

HORSE - TEMPLATE SHEET 1

Stage 1: Cut all the strips at there desired cut lengths.

Stage 2: On each strip mark all bending, roll and scroll positions onto the flat surface of the steel using the dimensions on [template sheet 1 & 2](#). **Note some of the strips maybe to scale.**

Stage 3: (HEAD): Start off with marking out rolling positons **R1, R2, R3, R4** and **R5** on the strip of metal using [template sheet 2](#). Using [template sheet 5](#) gradually roll each rolling positon until you form the head. In between rolling, we would recommend bending **B1, B2** and **B3** to get a better formation shaping of the head.

Stage 4: (EYE): Roll **R6** to form a circle for the eye, check on [template sheet 5](#).

Stage 5: (EAR): Roll **R7** first stage to form a semi circle, check on [template sheet 5](#), then bend **B4** in the middle to form the ear.

Stage 6: (CHEEK): Roll **R8** to form a semi circle and check on [template sheet 5](#).

Stage 7: (NECK): Roll **R9** to form a light curve, check [template sheet 4](#) for the full length curve, then bend **B5** at the end.

Stage 8: (MANE 1, 2 & 3): Scroll **S1, S2** and **S3** on each strip as illustrated on [template sheet 3 & 4](#). After scrolling, Roll **R10, R11** & **R12** with a light curve. Then for bend **B6, B7** & **B8**, place into 1-2 scroll former and form a slight kink, or you can use your RBR tool.

Stage 9: Lay out components into position using [FIG 1](#) on [template sheet 2](#) and mark a **LINE** using a pen where the parts meet for the hole position. Remember to set the platform on the PSH tool to centralize the punch hole using the hole punch gauge [MC1526](#). (If you have this tool as its an optional add on)



TO SCALE

COMPONENT 6 **MANE 1**

X4

CUT LENGTH 250mm, 12mm x 2mm (1/2 x 14G)



TO SCALE

COMPONENT 7 **MANE 2**

X1

CUT LENGTH 300mm, 12mm x 2mm (1/2 x 14G)

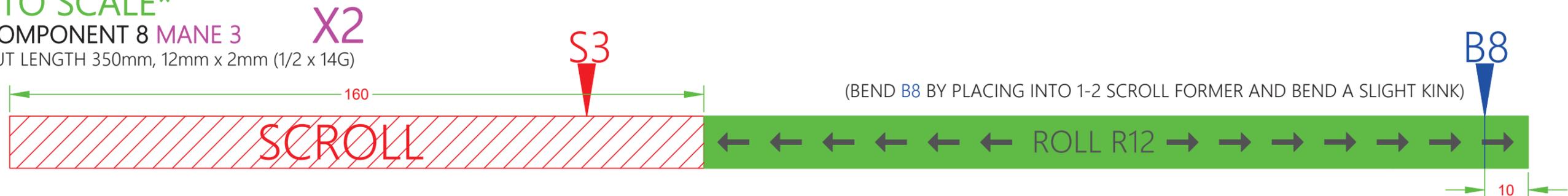


TO SCALE

COMPONENT 8 **MANE 3**

X2

CUT LENGTH 350mm, 12mm x 2mm (1/2 x 14G)



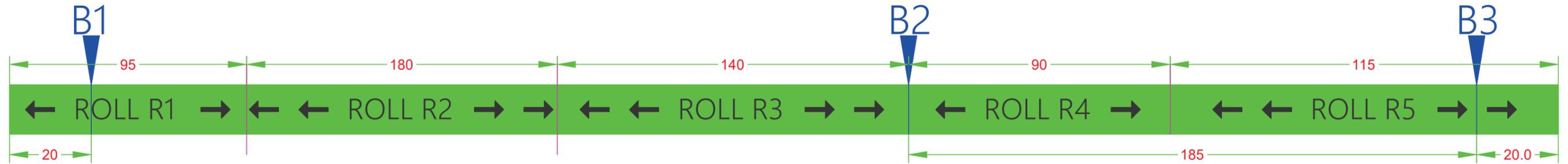
HORSE - TEMPLATE SHEET 2

NOT TO SCALE

COMPONENT 1 HEAD

X1

CUT LENGTH 620mm, 12mm x 2mm (1/2 x 14G)



TO SCALE

COMPONENT 2 EYE

X1

CUT LENGTH 100mm, 12mm x 2mm (1/2 x 14G)



We recommend that before starting you wipe all steel bars down so that they are free of grease, scale or dirt. After cutting any component, we also recommend that you trim the corners for a neater finish, if preferred, unless these instructions tell you otherwise. Use a fine tip marker pen, pencil or scribe for making hole, bend, scroll, roll and twist points on the bars.

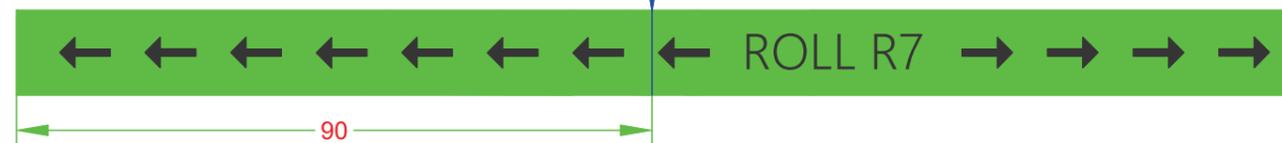
┃ = RIVET POSITIONS

TO SCALE

COMPONENT 3 EAR

X1

CUT LENGTH 180mm, 12mm x 2mm (1/2 x 14G)



TO SCALE

COMPONENT 4 CHEEK

X1

CUT LENGTH 180mm, 12mm x 2mm (1/2 x 14G)



NOT TO SCALE

COMPONENT 5 NECK

X1

CUT LENGTH 510mm, 12mm x 2mm (1/2 x 14G)

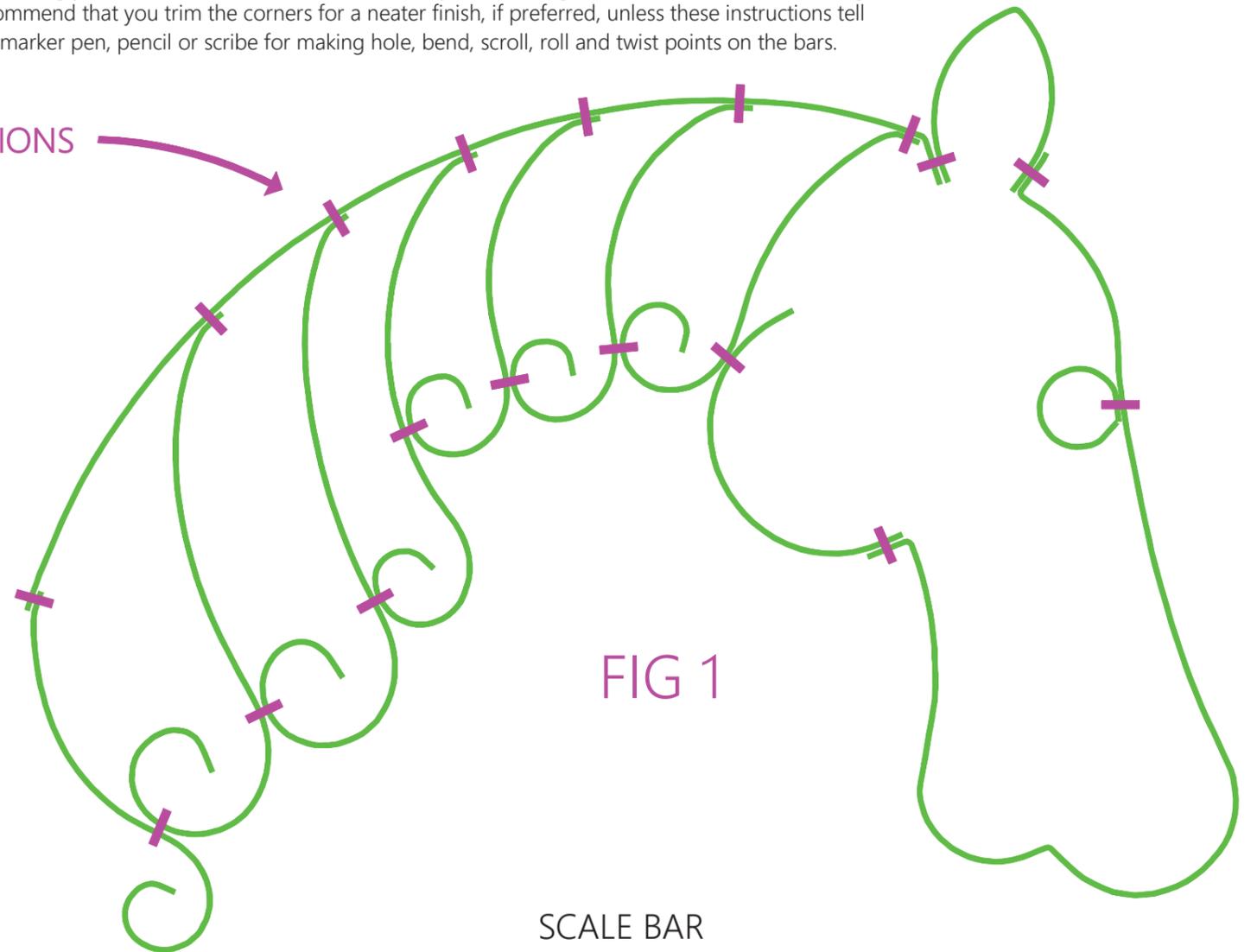


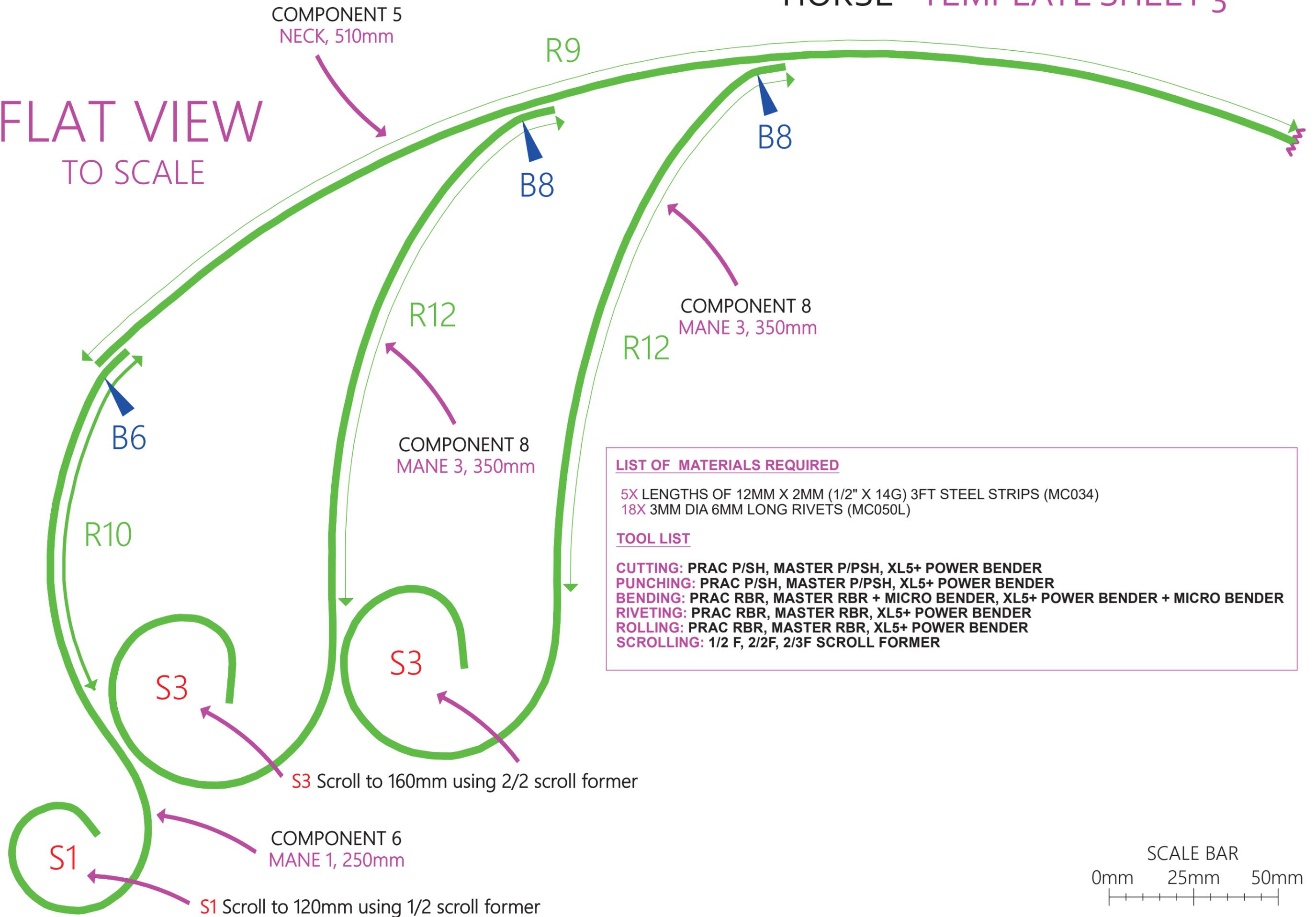
FIG 1



B5

20

FLAT VIEW TO SCALE



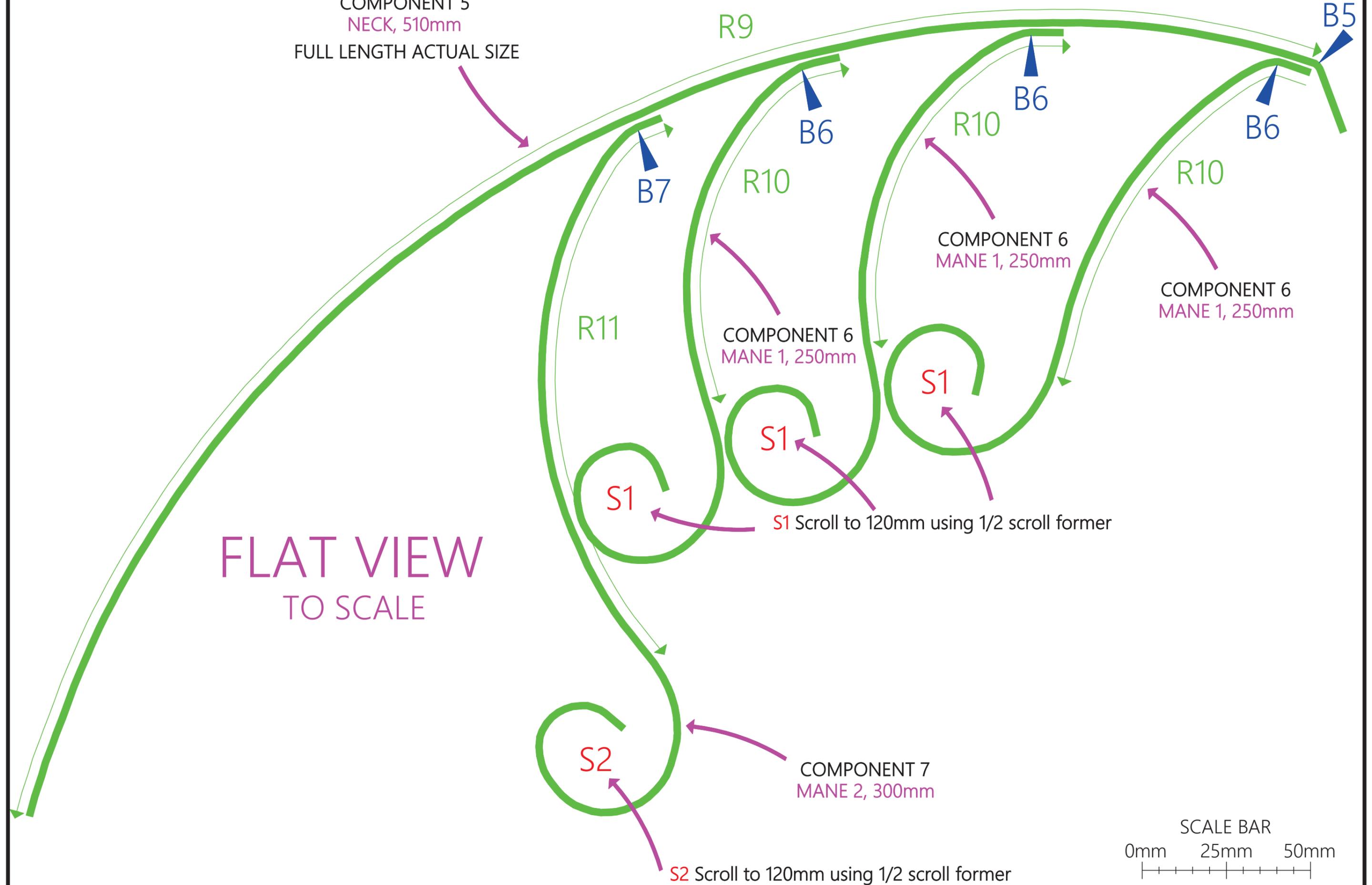
- LIST OF MATERIALS REQUIRED**
- 5X LENGTHS OF 12MM X 2MM (1/2" X 14G) 3FT STEEL STRIPS (MC034)
 - 18X 3MM DIA 6MM LONG RIVETS (MC050L)
- TOOL LIST**
- CUTTING:** PRAC P/SH, MASTER P/PSH, XL5+ POWER BENDER
 - PUNCHING:** PRAC P/SH, MASTER P/PSH, XL5+ POWER BENDER
 - BENDING:** PRAC RBR, MASTER RBR + MICRO BENDER, XL5+ POWER BENDER + MICRO BENDER
 - RIVETING:** PRAC RBR, MASTER RBR, XL5+ POWER BENDER
 - ROLLING:** PRAC RBR, MASTER RBR, XL5+ POWER BENDER
 - SCROLLING:** 1/2 F, 2/2F, 2/3F SCROLL FORMER



HORSE - TEMPLATE SHEET 4

COMPONENT 5
NECK, 510mm
FULL LENGTH ACTUAL SIZE

FLAT VIEW
TO SCALE



R9

B5

B6

B6

B6

B7

R10

R10

R10

R11

COMPONENT 6
MANE 1, 250mm

COMPONENT 6
MANE 1, 250mm

COMPONENT 6
MANE 1, 250mm

S1

S1

S1

S1 Scroll to 120mm using 1/2 scroll former

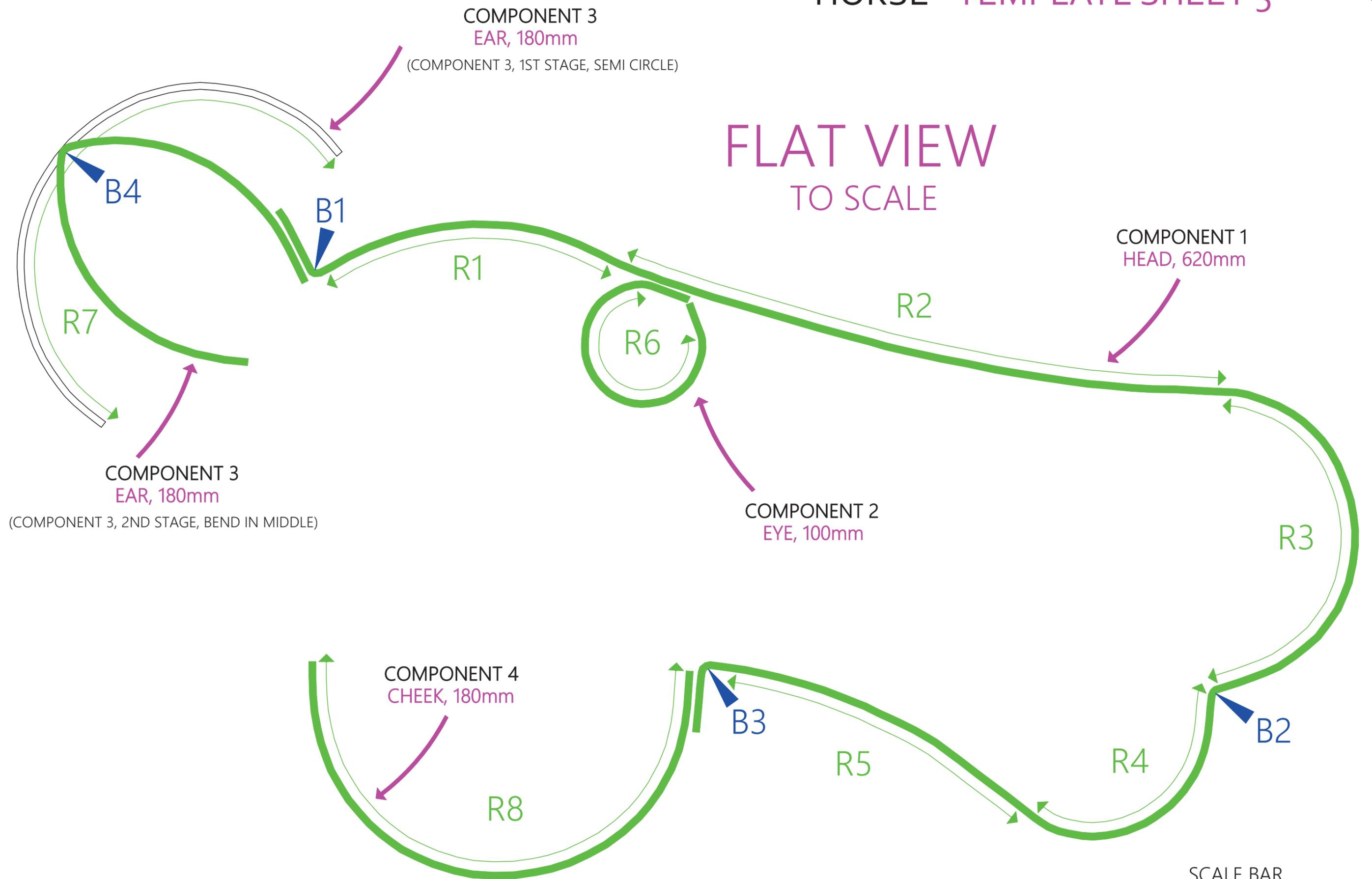
S2

COMPONENT 7
MANE 2, 300mm

S2 Scroll to 120mm using 1/2 scroll former



FLAT VIEW
TO SCALE



COMPONENT 3
EAR, 180mm
(COMPONENT 3, 2ND STAGE, BEND IN MIDDLE)

COMPONENT 3
EAR, 180mm
(COMPONENT 3, 1ST STAGE, SEMI CIRCLE)

COMPONENT 1
HEAD, 620mm

COMPONENT 2
EYE, 100mm

COMPONENT 4
CHEEK, 180mm

