

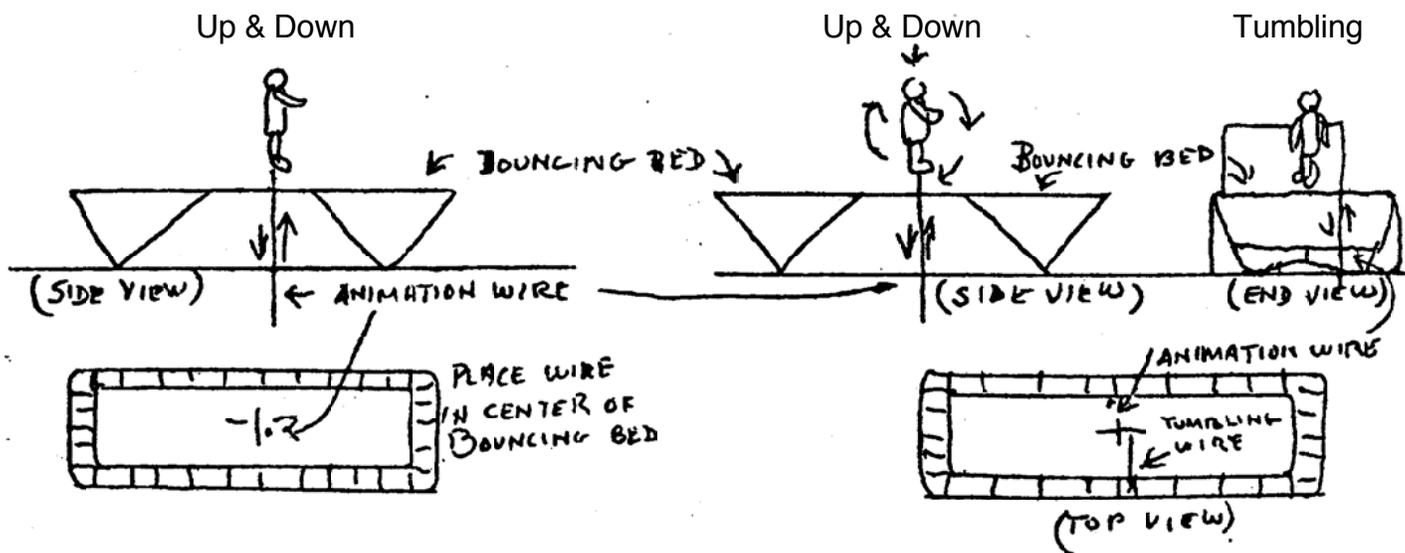
First make the main frame exact size as shown on drawing making sure all joints are soldered securely. Next make two leg frames making sure legs are not twisted. When soldering, it is best to use a flux for best results. After the main frame and legs are completed clean well and dress up all soldered joints with a file. Now lay the main frame on a flat surface and attach legs at points "A" at the angle shown, on side view. Now cut leg braces correct size and attach at points "B". Now solder chains at points "O". This type of chain is used on ladies leg bracelets and can be purchased in the dime store. The bouncing bed is made from white muslin the exact size as shown. Cut 1/2" larger on each side and then fold under and stitch as shown. Add a red-center line cross as shown using red pencil. The springs are made by using a white or tan colored carpet thread. Lace thru bouncing bed then around frame and continue around the tramp, spacing the springs as shown and centering the bed on the frame.

The details on construction of the trampoline are in 5/16 inch scale. This is slightly larger than inch scale. The reason for this scale was to suit Ideal and Super Circus figures. (No longer available as far as can be determined by the Supt. Of Plans in 2005) If you are one of the lucky persons who can carve figures you might want to reduce this to 1/4 inch scale. This can be done very easily by using full scale sizes as shown on drawings and convert them to inch. You will however need one other size not shown on last month's drawing. This is the height of the trampoline, which is 34 inches. This is the height of tramp when legs are open as shown on side view. This is the height from floor level to top of the main frame.

After Trampoline is completed it can be painted silver, which is the usual color. However it may be painted any color to match a certain color scheme of your show.

The trampoline is a good starting place for animation in your circus and can be done easier than most other things to animate. First select the figure you wish to use or the one you have carved. Now insert a steel wire in the leg or center of the figure from the feet up thru the body. Let yourself about 6 inches of wire beyond the feet to work with for attachment to your mechanical devise and motor. It is best to now paint your figure.

The simplest animation is a jumping up and down movement of the figure, by attaching the wire thru the bouncing bed to a vertical mechanical movement. The figure can be made to tumble over while in the air by inserting the steel wire in the side of the figure, slightly off center so as to act as a pivot, then run the wire down the side of the figure thru bouncing bed to your mechanical devise. Here again leave yourself enough wire to play with. The tumbling action is done by placing a small wire in the path of the figure on its upward motion. This will cause it to tumble over and come down foot first. This motion will be repeated after each up and down stroke. To get correct timing and effect may take some experimenting to meet the requirements of the motor and speed used to create your animation. There is no exact speed to be used however as the speed of any trampoline act might be different. Any reasonable speed will be satisfactory.



## Trampoline

DATE: 1946

SCALE: 5/16" = 1"

SCANNED & REVISED:  
10/05/2005

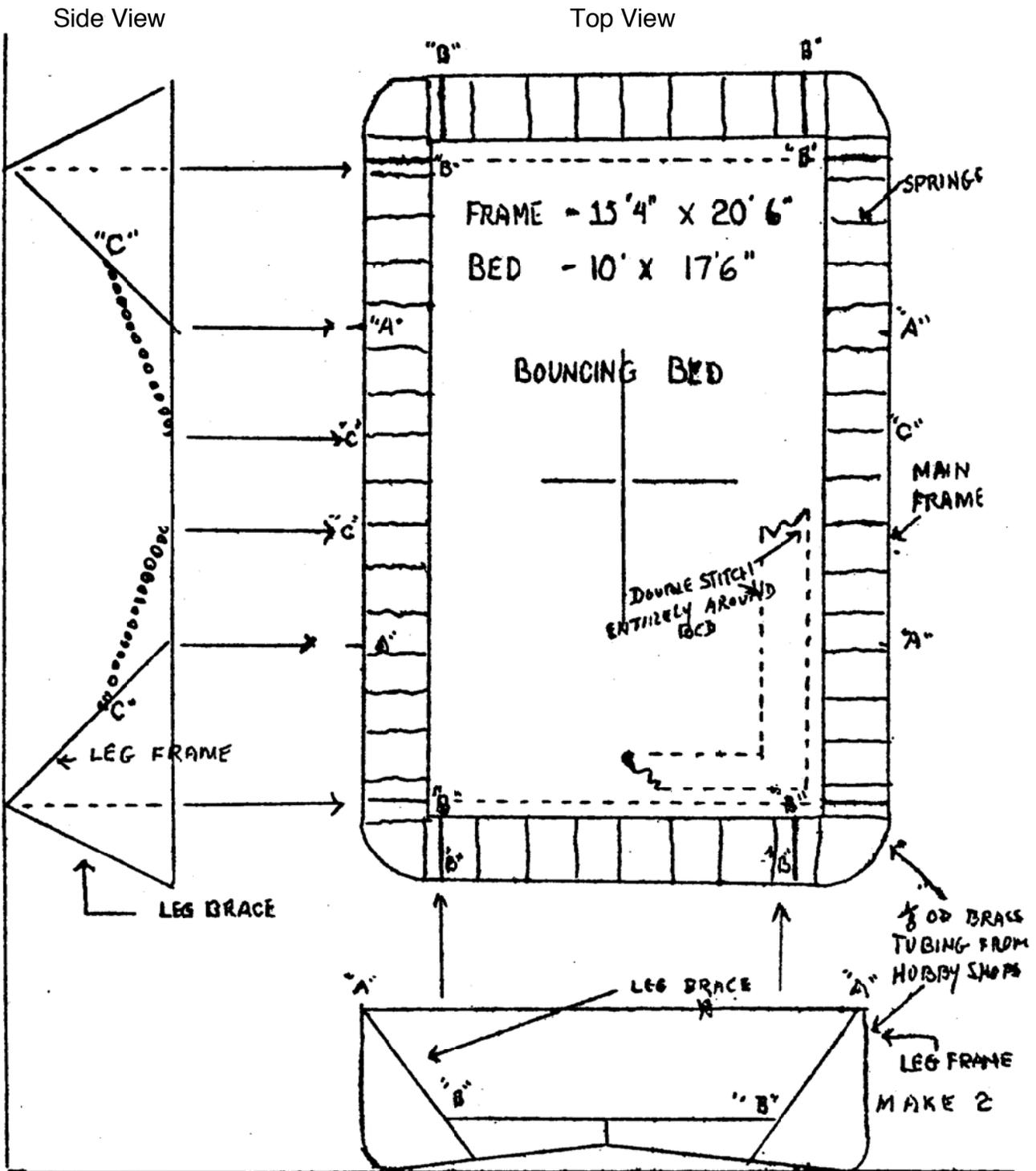
Pg 1 of 2

# Circus Model Builders

Drawn By  
W. Heist, Jr.

DRAWING NUMBER

#0130



Note - Line "X" is a work line and not part of the Leg Frame

<b>Trampoline</b>			
Pg 2 of 2	SCALE: 5/16" = 1'	SCANNED & REVISED: 10/05/2005	DRAWING NUMBER <b>#0130</b>