STREET LEVEL MODELS

1967/72 tube stock Instructions

To build this kit you will need a suitable craft knife, steel rule or suitable cutting edge, a safe cutting surface and suitable glue. I always favour impact adhesive for constructing these kits, although there are many alternatives available on the market, so I would recommend using whichever variety and brand you are most comfortable with.

Before starting work it is best to familiarise yourself with the sheets in this kit. There are two pairs of identical sheets, one pair of driving cars, another pair of trailer cars. It is up to you whether you choose to build each one individually from start to finish, or build all four vehicles as a batch.

Once you have familiarised yourself with the sheets, begin by cutting out the main bodysides and roof, along with the doors. Notice that the roof ends are slightly different on the driving cars, and the trailers are symmetrical. Glue the doors into position behind the openings (see diagram 1). If you wish to glaze and add extra detail to the cars, this is the best time to cut out the window apertures and glue or tape thin acetate behind the openings. There are two black formers on each trailer car sheet, these can be used wherever you wish in the construction of the set, or even used as templates to cut some from thicker card to strengthen the finished model and help get the shape right. The trailing ends can be cut out next, and the flared edges rolled round a small screwdriver shaft to give the right curve towards the end doors. The tabs on the end doors will need to be rolled in the same way and glued inside the ends. The cab bulkhead can now be glued into position on the driving cars, notice how this sits flush with the car body sides with the end of the roof overhanging. (See diagram 2)

Finally for the car body, cut out the driving cabs, roll the flared cab sides around a screwdriver in the same way as for the trailing ends until the cab resembles diagram 3. If you wish to use one of the alternative destinations, cut the destination bo out and glue the one of your chice behind. Glue the triangular tabs behind the lower panels, and offer the assembly up to the front of the car

body. There will be some inevitable tweaking to be done at this stage to endure a snug fit between all the components as this is a very complicated shape to represent in card. Once you are happy with the arrangement, glue the cab into position and set aside to dry.

Now to look at the floor and wheels. Start by cutting out the floor and folding the solebars down until it resembles diagram 3. If you are building a static display model, simply prick the corners of the white dotted rectangle through the card with a pin to locate the dummy bogies. If you wish to build a working model, draw two lines corner to cornet to find the centre, and drill a hole to take the motor bogie of your choice. It is worth noting that Metromodels produce ready to run trailing bogies which would be suitable for this kit. They are available from www.metromodels.net. To build a working model, I would recommend reinforcing the floor with something stiffer than card, ideally a sheet of plasticard.

To complete the static model, simply cut out the printed bogies and fold them into a box. These can be mounted under the floor using the pin-pricks as a locating guide.

For both static and working models, mount the bogie frames, axleboxes, and shoebeams on some medium thickness card (about 0.75mm thick, scrap from a card backed envelope is ideal) Cut the components out and glue them in layers onto the bogies. They will stick flat to the dummy bogies provided in the kit, but will need some extra layers of card to bring them out clear of the bearings on a motorised model.

Once this is done, simply glue the finished car bodies onto the chassis. To finish, cut out the dummy couplers (below) and mount them onto thick card. This can the be glued over the blank spaces on the headstocks below the end doors of each car in the train. If you wish to add extra detail, this can be added in black card/microstrip to simulate steps, raised rainstrips etc.



