most boating shops, and 'Gamages' is the Londoner's surest source of supply. It should be applied with a broad brush, with the same technique as one uses for whitewash. Where the boat takes the water not less than two coats are advisable, while along the sides a single coat will do. Along the seams no fewer than four to six coats should be applied.

After the paintwork has dried, turn the canoe the right way up on her trestles, and refit the splash-boards. If these are to be painted, then rubber paint is not essential for this purpose.

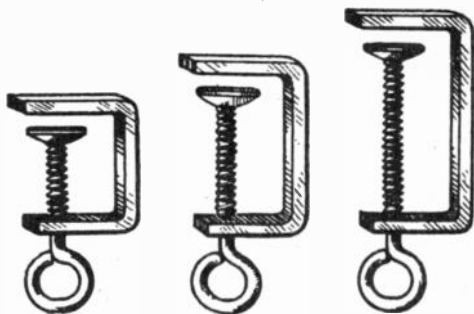
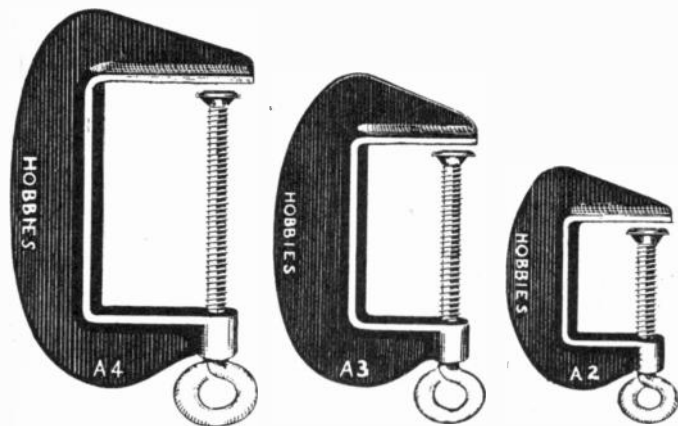
If the canoe owner uses good quality canvas then rents and tears will be unknown, except under extraordinary circumstances. My own canoe was blown over a steep bank during a gale on to a pile 20ft. below. The only damage done was a 4in. gash in the canvas well above the water line. It is as well to have a good supply of canvas scraps on hand for such an emergency.

If a hole or tear has to be re-covered below the water line, it should be remembered that there should be about the same number of coats of paint over the patch as required for a seam. If a repair is done (as it should not be) during a hot day out in the open, either launch the canoe as soon as the rubber paint has set, or douse the paint work with water, in order to save it from being blistered by the sun. (G.G.)

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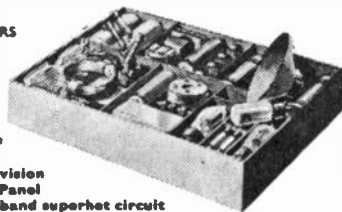
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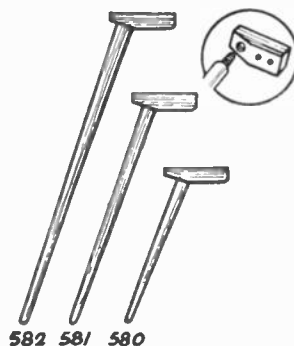
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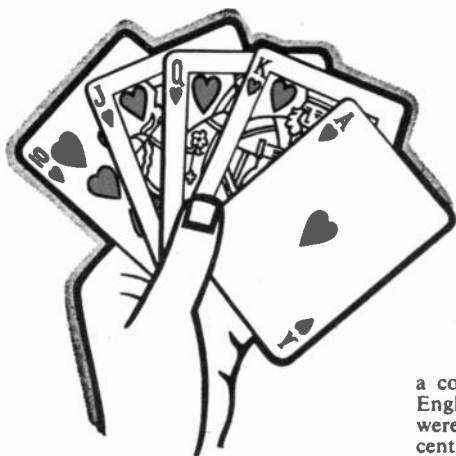
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# What about a Game of Cards

*A history of this pleasant pastime*

*By E. S. Jones*

**C**AN there be anything more pleasant and relaxing on a long winter's night, in the comfort of one's own fireside, than a game of cards? We like to think, with David Garrick, that:

'Cards were at first for benefits designed,  
Sent to amuse, not to enslave the mind.'

It is possible, however, that our enjoyment of the game would be enhanced if we knew a little more than we do now about cards and card-games.

For at least 600 years in Europe, and for many centuries more in Eastern countries, playing cards have been used for gaming, conjuring, and divination; but during the 20th century they have served chiefly as equipment for casual pastime. The history of playing-cards has engaged the attention of more or less serious students since the 17th century, and there is a large body of literature on the subject. The first use of playing-cards was at least as much for divination as for gaming, and may be identified with religious rites and symbols. Through the Middle Ages they were used in the west for fortune-telling, and this practice has continued to the present day.

## Introduction into Europe

The time and place of the introduction of playing-cards into Europe are no less disputable than their origin. That they were carried home by returning Crusaders, or were introduced into Spain or Italy by the Saracens, or were brought into Eastern Europe by gypsies — these are some of the theories which have won support. If any of them is correct, Europe has known playing-cards since the 13th century.

The earliest undisputed references are of the late 14th century, and about the same time in different countries. It was

a comparatively late start for cards in England. It is known that card games were played in France during the 14th century, for reference is made to three packs of cards made for King Charles VI in 1392.

## The first English cards

In England the first official record of cards is in 1463, when in the reign of Edward IV, an Act of Parliament, designed to protect native workers, prohibited importation of foreign-made packs. Probably card-playing was already fashionable both in the British Isles and in France by the end of the 14th century. In France it seems to have spread to all classes by 1397, for in that year an edict was published which forbade workmen to indulge in card-playing except during holidays. We do not know for certain what games were then played.

In 1742 Edmund Hoyle first published his 'Short Treatise on Whist', which was later extended to include other card games, until today various editions of 'Hoyle' have appeared containing details of games of all kinds.

By the beginning of the 16th century gambling with cards and dice was very prevalent amongst all classes. Servants and artisans were forbidden to play except during the twelve days of Christmas, and strenuous efforts were made by the Tudor sovereigns to stop gambling in ale-houses and elsewhere.

The earliest European cards were elaborately hand-painted or engraved, and were much more varied than those now in use, but they were too costly for general use. Early in the 15th century, however, wood-engraving found its chief expression in the printing of playing-cards, which, as a result, spread to the common people very rapidly. The wood-engraved cards were often coloured by means of stencils and dyes, a process of manufacture which remained in common use for more than 350 years.

The first packs did not have Queens, although there were other female figures, The Queen in modern packs is thought

to represent Elizabeth of York holding in her hand the Tudor rose, the King to represent Henry VIII. The early packs had suits of Cups, Wands, Swords, and Rings, which have become the Hearts, Clubs, Spades, and Diamonds of modern packs.

Playing-cards have for centuries been made of pasteboard, for only the paste can make them properly opaque. Today they are either printed or lithographed, usually the latter, one or two packs to the sheet, each pack consisting of fifty-two cards plus a Joker, and a card giving the scoring rules for contract bridge and other games. The cards are die-cut, with rounded corners, from the large sheet, scraped, sanded, and sometimes lacquered on their edges. Every card manufacturer uses secret refinements on this process. Cards with Braille markings are prepared for the blind.

## Evolution of the court card

So we see that the evolution of playing cards has been notable if slow. Until the 20th century playing cards were much used for gambling, and gamblers' fear of change delayed improvements. Cards depicting national heroes and current events have appeared continuously, but have succeeded only as novelties. Soviet Russia's effort to replace traditional royal designs with revolutionary figures was abandoned in 1928, and the figures on British court cards are costumed for the period of Henry VII and Henry VIII. It was not until after 1870 that 'double-head' cards, which may be read from either side, with indices in the corners, became standard. The gambler's fear of being cheated prevented the use of decorative back designs until after 1850, for it was felt that plain white backs could not be so easily marked.

The form of playing-cards has been much used for games requiring other than usual designs and for divers purposes. Although one of the earliest MSS (1377) was the work of a monk who approved card playing as a harmless pastime, and although through the 16th century several clerics issued playing-cards bearing scriptural passages, after card playing became widespread, it was looked upon with disfavour by the church. The Puritans termed playing-cards 'The devil's picture-book', and to them and among other Protestants, it was sinful even to have them in the

● Continued on page 222

# MAINLY *for* MODELLERS

**M**ANY keen model-makers come to grief in making up their scenic groundwork. This should not be so, and it only needs a little experience to get what you desire. In the first place, if you are making mounds, hills or hummocks, then do fill up the bulk of the under-area with suitable and stout material. An underground earthquake will ruin just everything, including figures and buildings.

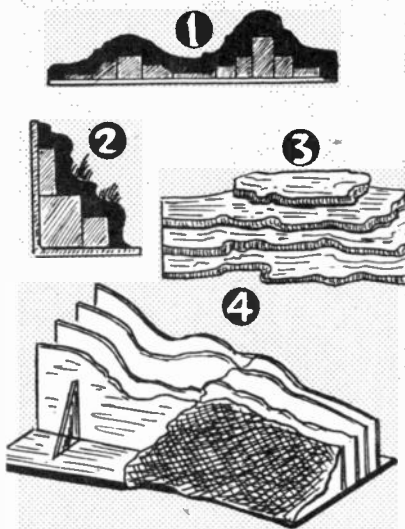
Be sure of the basic board. Strengthen it with battens. Build up with blocks of wood (Figs. 1 and 2), and make deep sections line up with contour cut-outs (Fig. 3). Your fretsaw will be useful for this work and allow at least 1in. above any wood edge for layering of the covering material. Most professional model makers use small chicken mesh, hessian or stiff linen to get the first shape (Fig. 4). See that this is roughly shaped as the finished project, secured so that it will not spring and sufficiently rough in texture to form the 'key' for the finishing layers. Some workers always use three layers and this, I understand, allows one to settle before the other is put on, and I think there is much in this technique. So get the basic foundation right first and then the rest will be much easier.

We often make mistakes because we do not know what is available to us to prevent this failing. Model railway embankments, exteriors of old-world buildings, scenic surfaces, roofs of buildings and rural scenes all call for the rough surface, securely fixed and correctly coloured. Special flocking powders can be obtained from handicraft shops in green, rust, maroon and blue. They can be used on cardboard, iron, wood and any specially prepared surface. They can be stuck to twigs and built up on sponge to make trees and have, in fact, hundreds of uses for the keen scenic model-maker. Flocking powders are sold in boxes at 1/3 and there is a special adhesive at 1/6 a jar. But here again, this is a material to go on the fully prepared surface and will, I am sure, give the desired texture.

Messrs. Winsor & Newton also do a very effective material called 'Wallart'. This is a white fine crystalline powder which is simply mixed with water, and you can adjust the consistency so that you use it for relief modelling or making most effective little brick sections and small items of structural work. This material may be textured whilst wet with a brush and high relief up to 4ins. can

be achieved with safety. Such work can be coloured and varnished or left in its rough state, and is very real looking.

Getting a wide area covered, such as a battleground for a show of soldiers, vehicles one might have made or, perhaps, a Wild-West scene, I feel that we



often overlook the very simple use of all those oddments of paint we probably have in the shed.

Plenty of thick paint, and particularly 'flat' paint, will mix up into the most glorious plastic we can have. Run off as much oil as you can, so that you do not

## MAKING SCENIC GROUNDWORK

By V. Sutton

get a gloss. I confess to having mixed such a material with very fine sand (from the bird shop), powdered building brick, emery powder, soot, fine sawdust and fine building sand. If you get two coats of the more or less workable paint on first and then add this (not by painting but by blobbing), with a stencil brush you will achieve quite an art of your own. This mixture binds well, and comes to no harm in extreme atmospheric conditions.

Casco glue and sawdust will mix into a good paste. Mix the glue powder with an equal quantity of water; allow to mature for ten minutes, add the dye for the area you wish to cover, and then mix in the sawdust. This way you make a very good covering coat and incorporate the shade in the work, so that you can dab over to your own style afterwards.

One can experiment with all these ideas, and I have used fine sawdust, plastic wood and Durofix. Mixing this into a stiff paste you can add the main shade, such as green, and thus you obtain the projecting roughness which paints up so well in the rougher surface. Experimenting in this way you gain so much knowledge, and it is part of our craft.

Flowering borders and any foliage on the surface will present difficulties to many. Sawdust, plastic wood and Casco can be mixed, and to this add some bird seed. In the mixing, it will sort itself into clusters which paint up well into flowering groups.

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## The History of Cards

house. After 1843 cards similar to standard playing-cards in form, but not in design, had been produced, and these were deemed permissible in devout homes.

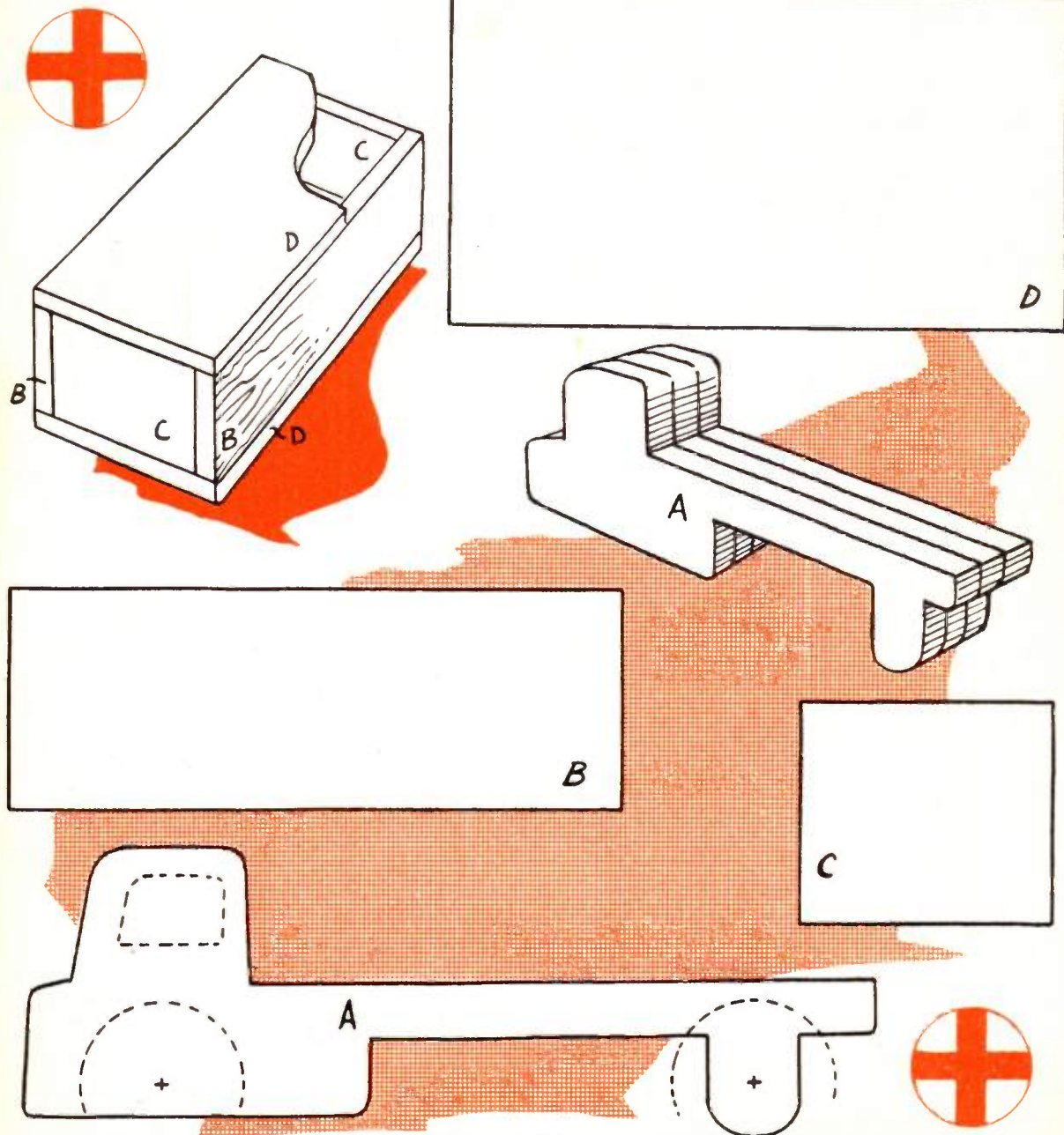
About 1508, efforts were first made to render education easier and more palatable by printing instructive text on the faces of playing-cards, and there is hardly a subject from theology to war, which has not inspired a set of educational playing-cards.

Collections of old cards are to be found in many countries, among the most notable being those in the British Museum.

The game considered to be the parent of most card games — Whist — is generally thought to be of British origin. First a game for the lower classes, Whist was taken up in the early 18th century by gentlemen in London's coffee houses, and in the middle of that century the game became an unprecedented success in fashionable circles, due chiefly to Hoyle's book in 1742, and soon spread to the continent and to America.

'You do not play at Whist? Ah, what a sad old age you are preparing for' (Talleyrand).

# A TOY AMBULANCE



# Paddle Your Own Canoe



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it with the  
aid of  
full-size  
plans from*



## BUILDING COSTS FROM ABOUT £7

These plans contain all the information needed to build the canoe and its accessories. The main frames and other shaped parts are drawn full size for tracing direct on to the wood. There are plenty of constructional diagrams, with step-by-step instructions, and a detailed material list. Accessory instructions include the making of paddle, spray cover, trolley, rudder, sailing gear, etc.

All of these canoes are of the decked kayak type and are primarily paddling craft, but sail is useful as an auxiliary and can add to the fun of canoeing. If sailing capabilities are particularly required, PBK 20 is the best selection.

A canvas canoe can be built by the novice with limited equipment, and the average handyman can complete the job in about 40 hours. The structure consists of widely-spaced laths on cross frames, covered with a fabric skin. There are no difficult joints or awkward work. Plywood skinned canoes need more skill and a larger tool kit.

Building costs range from about £7 (for the PBK 10). We do not supply materials for building, but addresses of firms who do so are included with the plans.

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