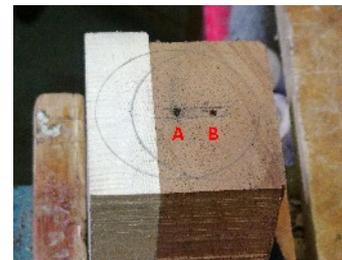


Make a

# Racing Car Mk 2

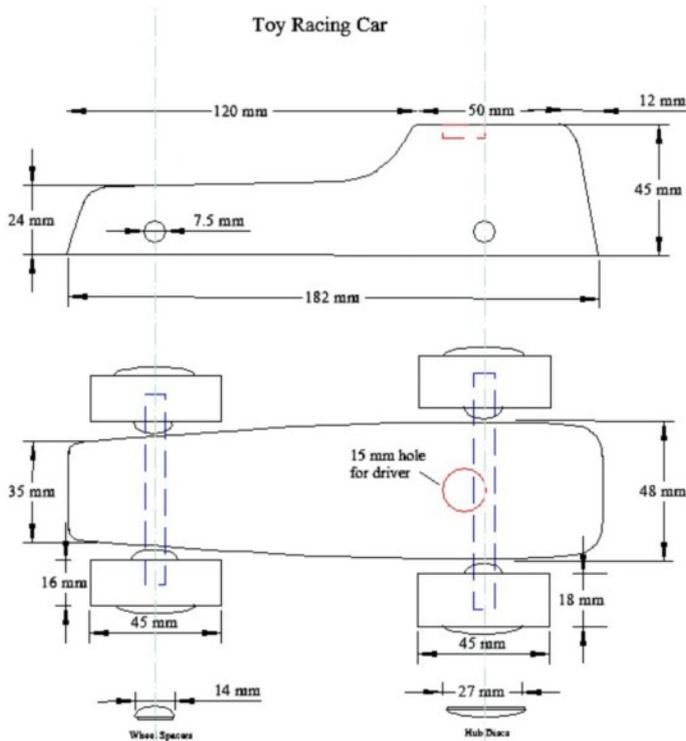


The construction of this car follows closely that of the Toy Racing Car. (See project plan of that name). However the dimensions of the two cars differ and in construction 2 contrasting timbers are used. First form the blank. Sapele and sycamore make a good choice. Make sure the mating surfaces are smooth before gluing together.



Start by marking the centre of the blank (Centre A) and then make another mark at about 15 mm away from point A, (centre B).

First drill holes for the axle, then mount the blank between centres using centre A. This forms the back of the car. Now switch to centre B and try to achieve a smooth finish at the intersection with the cockpit end. The taper in the front sycamore section will begin to form.



Nearly there. Do not forget to leave some waste at the front end or you will lose your witness mark

Sand with the lathe stationary



*Photo right*  
Trim the ends and the base safely on a bandsaw by first gluing the car body to a block of wood.



Now turn the axle and wheel assembly. The axle should move freely in the car body without excessive play.

This photo shows a recess being drilled to receive the hub caps. Then glue the wheels and axle in position.

A bit of candle wax to grease the axle is a good idea before you install it.

Watch my video, "Turning a Racing Car"

[https://www.youtube.com/watch?v=sydk\\_lxbR0k](https://www.youtube.com/watch?v=sydk_lxbR0k)