

Instructions for building the 2011 Steam Apprentice Club Model Galloping Horse/Running Cockerel.

You will need:

- Mount board or similar
- Sandpaper
- Thin card/thick paper
- Acrylic paint (you choose colours)
- Glue (wood glue is best)
- a kebab stick
- Cotton/wool/string

Equipment:

- Scissors
- Craft knife
- Clothes pegs are useful to hold your model whilst gluing,

The Galloper:

Start by drawing the pieces onto your card, number them and cut them out.

The more carefully you do this the less hard the sandpapering will be. When you have all the pieces cut out, start to glue them together beginning with the central piece. DON'T FORGET to cut out the channel for the stick. When your horse is assembled and you are happy with it, leave it to dry overnight before you start to shape it.

The horse's profile will be a series of "steps". These need to be made smooth by sanding down or trimming with a craft knife. Shape the head very carefully. Have a look at some gallopers first if you can. Paint your horse as you wish. Don't forget that they are highly decorative. I have included a pattern for the saddle but you will need to make it fit well before gluing it on.

Lastly, add the mane and tail made from thick cotton, wool or thin string. This can be wetted with glue and made to look like a carved mane with a little effort. Lastly glue in the kebab stick so that your horse can be stood up. If you want to give this the appearance of twisted brass then glue on a length of cotton in a spiral and paint it gold.

The Cockerel:

Follow the technique for the galloper, but be careful as the cockerel has one leg forwards and the other back. That is why this model seems to have more pieces than the horse.

Of course if you would like to design your own and bring something different that would be WONDERFUL!

Galloper Horse (Spoooner)



