Manual of Instructions

Section 1

OTHER MANUALS

FOR LARGER

SETS

MANUALS

FREE WITP

ALL SETS

No. 1—No. 3—No. 4 No. 7—No. 77 25c Each

SEPARATELY
No. 7½ 50c—No. 8 75c
No. 10 and 12 \$1.00
No. A 35c
No. B 35c

MANY MODELS ILLUSTRATED

BUILD THE MOST MODELS



BUILDS THE MOST MODELS
HAS THE MOST PARTS
THE ONLY CONSTRUCTION TOY WITH THE SQUARE GIRDER

The A. C. Gilbert Company, New Haven, Conn., U. S. A.

IN ENGLAND

The A. C. Gilbert Co., 109 Kingsway, London, W. C. 2

THE WORLD'S GREATEST TOY FOR BOYS.



Hello Boys!

You are to be Congratulated!

Just think! You now own an Erector set which is the best toy of its kind ever made for boys.

It has girders like structural steel, exactly like those used in sky-corapers, offices, factories and public buildings in New York, Chicago, London,

Paris, Berlin and other great cities of the world. Then again, you can build derricks, machine shops, battleships, aeroplanes, steam shovels, ferris wheels. engines, and thousands of other things for which only the special Erector parts are designed. These can be operated with the electric motor which is included with most of the sets.

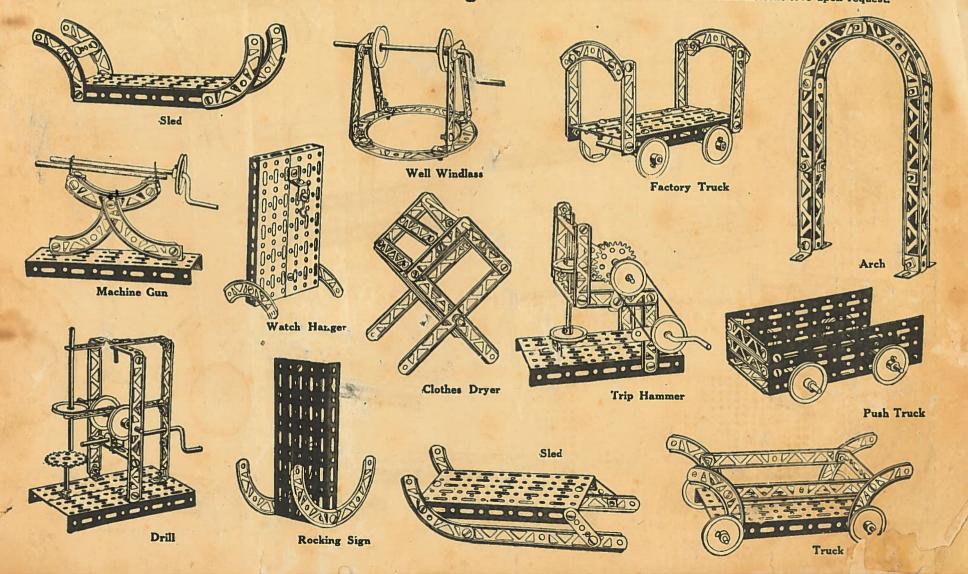
You will notice that the models in this manual cover a very wide range of subjects. Most of them were originated and designed by boys. For this cason I have not given a description under most of the models, because if other boys are able to invent models, I am quite sure that you will not have any difficulty in constructing them when you have the actual reproduction before you. It is much more interesting and also instructive to work out these models without being told every step in detail. This is what you will have to do when you become a real engineer.

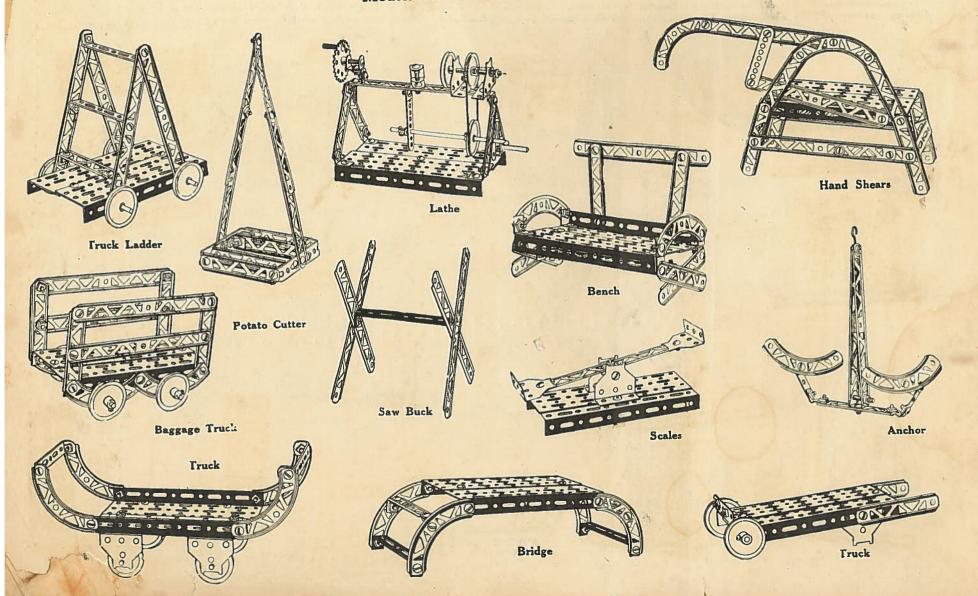
I know you are going to have lots of fun with Erector.

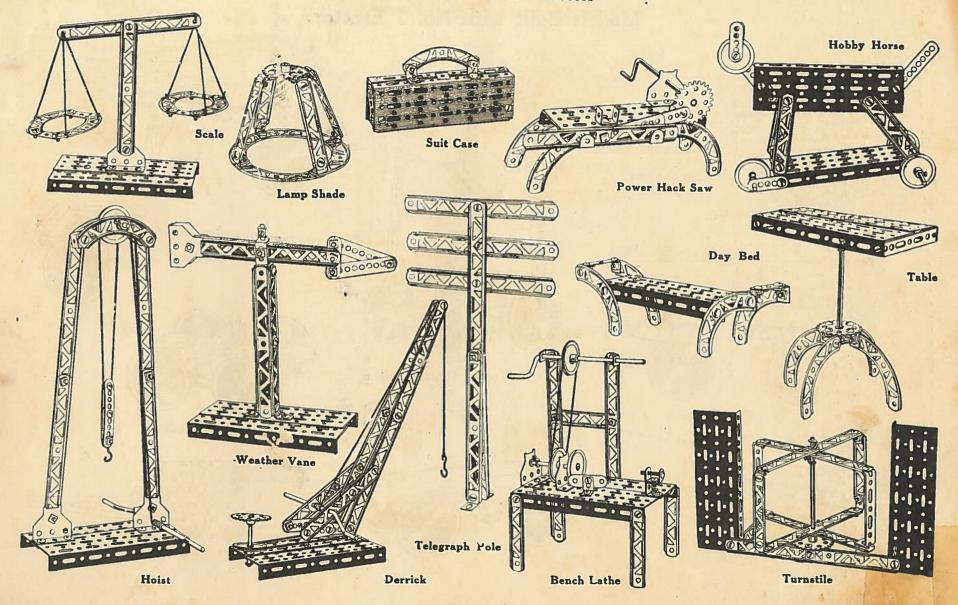
Your Friend,

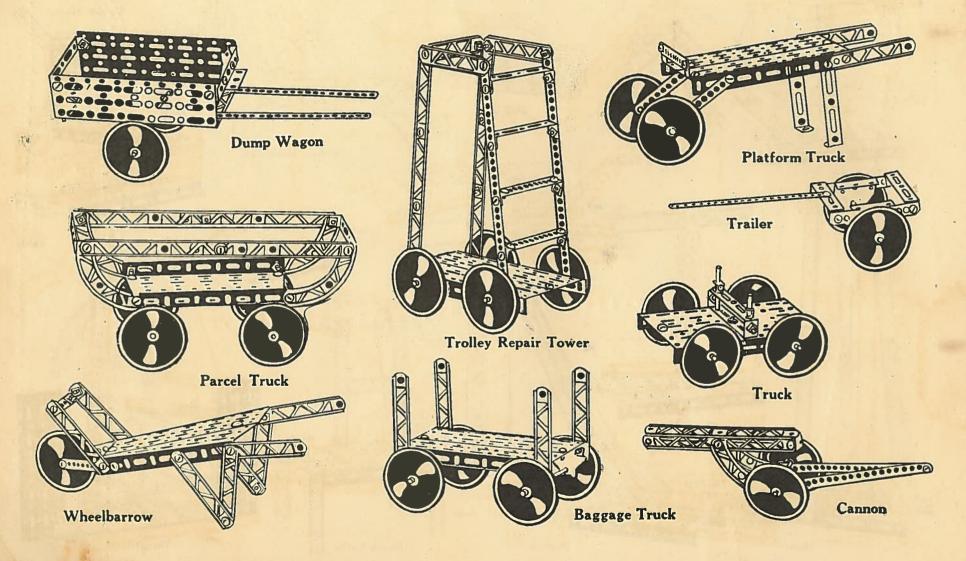
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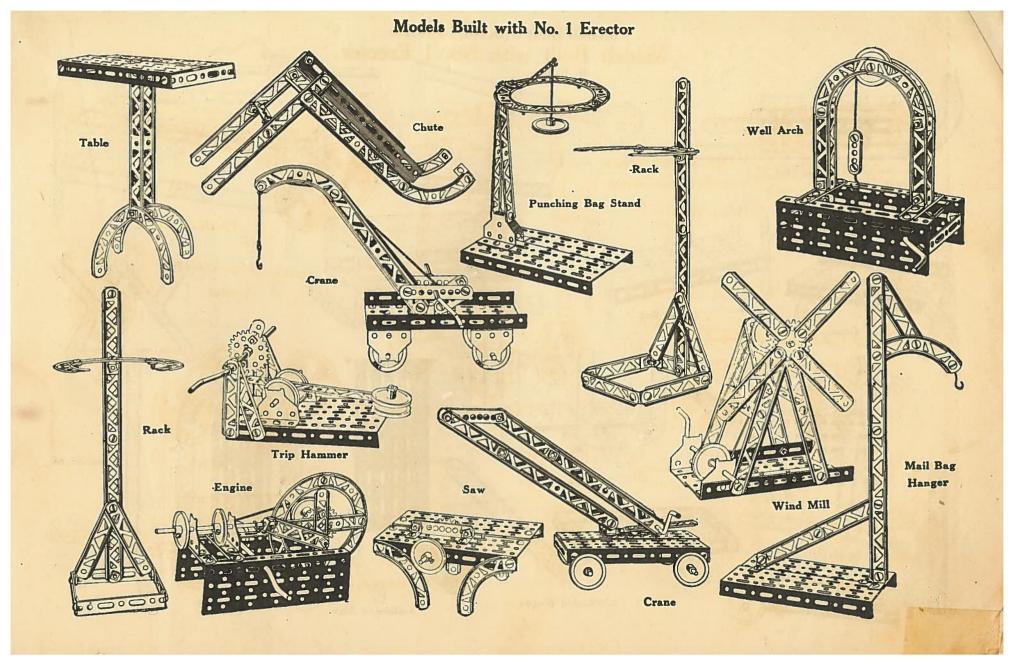
The number of models that can be built with Erector is unlimited. While we show a great many in this book, they are only indications of the large number of different varieties and the adaptability of Erector, The World's Greatest Toy. 250 smaller models illustrated in 0 and No. 000 Manual sent free upon request.

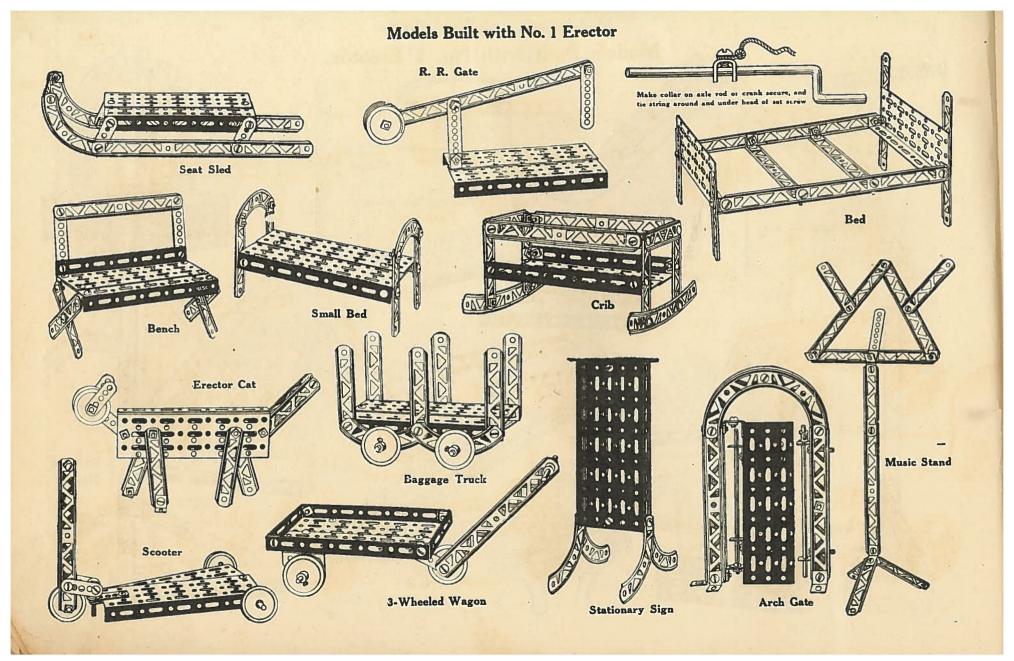


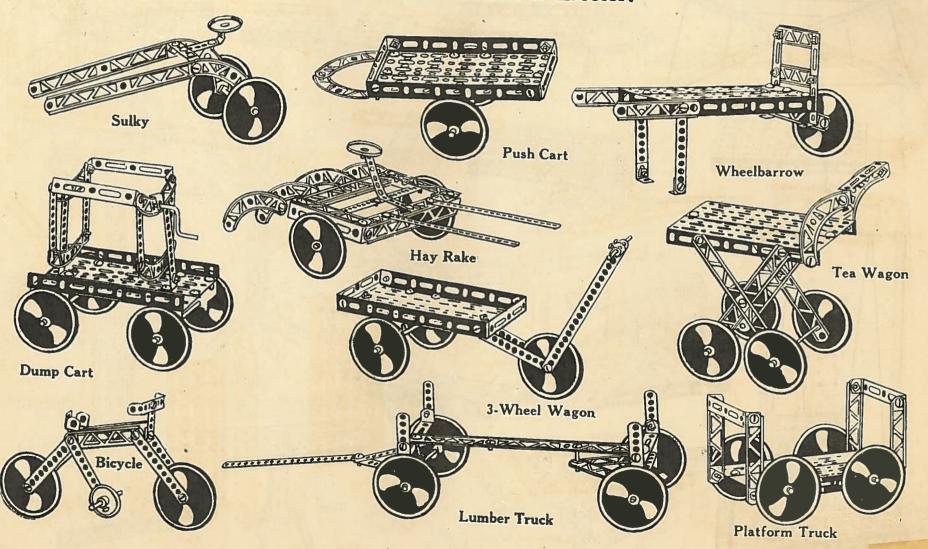


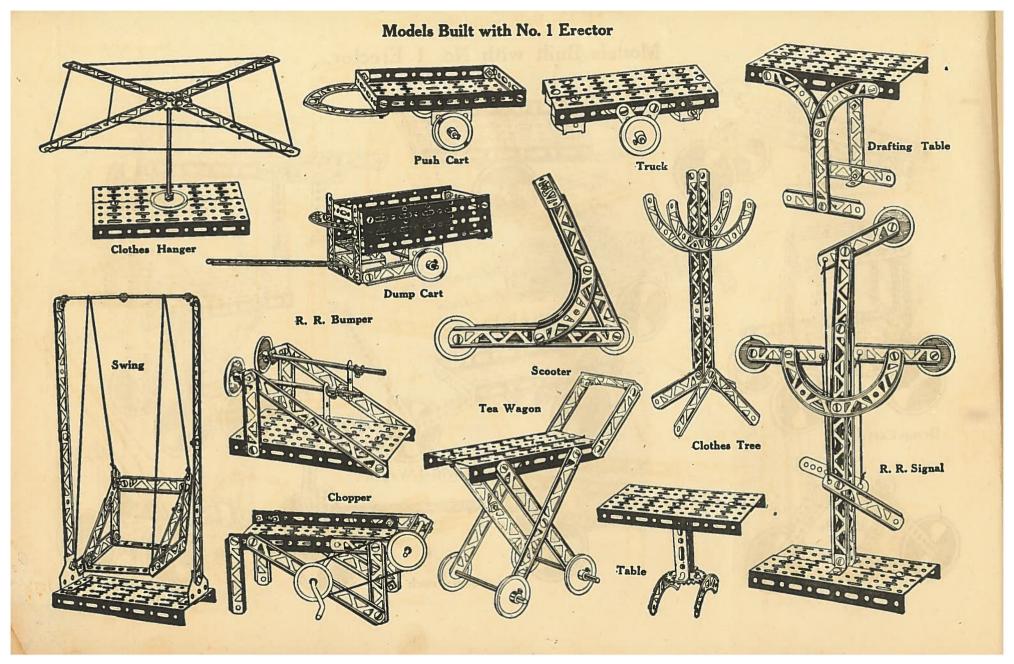




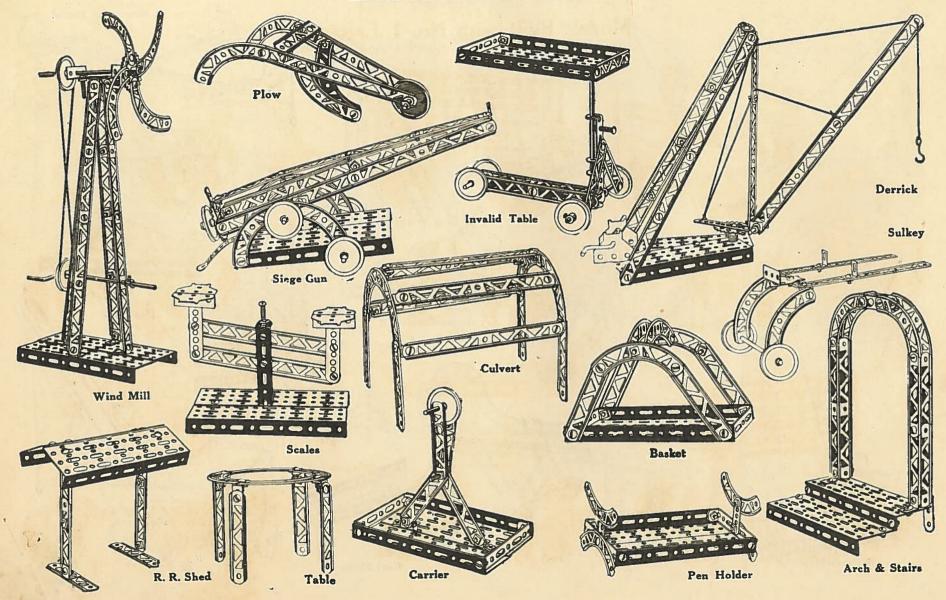


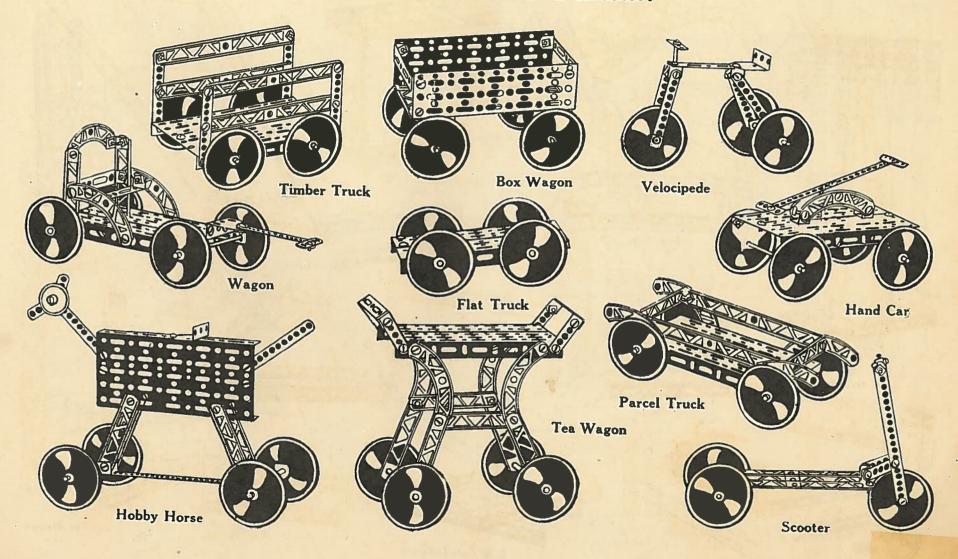


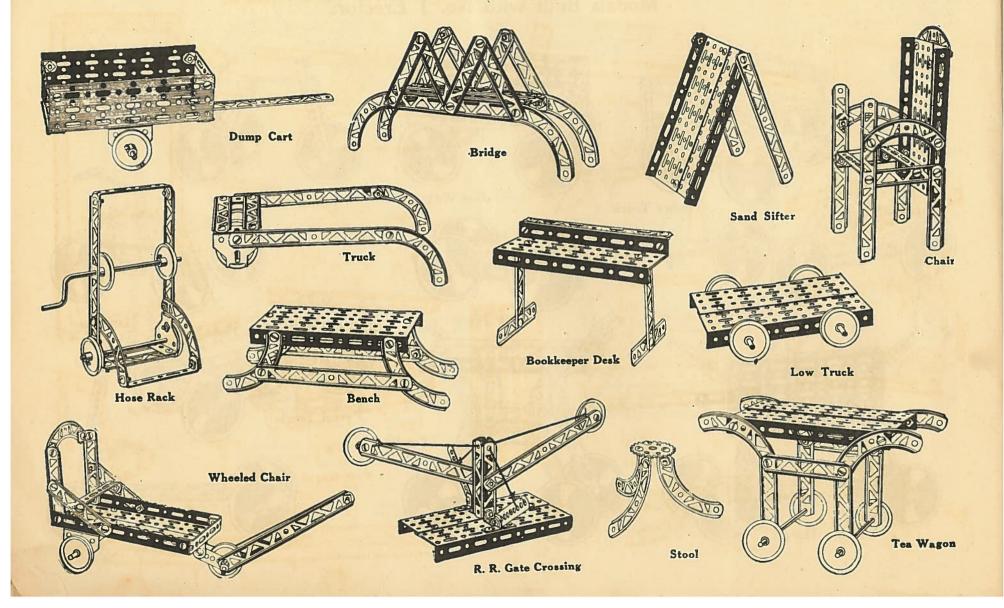




Models Built with No. 1 Erector Merry Go Round Hammock House Hand Car Hoist Derrick Stool BACH WEW AT DOINT A SHOWING STRING & OVER SCREWC Jig Saw Truck Well Driller Derrick

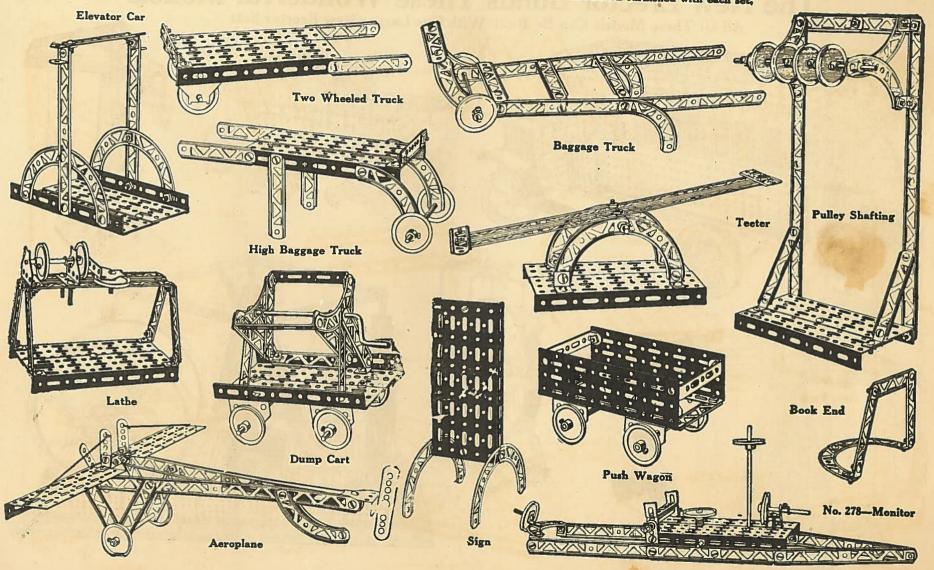




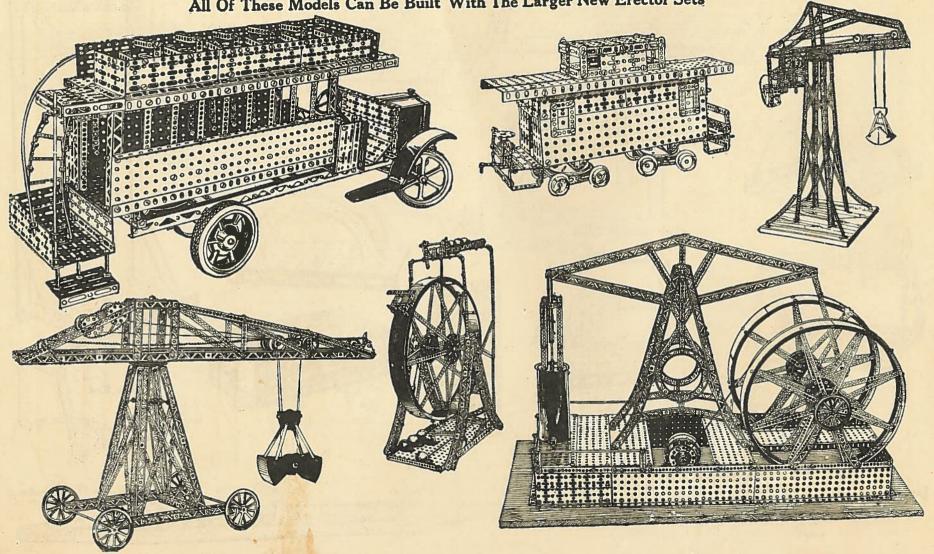


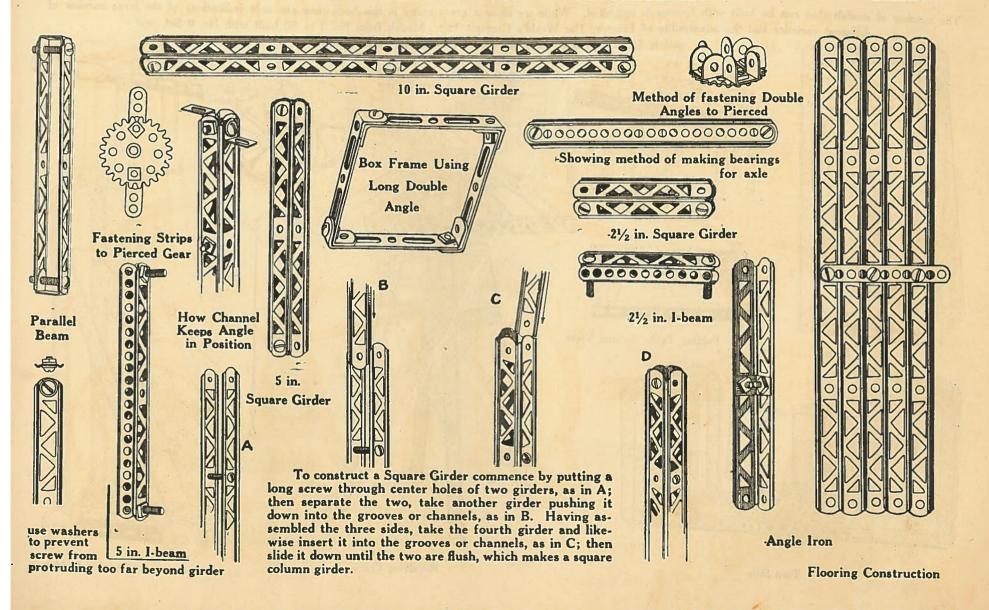
Models Built with No. 1 Erector

Hundreds of larger models can be built with larger Erector Sets. They are shown in other Books of Instruction furnished with each set,

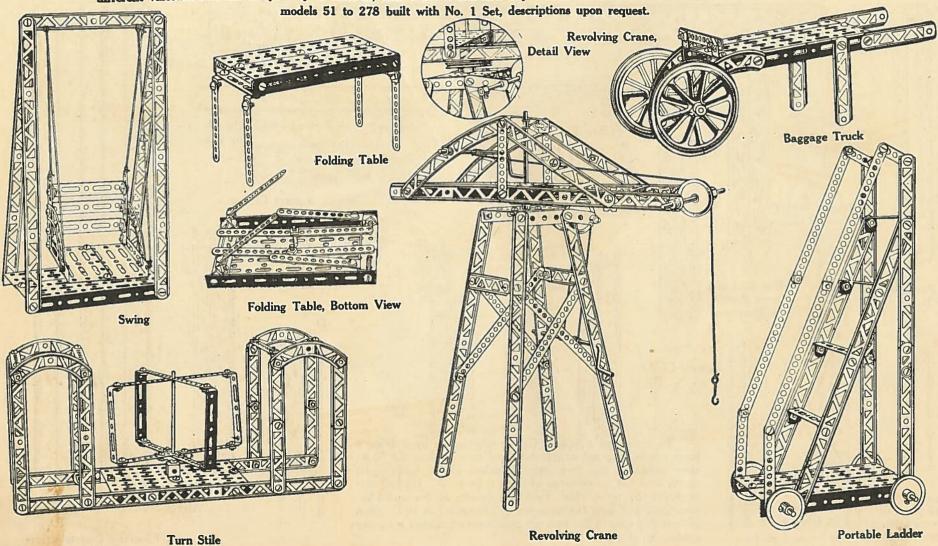


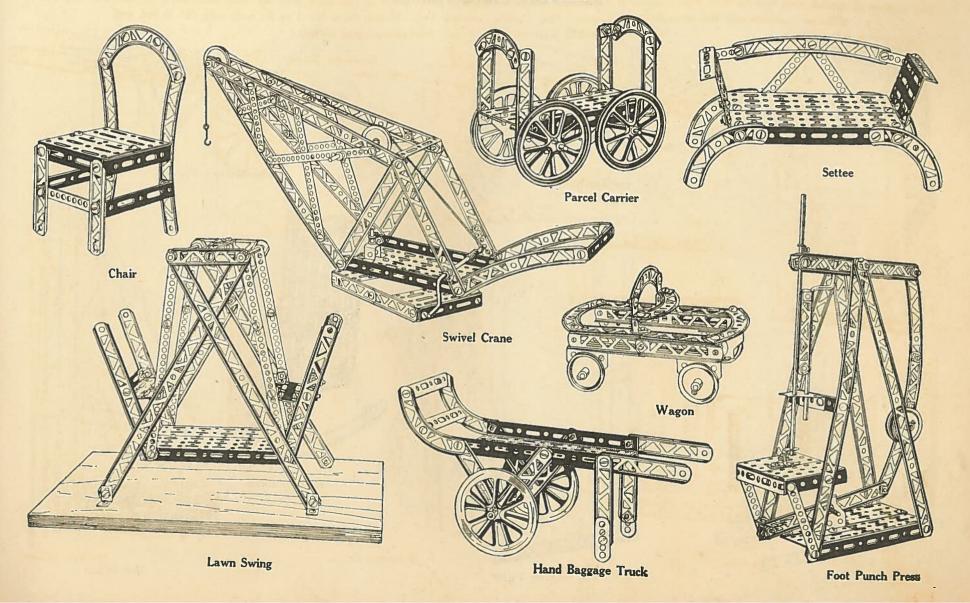
The New Erector Builds These Wonderful Models All Of These Models Can Be Built With The Larger New Erector Sets

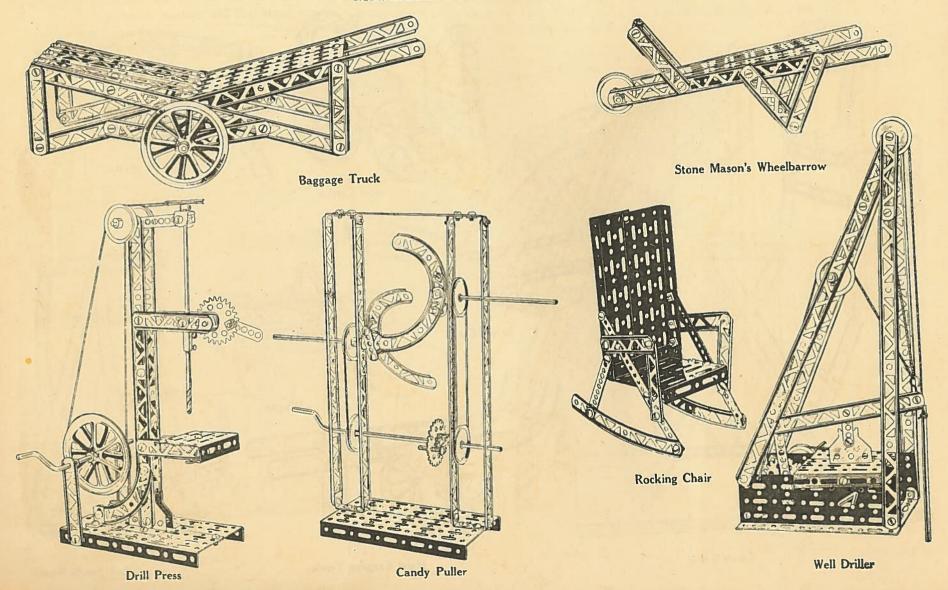


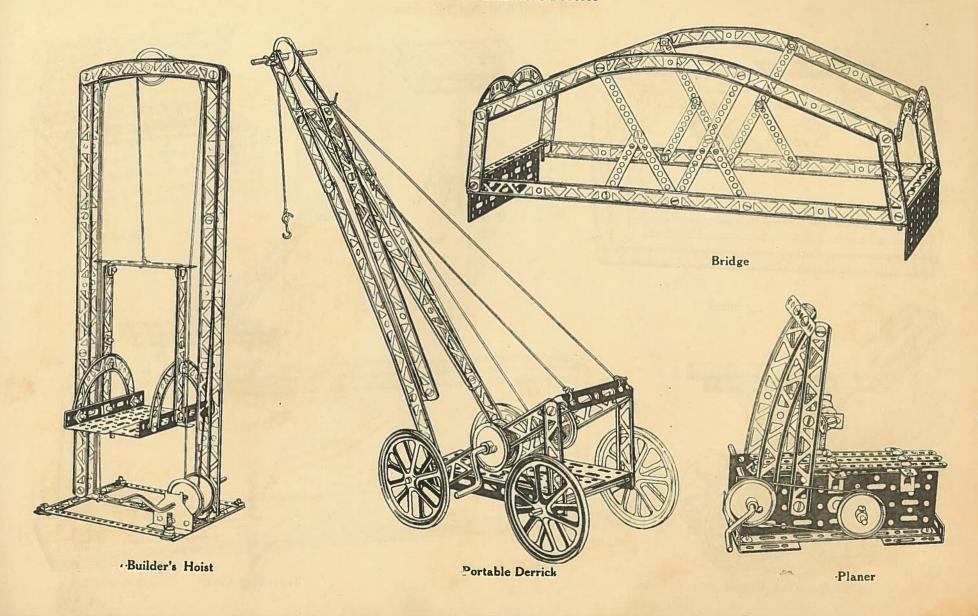


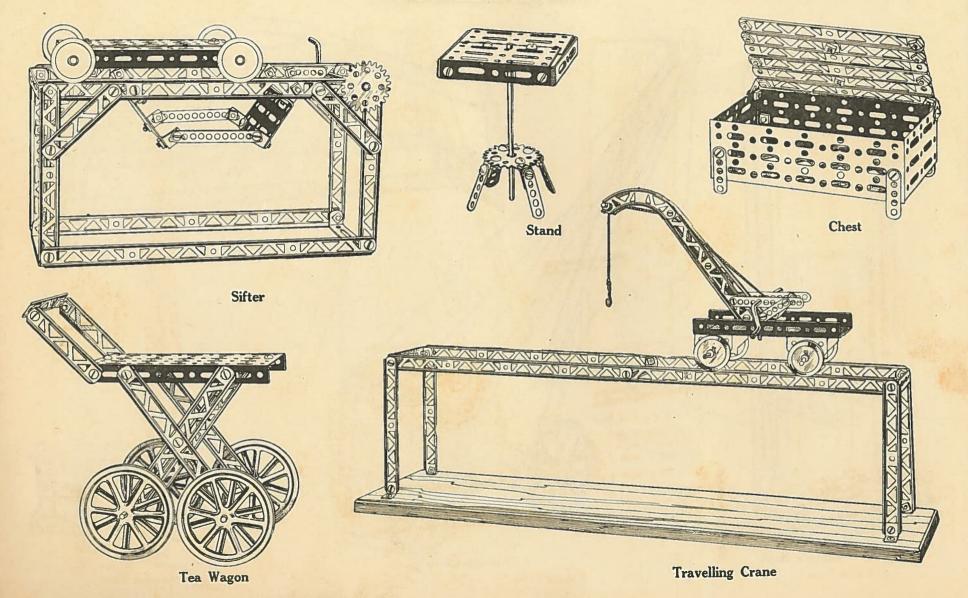
The number of models that can be built with Erector is unlimited. While we show a great many in this book they are only indications of the large number of different varieties and the adaptibility of Erector, The World's Greatest Toy. Models from No. 1 to 50 built with No. 0 Set, and

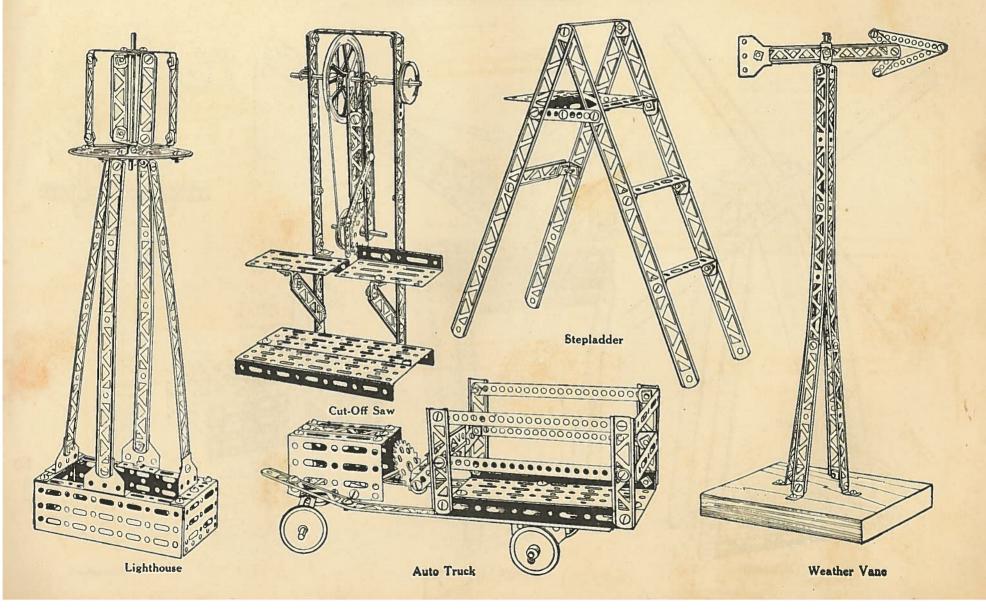


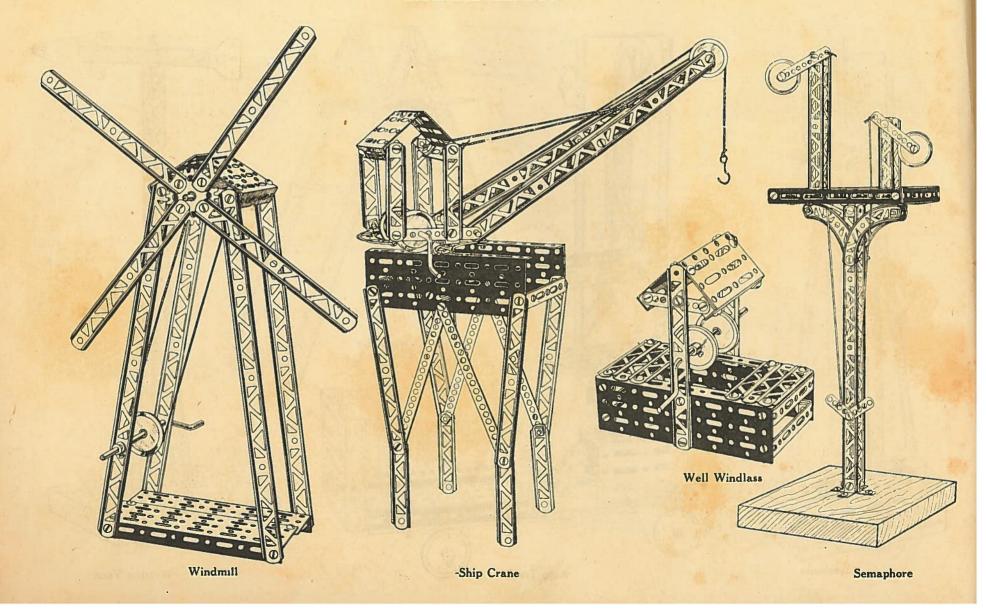


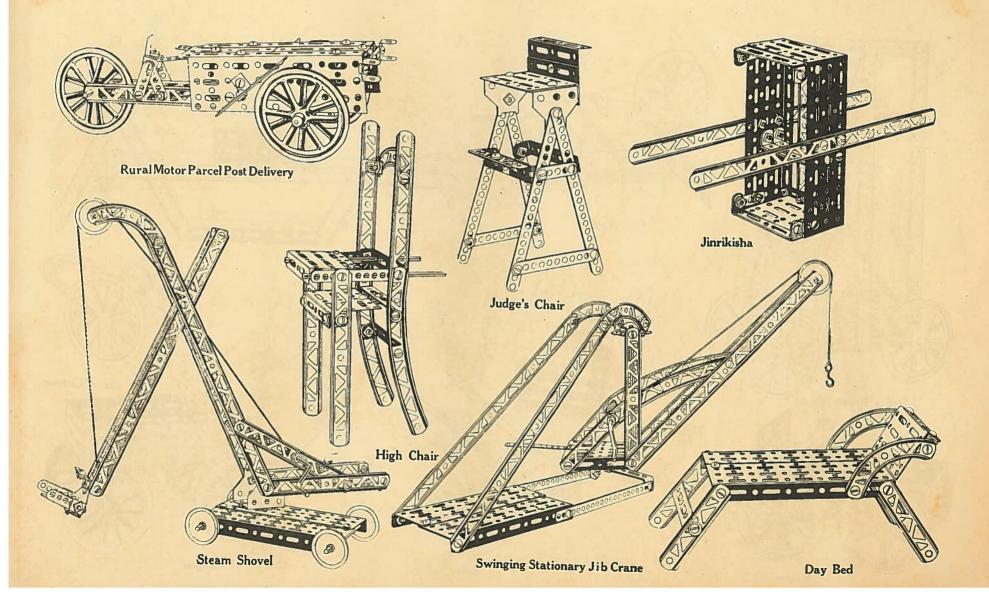


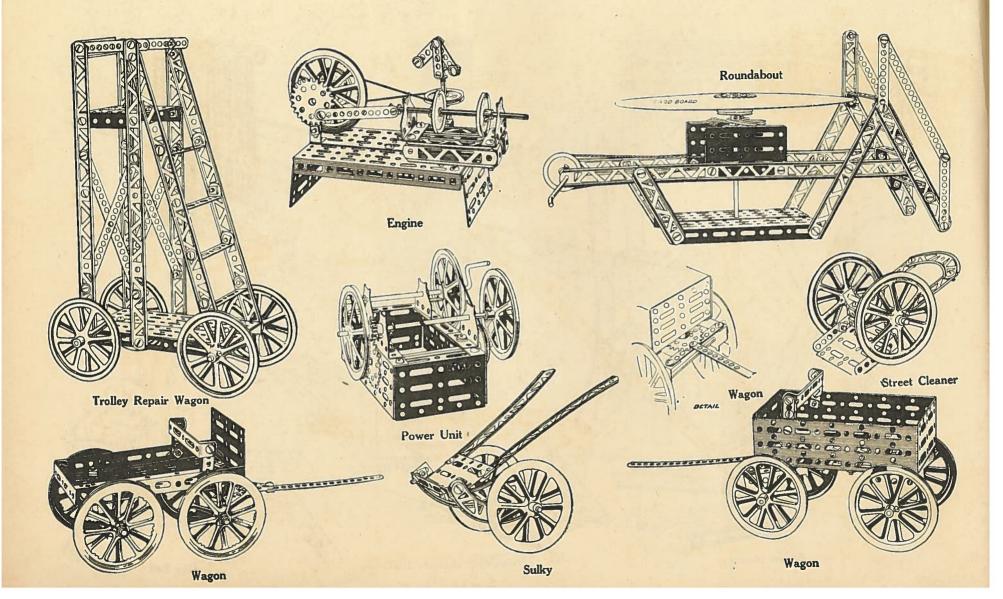


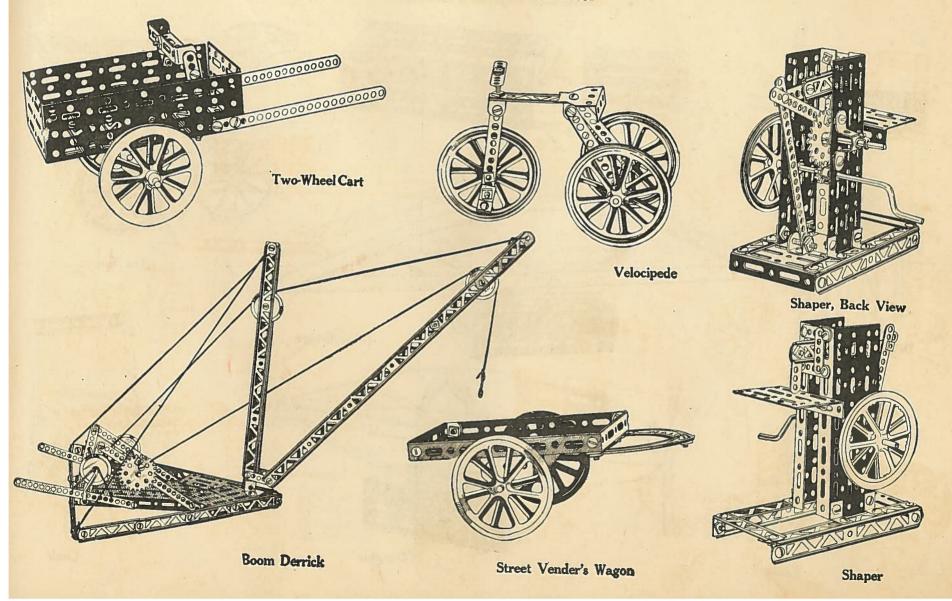


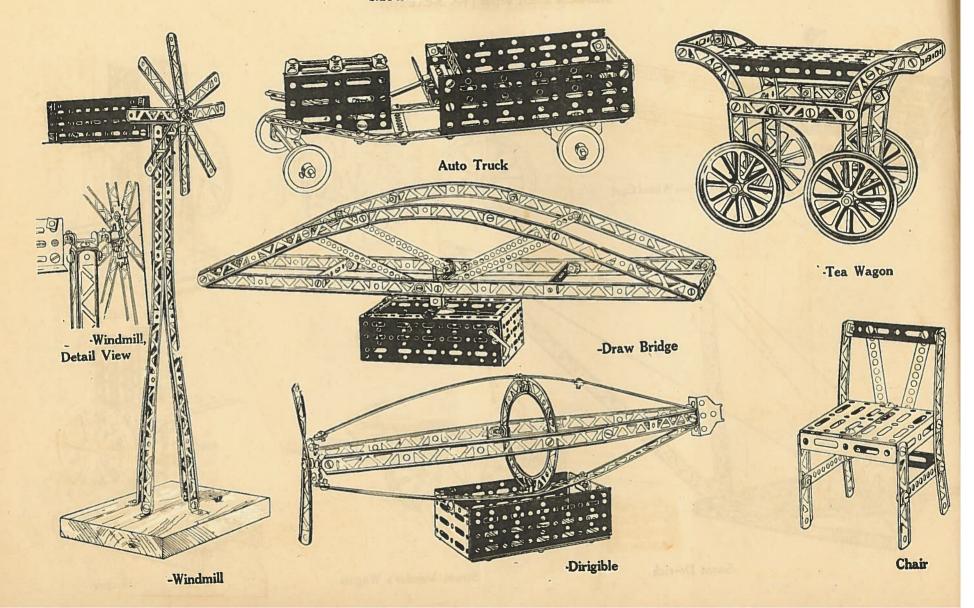


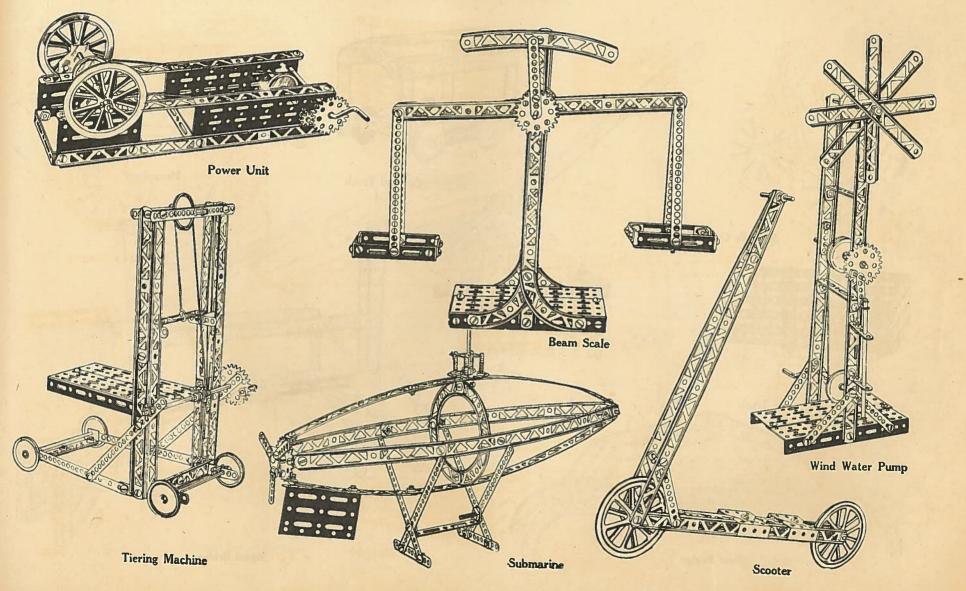


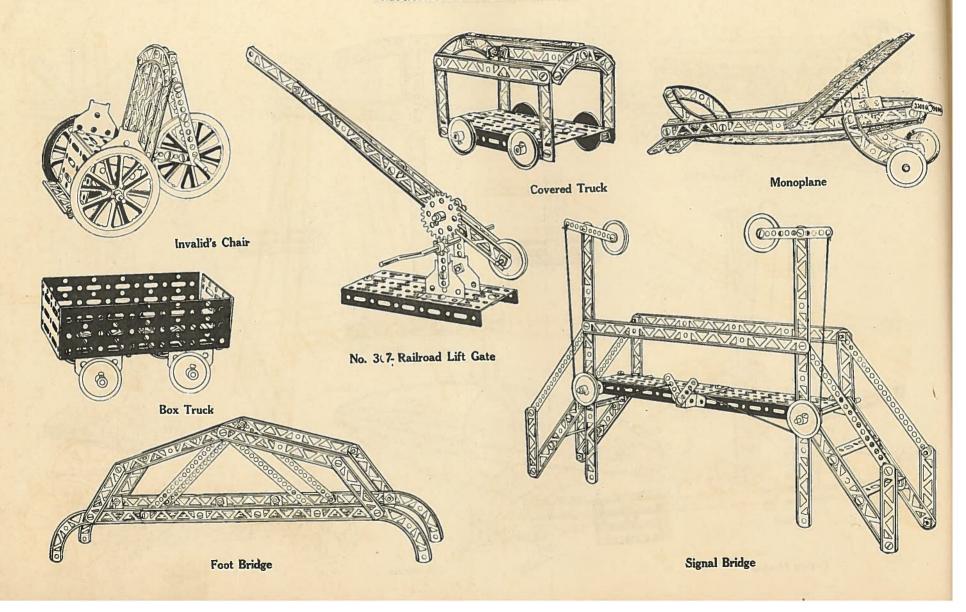


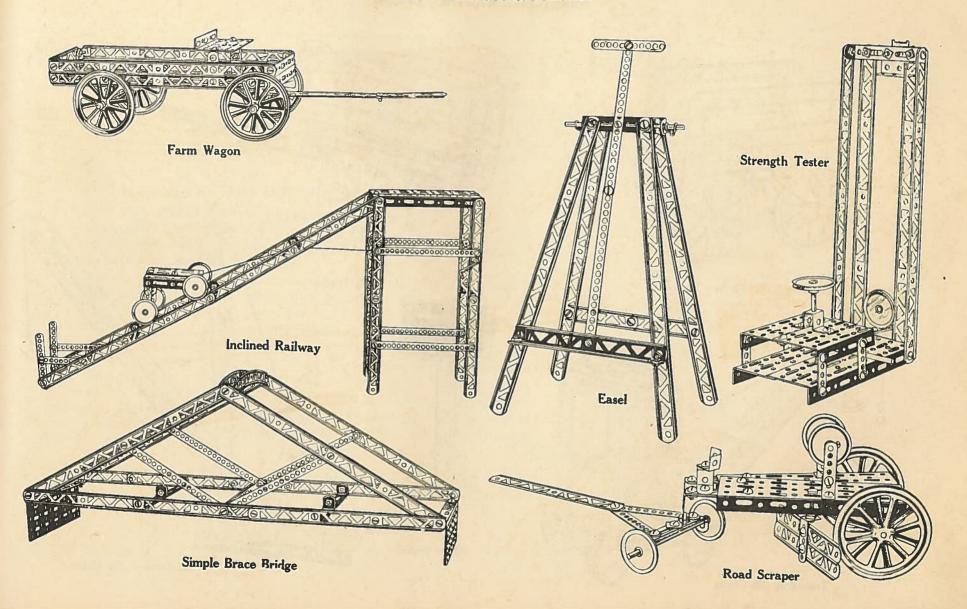


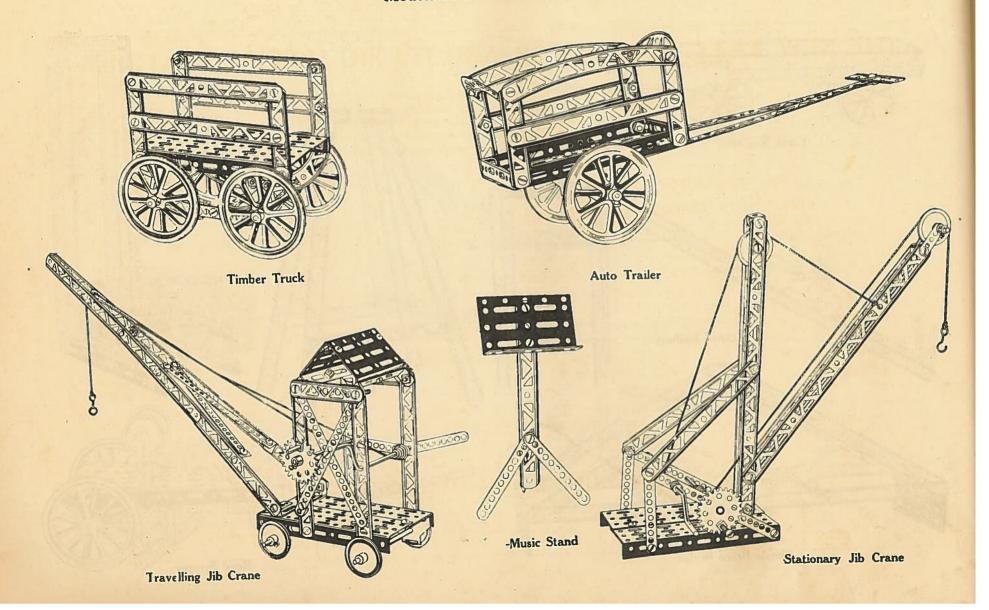












THE NEW ERECTOR MOTOR AND ITS BIG SPECIAL FEATURES

Can be taken apart for experimental purposes.

2nd — Adapted for use with various gear combinations. 3rd — Armature shaft same size as all shafting and axles.

- Any gear or pinion can be directly attached to armature shaft.

- Double drive shaft. Pulleys and gears can be attached to both sides of motor

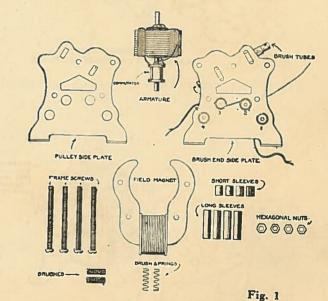
ERECTOR MOTOR ASSEMBLY

EXPERIMENT 1-PARTS OF YOUR MOTOR:

All the parts of your motor are shown and named in Fig. 1. By referring to these parts you will readily understand the instructions given below, which tell you how to put your motor together.

The illustrations on this in the following pages explain how to assemble the powerful Erector motor. These illustrations are all so clear, it is not necessary to write any further instructions. I am quite sure you will have no difficulty in assembling and disassembling this motor, so that it will operate and run your models and do many interesting experiments in electricity.

There is one point I want to caution you on particularly, and that is, be sure the terminal screws are insulated from the motor side. There is a cross section showing how to obtain perfect insulation. (See Fig. 5). Follow this carefully. If screws are not insulated thoroughly, you get a short circuit and motor will not function. Remember also that all joints in electrical apparatus must be clean and tight or the current will not flow.

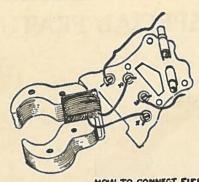


Section 3

THE A. C. GILBERT COMPANY, NEW HAVEN, CONNECTICUT, U. S. A.

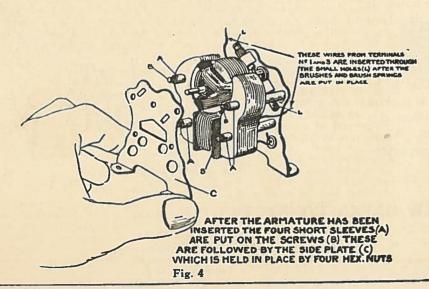
IN ENGLAND The A. C. Gilbert Company, 109 Kingsway, London, W. C. 2.

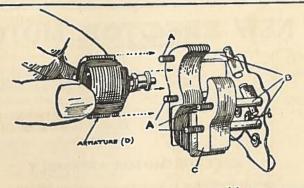
THE NEW ERECTOR MOTOR



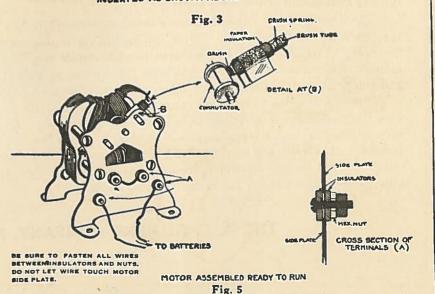
HOW TO CONNECT FIELD MAGNET TO THE BRUSH SIDE PLATE

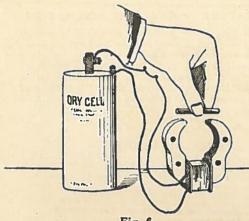
Fig. 2





THE TWO BRASS AND TWO STEEL SCREWS A ARE INSERTED IN THE BRUSH SIDE PLATE. THE BRASS AND STEEL SLEEVES ARE FUT IN PLACE AS SHOWN AT B. THEN SLIP THE FIELD HAGNET "COVER THE PROJECTING SCREWS.THE ARMATURE "D" IS INSERTED AS SHOWN ABOVE





EXPERIMENT 2—HOW TO TEST THE FIELD MAGNET

Connect the ends of a field magnet to the binding posts of a dry cell and then test it out with a soft iron wire, or nail, and you will find that it behaves just like a Horseshoe Magnet, except that it is much stronger. Fig. 6 shows how the connections are made.

EXPERIMENT 3—TO TRY OUT THE LIFTING POWER OF YOUR FIELD MAGNET:

Connect one end of the field coil with one of the binding posts of a dry cell, connect up the other end (Fig. 7) of the field coil to the other binding post of your dry cell. Now, hold the field magnet upside down, lay the pole pieces on a pile of small nails and see how many of them the magnet will lift up, as shown in Fig. 8.

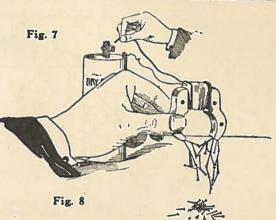
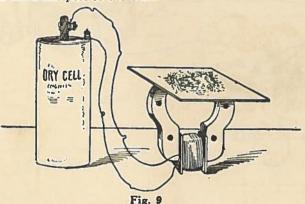


Fig. 6

EXPERIMENT 4—HOW TO TRACE THE MAGNETIC FIELD

Connect the coil of the field magnet to the dry cell, or battery, as shown in Fig. 9. Now lay the field magnet flat on a table, or other level surface, and on the poles of it lay a business card or a sheet of glass. Sprinkle some iron filings over the card, or glass, when they will arrange themselves in curved lines between the poles, which shows how the magnetic lines of force flow from one pole to the other



EXPERIMENT 5—HOW TO MAGNETIZE THE BLADE OF YOUR KNIFE

Place the blade of your pocket knife, a piece of steel watch spring, or some needles between the poles of the field magnet and then energize the latter by closing the circuit, and you will find that any or all of these steel objects will be permanently maganetized by what is called "induction," that is, the magnetic force acts through space without the magnet and the object being in actual contact with each other.

EXPERIMENT 6— HOW THE ARMA-TURE OF A MOTOR IS MADE:

The part of a motor that rotates is called the armature. It is formed by four distinct parts, and these are (1) the shaft; (2) the core, which is built up of 12

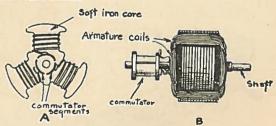
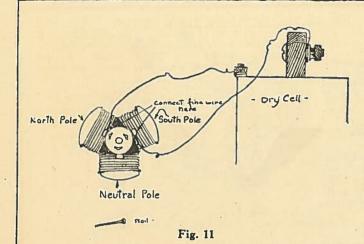


Fig. 10

plates, or laminations of soft iron; (3) the windings, or coils of insulated wire wound on the pole pieces of the core; and (4) the commutator, which is formed of three brass segments insulated from each other by means of hard fiber checks. The coils are connected to the segments of the commutator, as shown at A in Fig. 10, and the armature complete is shown at B.



EXPERIMENT 7-HOW TO TEST THE ARMATURE POLES FOR MAGNETISM:

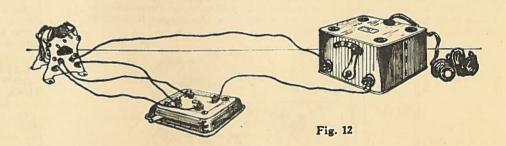
The core of the motor armature has three pole pieces and each one of these is wound with separate coil of wire. Now, the thing to do is to find out how many and which poles are magnetized when the current is passed through the coils of wires. You can test them out by twisting a piece of very fine wire around each of the connections where the ends of the armature coils are soldered to the commutator, as shown in Fig. 11. Connect two of these wires at a time with a dry cell or a battery. Now lay a little nail on the table and hold the armature over it. Try the magnetic power of each pole and you will find that two of them are magnetized and that the third one is not.

EXPERIMENT 8—ERECTOR MOTOR AND ITS ATTACHMENTS:

This motor is included with the Famous No. 4 and Super Erector No. 7, and the Nos. 8 and 10 sets. Battery current. It requires from one to four dry cells, according to power required. If used on storage battery, two or four volts, or one four-volt battery will do.

It is better to use an Erector Transformer, since 90% of the current is 110 volts, Alternating Current, and the Erector Transformer is designed to operate on that current. It will give you more power than batteries and in the long run save you money. The New Transformer, as illustrated in Fig. 12, embodies all the latest designs, including rheostat on side. This is an accessory and does not come with sets but can be purchased separately.





EXPERIMENT 9-REVERSE BASE:

The Reverse Base P59 is an accessory and is not included with sets, but can be purchased separately. The purpose of the Reverse Base is to change the direction that the motor will run so that you can operate your model either forward or backward. (See Fig. 13).

VARIABLE RESISTANCE

Fig. 14

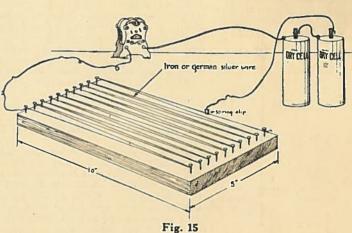
EXPERIMENT 10-HOW TO CHANGE THE SPEED OF YOUR MOTOR

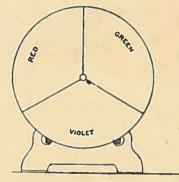
To make your motor run at varying speeds, what you need to do is to connect a rheostat, as an adjustable, or variable resistance is called, in the circuit between the motor and the dry cell, or battery, as shown in Fig. 14. Now by cutting in or out more or less resistance by means of the rheostat, a smaller or a larger amount of current will flow through the circuit and your motor will run slower or faster accordingly.

EXPERIMENT 11—HOW TO MAKE A WIRE RHEOSTAT:

Drive ten brads or tacks in a pine board about 5 inches wide and 10 inches long and drive them down until the heads project about 1/4 inch. Now take a piece of No. 30 iron wire, or better, because it has a higher resistance, a piece of German silver wire of the same size, and twist one end around one of the end tacks, then carry it to

the corresponding tack at the other end and so on until the last tack is reached, where you twist the other end of the wire fast. Fig. 15 shows how the rheostat is made. To vary the resistance, all you have to do is to clip the clip on to various parts of the wire.





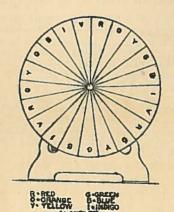


Fig. 17

SOME MYSTO EXPERIMENTS WITH YOUR MOTOR

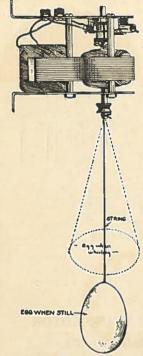
EXPERIMENT 12-THE DISAPPEARING COLORS:

Cut a disk out of pasteboard 3 inches in diameter. Divide it into three equal spaces, as shown in Fig. 16. Cut out and paste on three colors of tissue paper, namely, red, green, and violet; then place the disk on the shaft of your motor and switch on the current. When the disk is rotating fast enough the colors will blend into one and you will not be able to see any of them.

HOW MANY COLORS MAKE WHITE:

By dividing the disk into 21 spaces and pasting on red, orange, yellow, green, blue, indigo, and violet pieces of tissue paper, as shown in Fig. 17, and then rotating the disk with your motor, the many-colored surface will appear to be white. If the disk takes on a gray color when it is rotating, it is because the colors of the tissue paper are not exactly the right shade.

Fig. 16



EXPERIMENT 13-THE BUZZ SAW:

Cut a saw-tooth edge on a cardboard disk 3 inches in diameter, as shown in Fig. 18. Mount the disk on the shaft of your motor and set it to rotating. Now hold the edge of a business card against the rapidly moving toothed wheel, when it will give out a musical note. By cutting out a number of disks and spacing the teeth differently, various musical notes will be provided. By spacing the teeth on a disk unevenly it will make a harsh sound—that is, a noise.

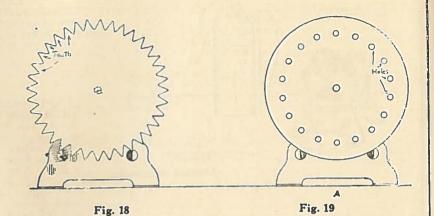
EXPERIMENT 14—THE SONG OF THE SIREN:

(1) Punch a ring of evenly spaced holes around the edge of a disk 3 inches in diameter with a sharp-pointed nail and make a hole in the center of it, as shown at A in Fig. 19, and mount it on the shaft of your motor. Take a rubber tube ½ inch in diameter and 1 foot long, make a mouth-piece of cardboard and fix the small end of it to one end of the tube. Now run your motor and then blow with the mouthpiece, when the disk will give forth a musical note. (2) Punch a ring of unevenly spaced holes around the edge of the disk, rotate it, and blow into the tube as before when it will give forth a curious noise.

Fig. 20

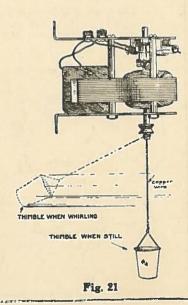
EXPERIMENT 15-THE ROLY-POLY EGG:

Here is a trick with an egg that Columbus didn't know anything about. Take a fresh egg (and be sure it is fresh) and make a hole about ½ inch in diameter at both ends; this done, carefully blow out the contents and then fasten a thread to one end of the shell with a drop of sealing wax and tie the other end of the thread to the shall of your motor. Hold the latter so that the shaft is vertical and slowly start up the motor, when the centrifugal force will make the egg whirl about its shortest diameter and so bring it to a horizontal position as shown in Fig. 20.



EXPERIMENT 16—THE PAIL OF WATER THAT JACK CAN'T SPILL:

Fix a piece of No. 24 copper wire around the top of a thimble to form a bail on it as shown in Fig. 21. Suspend the little bucket thus made by a string from the end of the shaft of your motor and hold the latter so that the shaft is vertical. Fill thimble with water and start up your motor and as it gathers speed the centrifugal force will throw the little bucket out and up until it will be revolving in a horizontal plane. The water, however, will not spill out as the centrifugal force holds it in.



EXPERIMENT 17—HOW A STEAM ENGINE GOVERNOR WORKS:

Stick ends of two strings to two marbles with a bit of sealing wax and then fasten the ends of a thin rubber band, which you have cut in two, to the marbles with sealing wax, as shown in Fig. 22. Tie the free ends of the strings to the end of the motor shaft and start up your motor. When the motor is not running, the marbles will, of course, hang down, but when they begin to rotate they will rise against the action of the rubber strand.

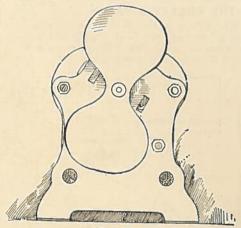


Fig. 25
EXPERIMENT 19—AN ELECTRIC FAN:

Screw a two-bladed fan on the shaft of your motor, as shown in Fig. 25. Switch on the current and be cool. Be sure to get the fan on the right way or it will blow the air toward the motor instead of away from the motor.

EXPERIMENT 18-HOW TO MAKE BLACK LINES APPEAR TO BE COLORED:

Draw a circle on a piece of pasteboard 3 inches in diameter. Cut it out and paste a piece of black paper over half of it and a piece of white paper over the other half of it, Now

draw a series of arcs, that is, parts of circles, on the white part, as shown in Fig. 23. Mount the disk on the motor shaft, put a rheostat (see Experiment 11) in circuit with the battery and motor and cut in enough resistance to make the latter run slowly. Throw a strong light on the disk when the black lines will seem to be colored. The colors appear to be different to different people and by rotating the disk in the opposite direction the colors will apparently change. This is known as Benham's color effect.



Fig. 23

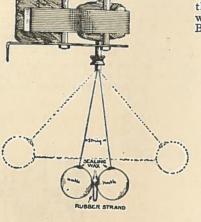
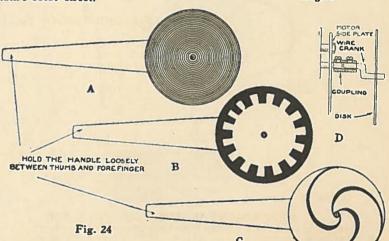


Fig. 22



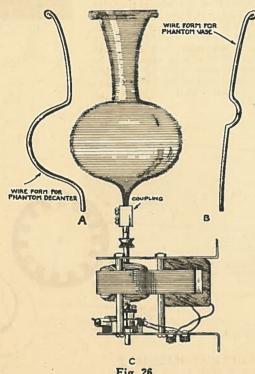
EXPERIMENT 20—THREE GOOD OPTICAL ILLUSIONS

Cut out three disks of cardboard 2 inches in diameter and with 3-inch handles to them as shown at A, B, and C in Fig. 24, and punch a small hole in the center of each one. Now screw the shaft coupling to the shaft of your motor and screw a wire crank in the other end of the shaft coupling as at D.

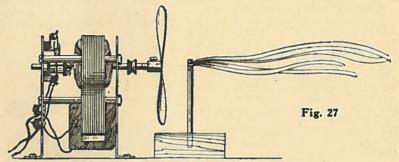
Now slip one of the disks on the end of the crank, hold the handle between your thumb and forefinger loosely and run your motor very slowly when it will give the disk a rising motion. The circles on the first disk will seem to turn in the direction that the motor shaft is rotating. The internal teeth on the second disk will apparently turn in the opposite direction to that in which the shaft is rotating, while the spirals on the third disk will appear to turn first one way and then the other.

EXPERIMENT 21—THE PHANTOM VASES:

Screw the coupling of your motor on the shaft and set the motor on end so that the shaft is vertical and pointing up. Now take half

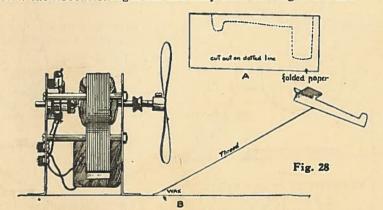


a dozen pieces of iron wire 1/6 inch in diameter and 3 inches long and bend them in various shapes, as shown at A and B in Fig. 26. Screw one of the bent wires in the coupling as at C, and start up your motor slowly; due to the persistency of vision, it will take on the shape of a vase, but it will be very phantom-like indeed.



EXPERIMENT 22—THE BREEZY RIBBONS:

Mount a wire in a wood block, as shown in Fig. 27, and fasten three or four tissue-paper ribbons about 5 inches long to it. Set it in front of the fan and start the motor running, when the breeze set up will blow the ribbons straight out and keep them floating in the air.

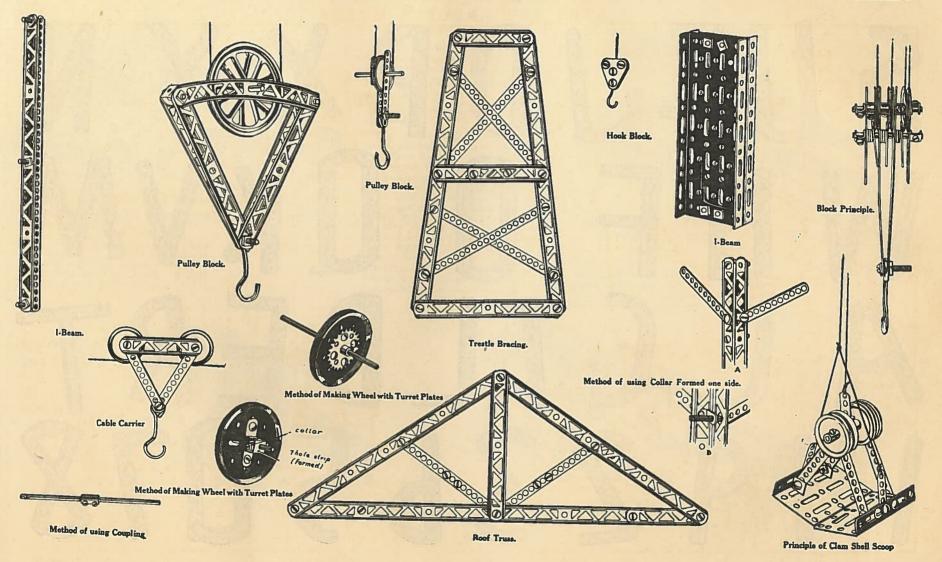


EXPERIMENT 23-THE FLYING AIRPLANE:

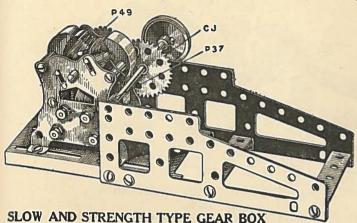
Make an airplane 1½ inches long by folding over a piece of thin paper, cutting it out as shown at A in Fig. 28, pasting together the folded part and spreading out the wings. The one end of a silk thread about 5 inches long to the airplane and fix the other end to the table, with a bit of wax, close to the fan and in a line with the center of it when it will soar away — without getting anywhere.

STANDARD DETAILS OF ERECTOR CONSTRUCTION

Section 4



ONAMOS WAYD OZNAKO

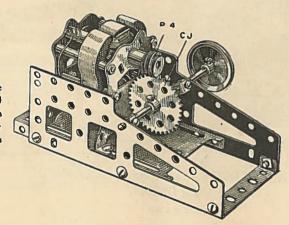


No. 1 - 4's

The small gear P49 is the driver and the large gear CJ is the driven. In this type the power is increased and the speed decreased. It is designed to lift heavy weights

WORM TYPE GEAR BOX No 3-4's

The worm P14 is the driver and the gear CJ is the driven. This type is designed for use where power is wanted, not speed.



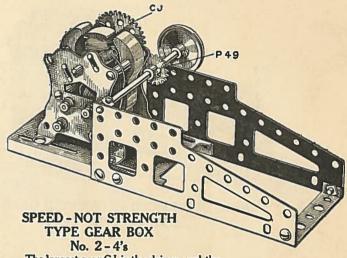
Standard Gear Box Section No. 4 INTRODUCTION

Gears and pulleys provide a means for transmitting power, increasing power, and regulating speed.

If power is desired, speed must be sacrificed.

If speed is desired, power must be sacrificed.

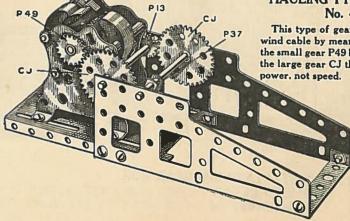
The driving wheel is called the driver, and the driven wheel the driven. These different styles of gear boxes are shown together to illustrate and treat practical mechanics. They also offer the builder a variety of different kinds of power from which he can select the most practical. By leaving end-play enough on one spindle of a train of gears provides a means for either release or reverse shift. With these many features and the ability to use either the P56G-110 volt Motor or P58 6 to 24 volt Motor. you will accommodate the requirements of any particular model.



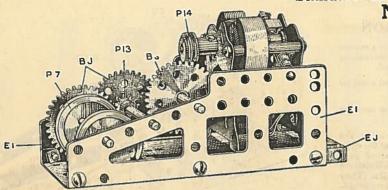
The largest gear CJ is the driver, and the small gear P49 the driven. In this type the speed is increased and the power diminished. It is designed for a gear box where high speed is wanted, not power

HAULING TYPE GEAR BOX No. 4-4's

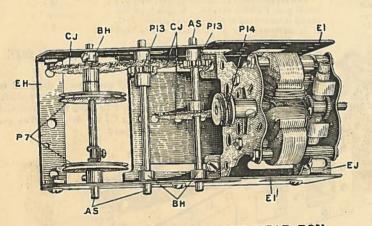
This type of gear box is designed to wind cable by means of the last shaft, the small gear P49 being the driver, and the large gear CJ the driven. You get power, not speed.



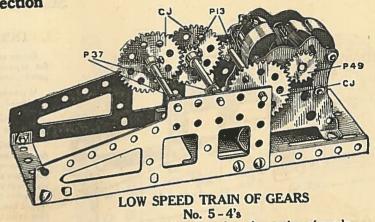
Standard Gear Box Section No. 4



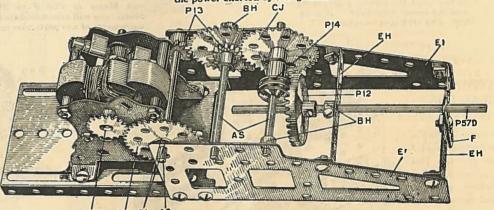
SINGLE DRUM HOIST - STANDARD GEAR BOX SIDE VIEW - No. 6 - 4's



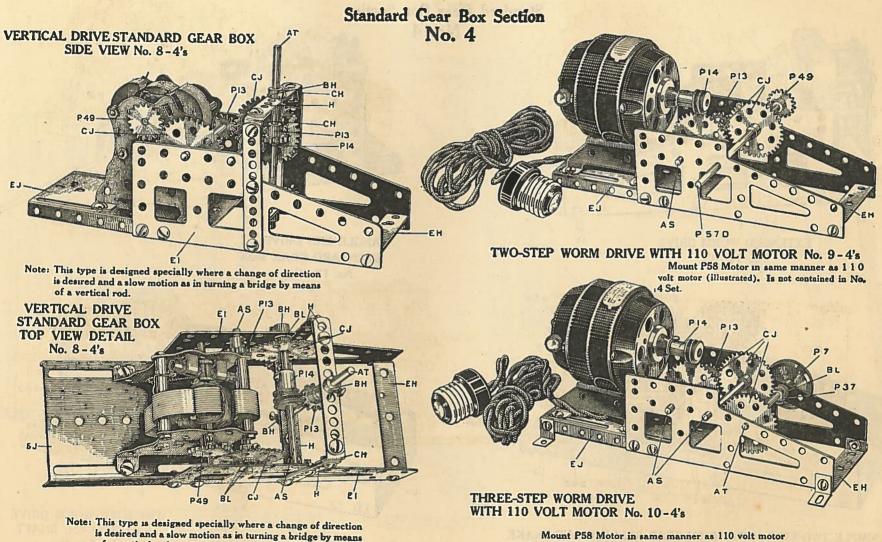
SINGLE DRUM HOIST - STANDARD GEAR BOX TOP VIEW DETAIL No. 6 - 4's



This type of gear box shows how the number of revolutions of a shaft may be decreased by a series of gears, and the power increased in proportion. When the power is applied, the speed of the drum shaft is greatly reduced but the power exerted by it is greater.



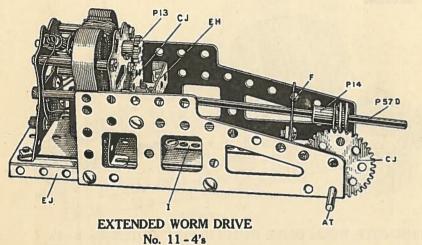
RIGHT ANGLE DRIVE-STANDARD GEAR BOX TOP VIEW DETAIL No. 7-4's

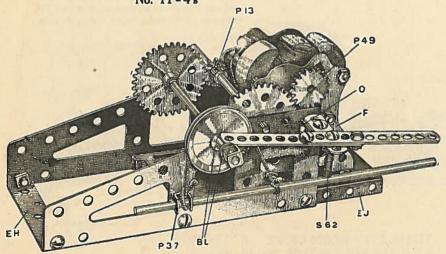


of a vertical rod.

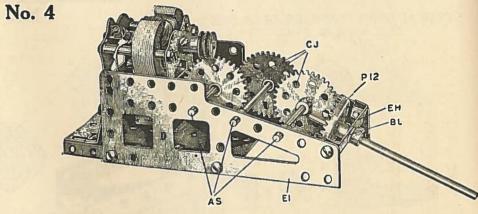
Mount P58 Motor in same manner as 110 volt motor (illustrated). Is not contained in No. 4 Set.

Standard Gear Box Section

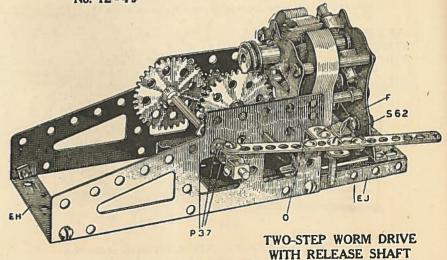




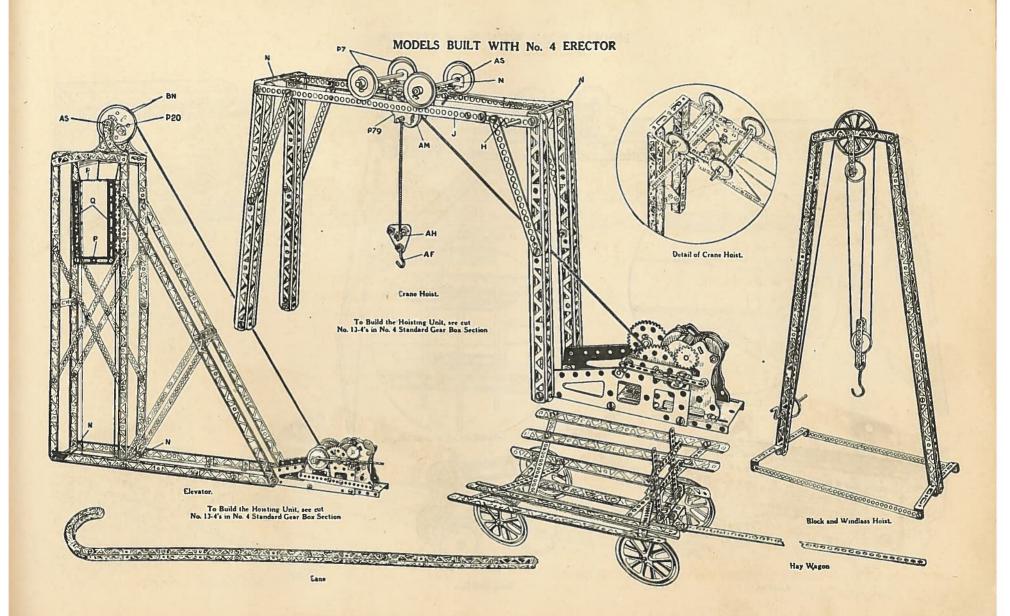
SIMPLE TWO-STEP HOIST WITH GEAR RELEASE AND BRAKE No. 13-4's

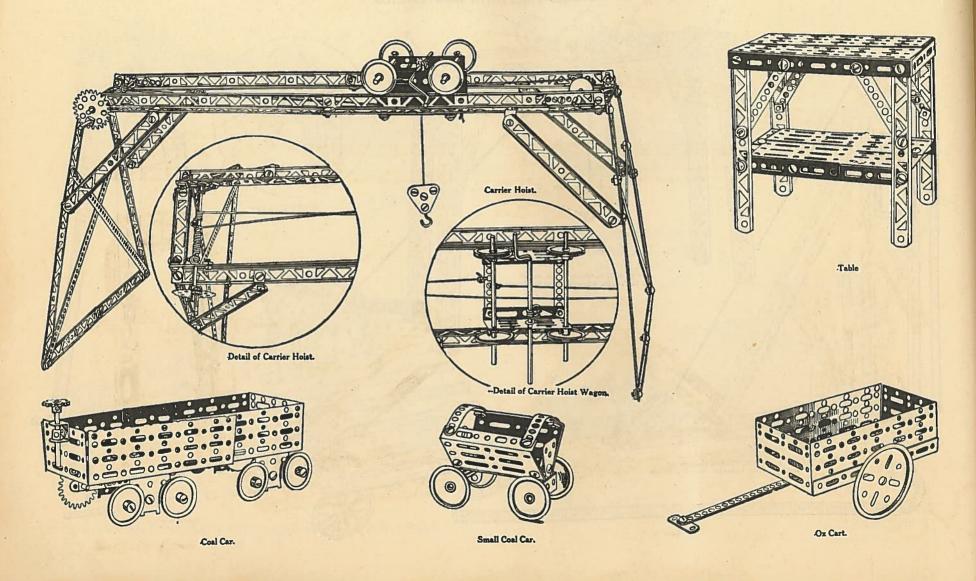


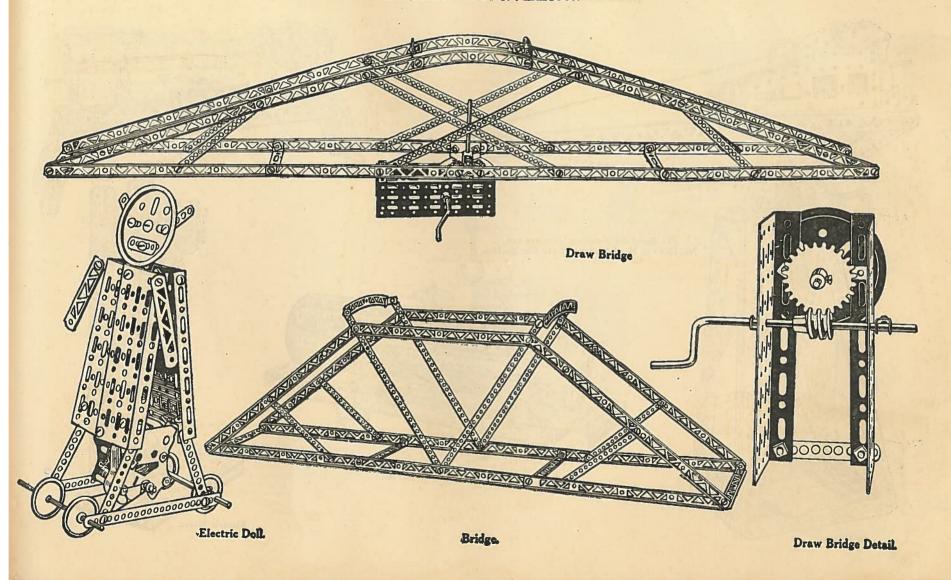
ANGLE END DRIVE STANDARD GEAR BOX No. 12-4's

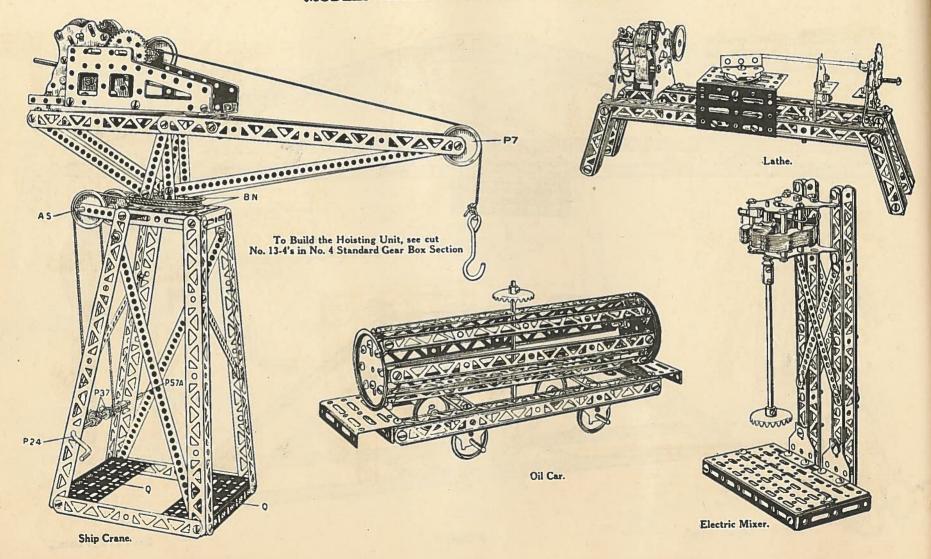


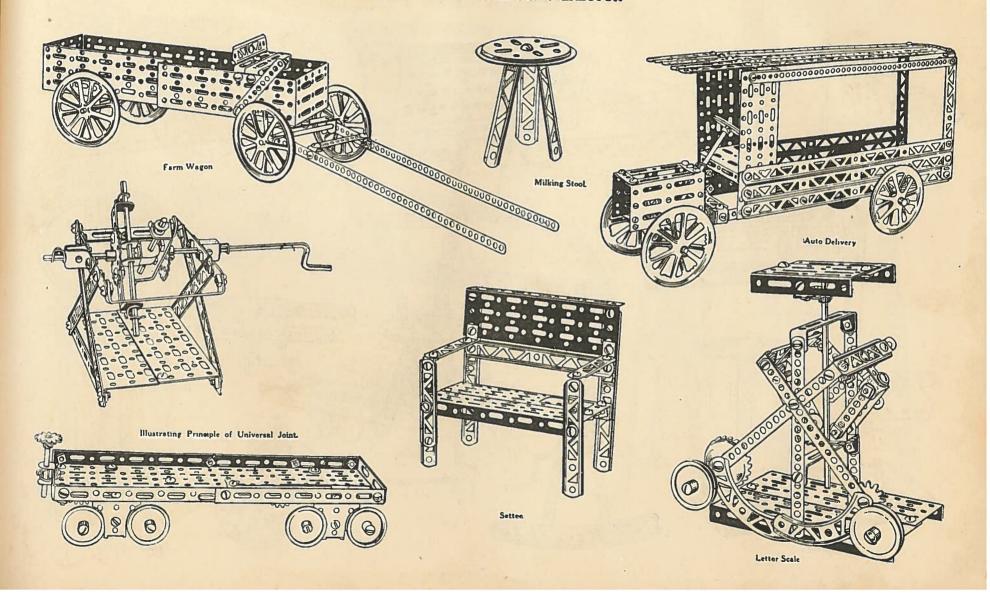
No. 14-4's

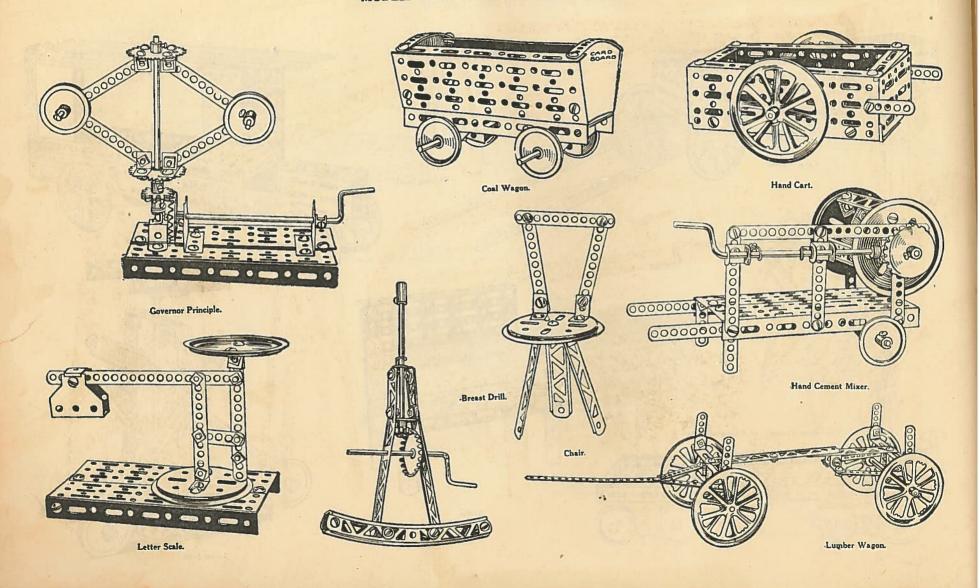




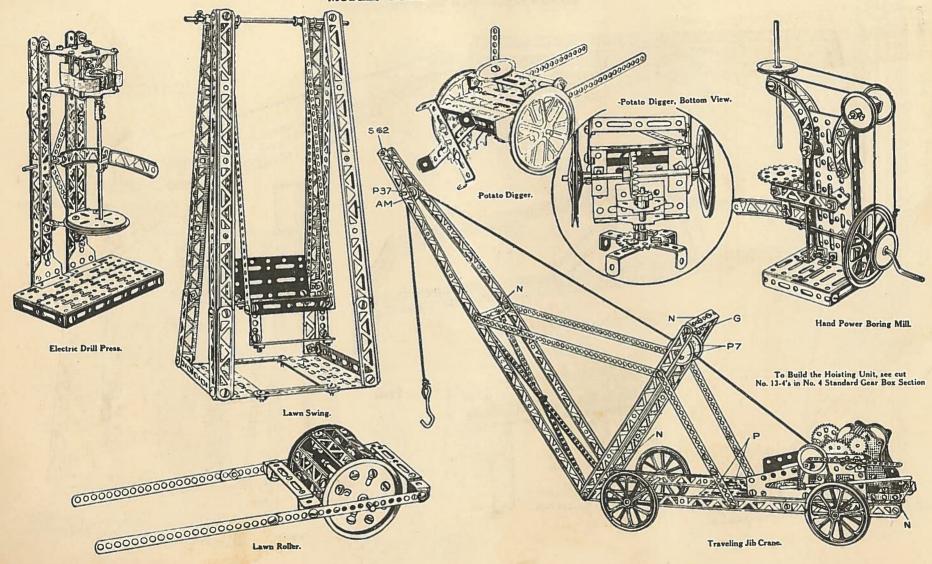


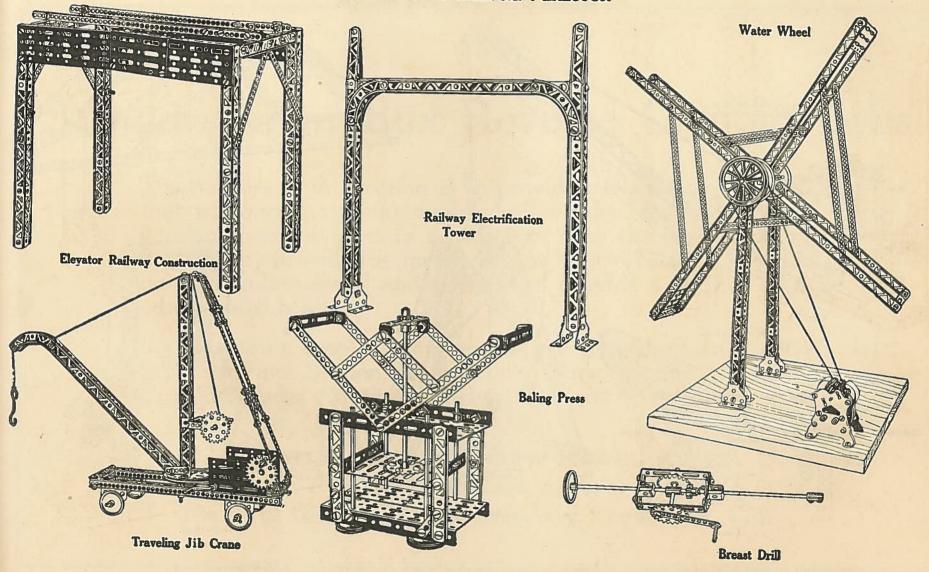




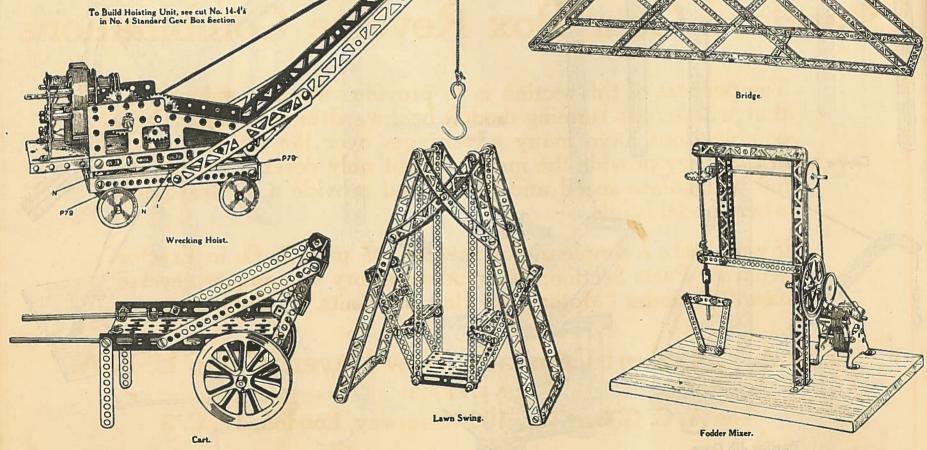


MODELS BUILT WITH No. 4 ERECTOR To Build the Hoisting Unit, see cut No. 13-4's in No. 4 Standard Gear Box Section Indo China Bridge. Bridge. To Build the Hoisting Unit, see cut No. 13-4's in No. 4 Standard Gear Box Section Drop-Leaf Table. Ship Crane. Builder's Hoist Water Tower.





MODELS BUILT WITH No. 4 ERECTOR To Build Hoisting Unit, see cut No. 14-4's in No. 4 Standard Gear Box Section Bridge. Wrecking Hoist.



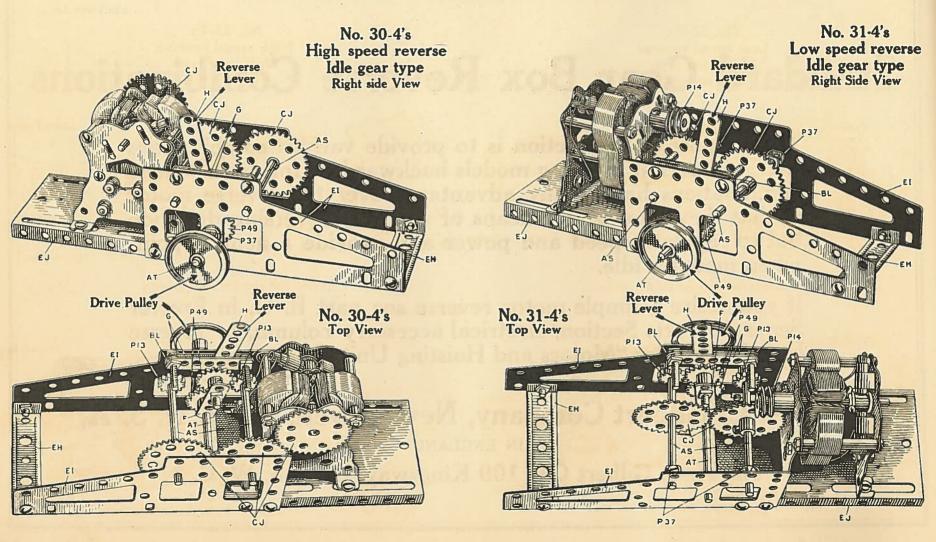
The purpose of this section is to provide various combinations that will permit running models backward or forward. These combinations have many advantages over the reverse motor in that they provide the means of not only reversing direction but to regulate speed and power and provide a neutral point when model is idle.

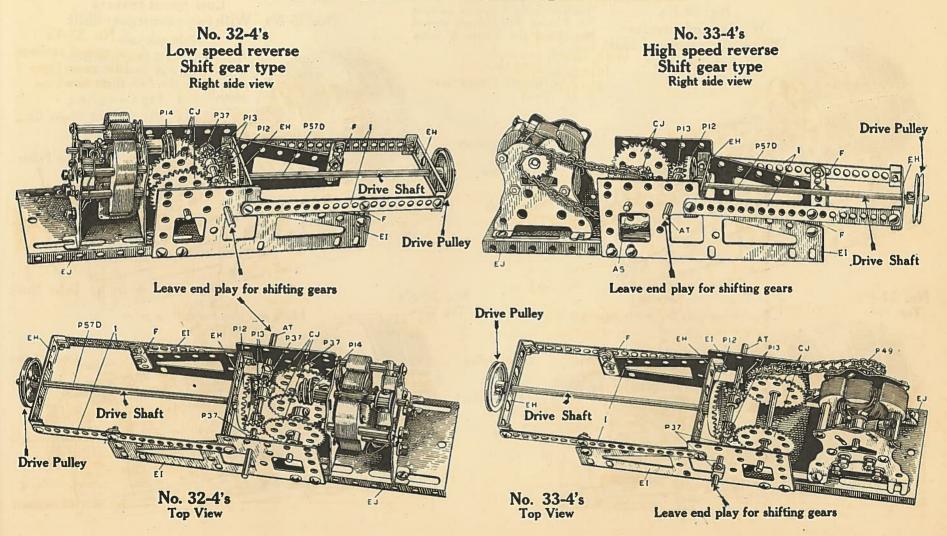
If you desire a simple motor reverse see part B. O. in Erector Separate Parts Section, electrical accessory column, or reverse base P59 under "Motors and Hoisting Units."

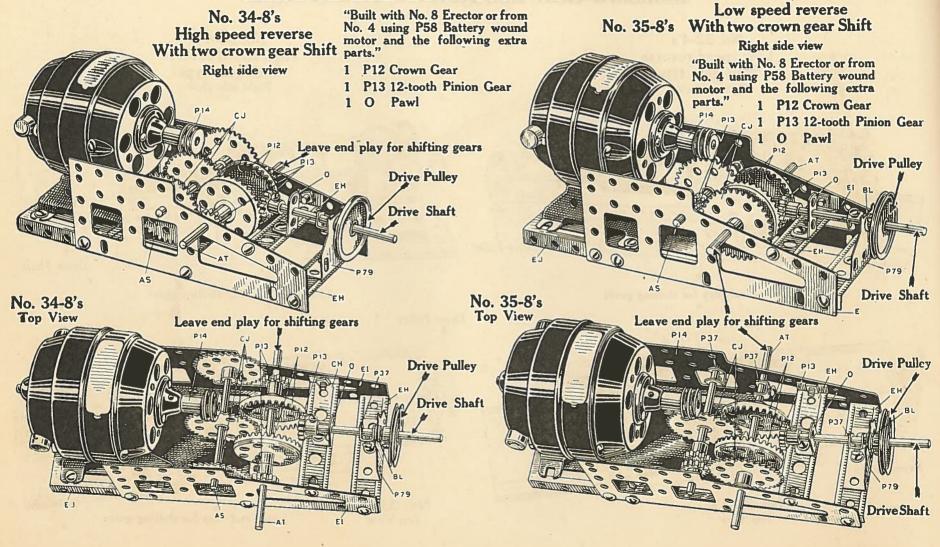
The A. C. Gilbert Company, New Haven, Conn. U. S. A.

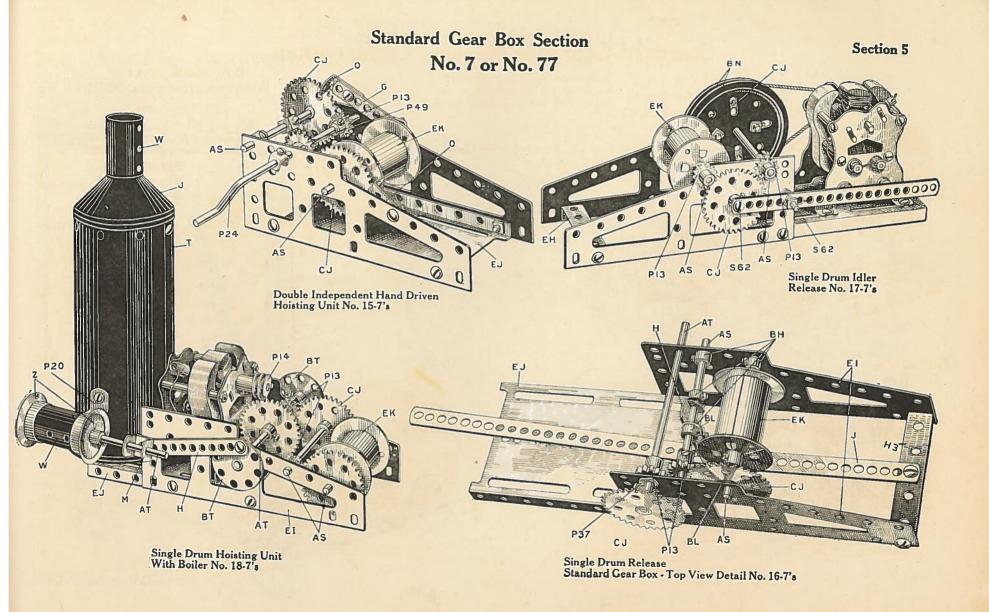
IN ENGLAND

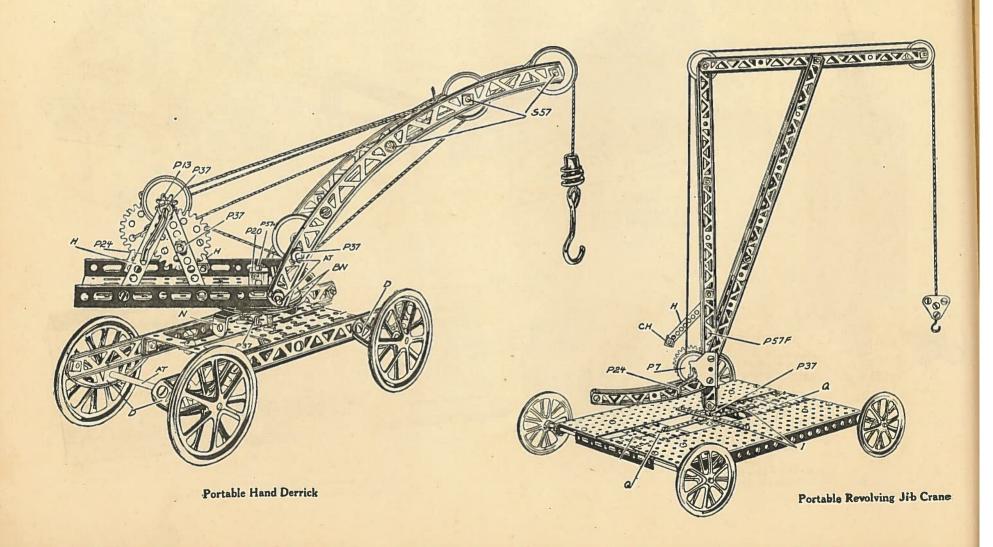
The A. C. Gilbert Co., 109 Kingsway, London, W. C. 2

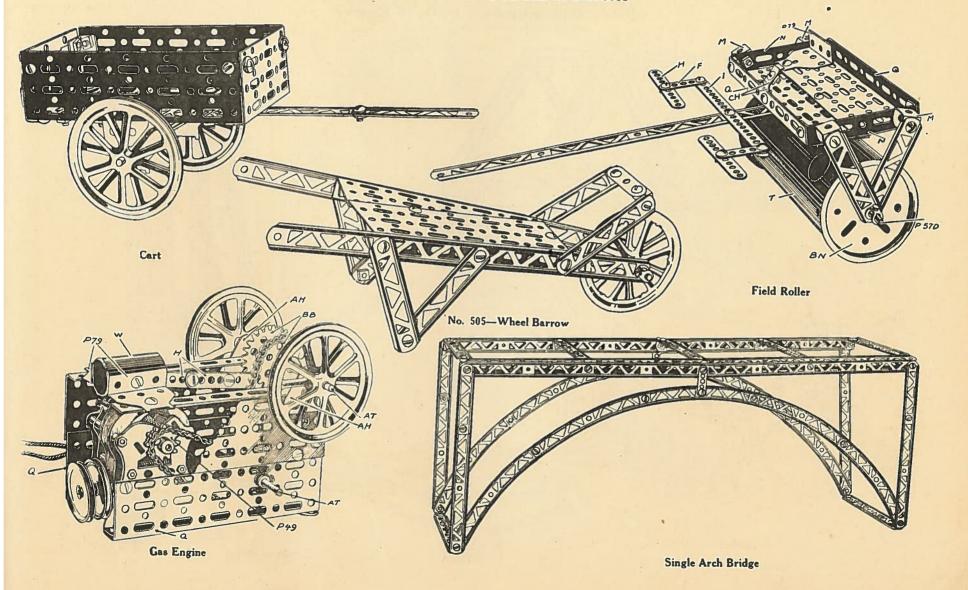




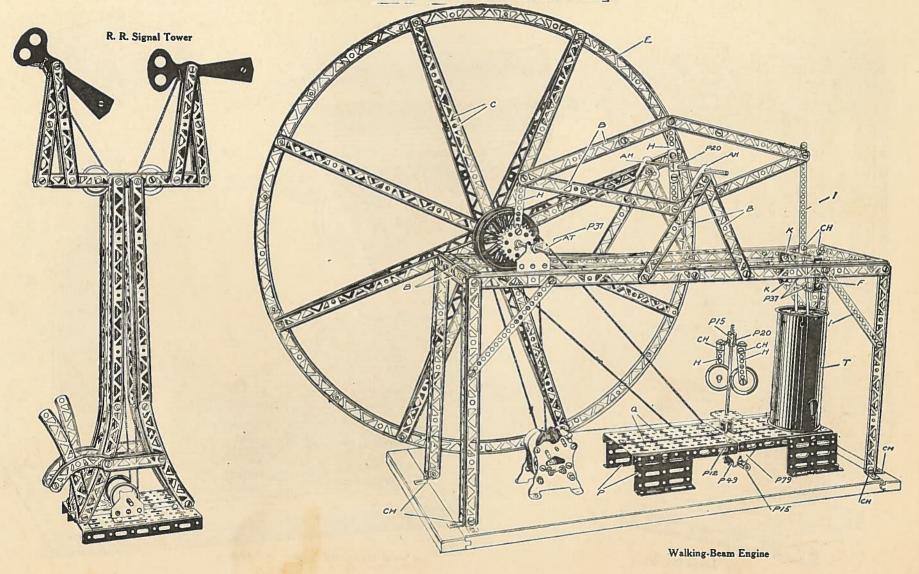


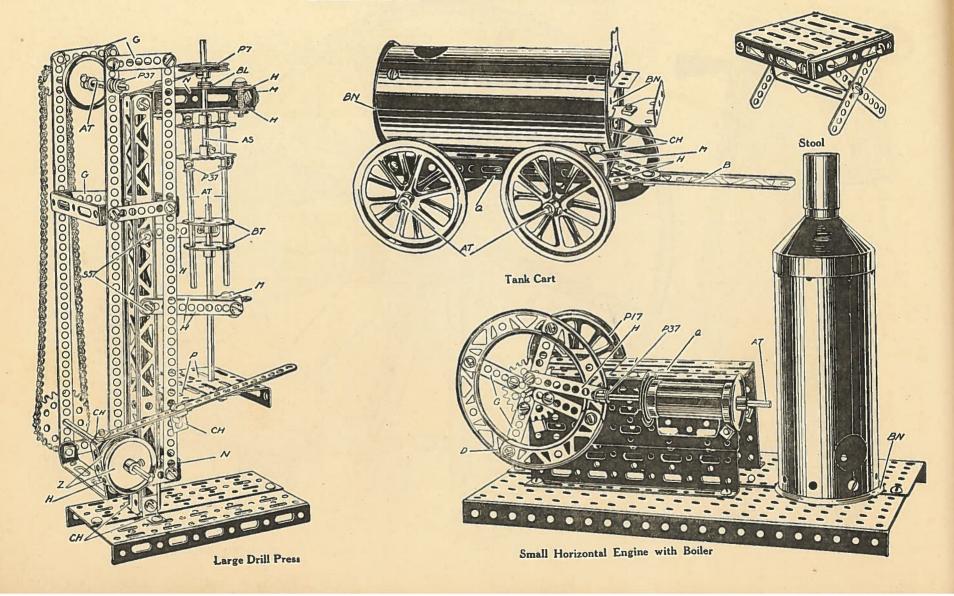


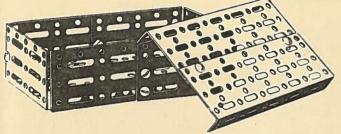




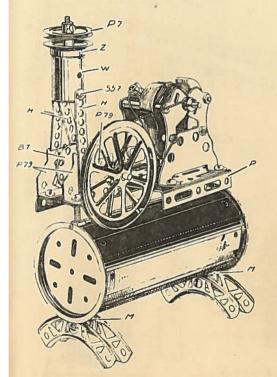
Models Built with No. 7 or No. 77 Erector Pile Driver Single Track R. R. Bridge Cantilever Bridge Hand Power Steam Shovel



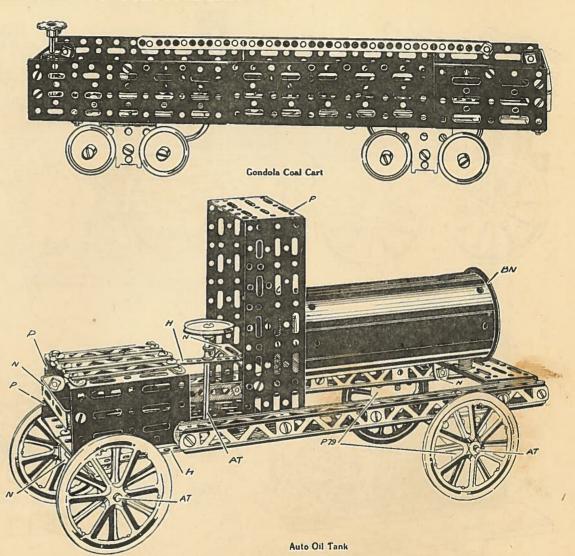




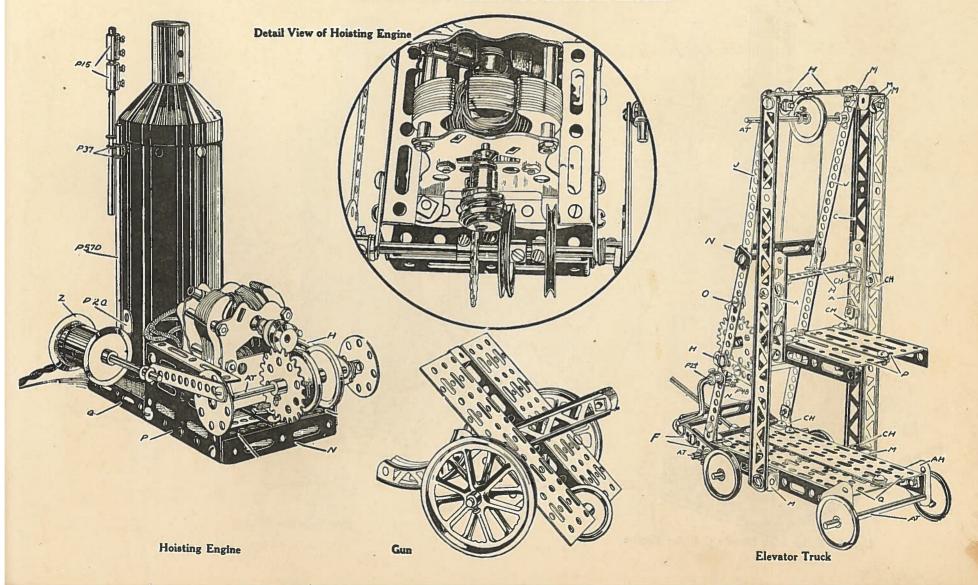
No 518-Box

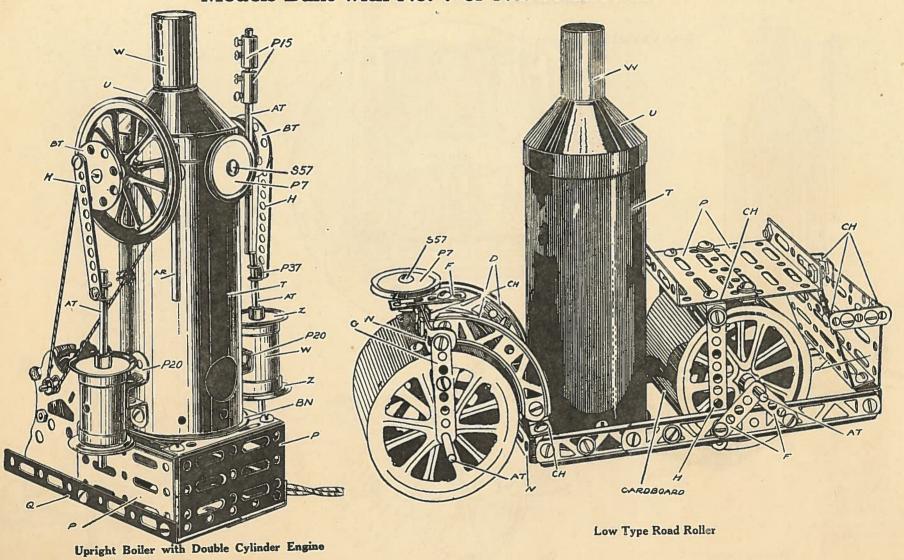


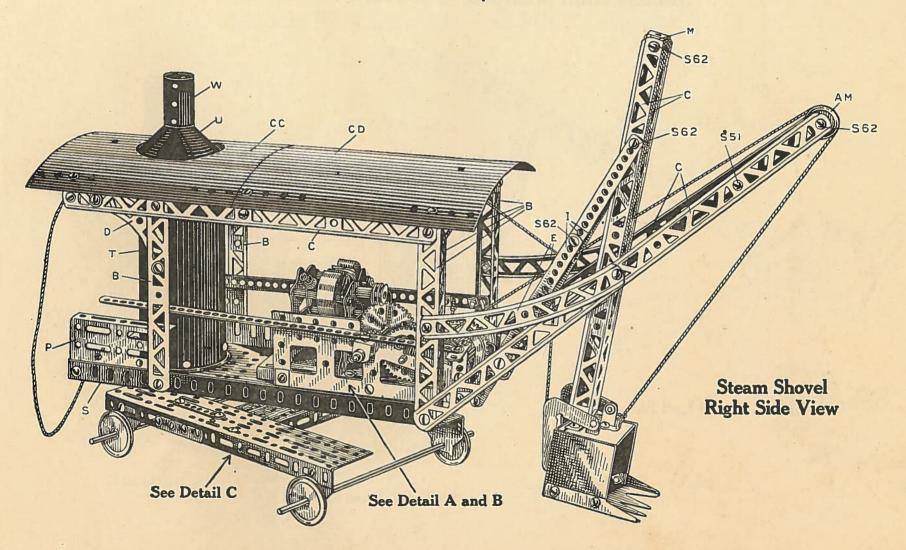
Small Air Compressor

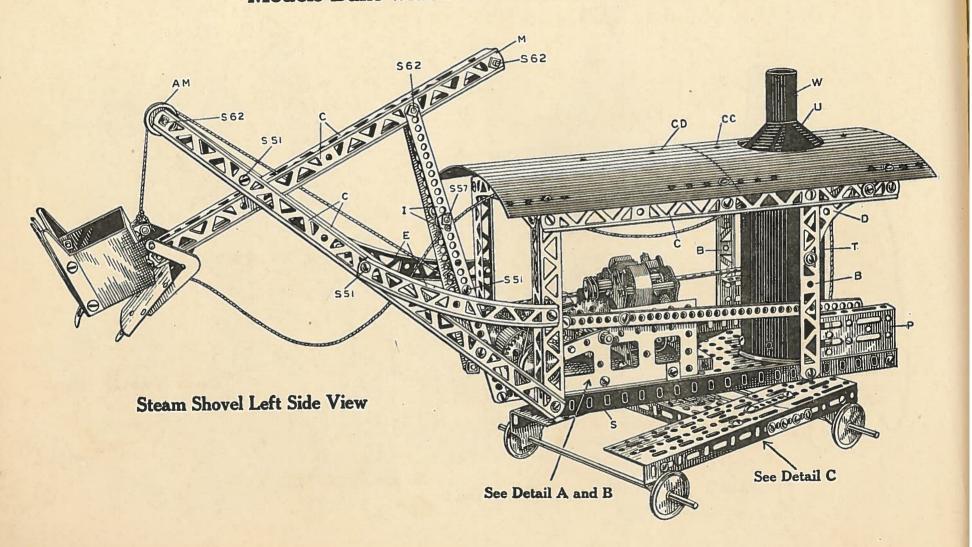


Models Built with No. 7 or No. 77 Erector CH CH Locomotive Lathe Single Cylinder Upright Engine Horizontal Boiler Engine Small Horizontal Engine with Motor

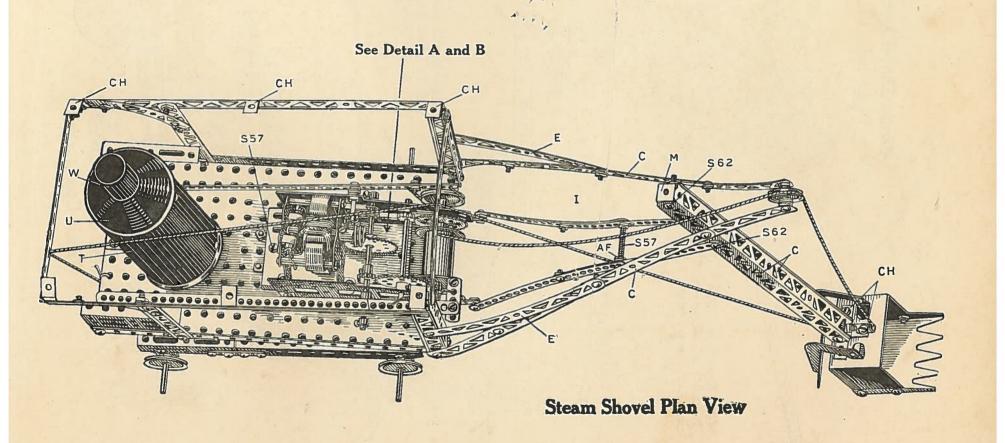




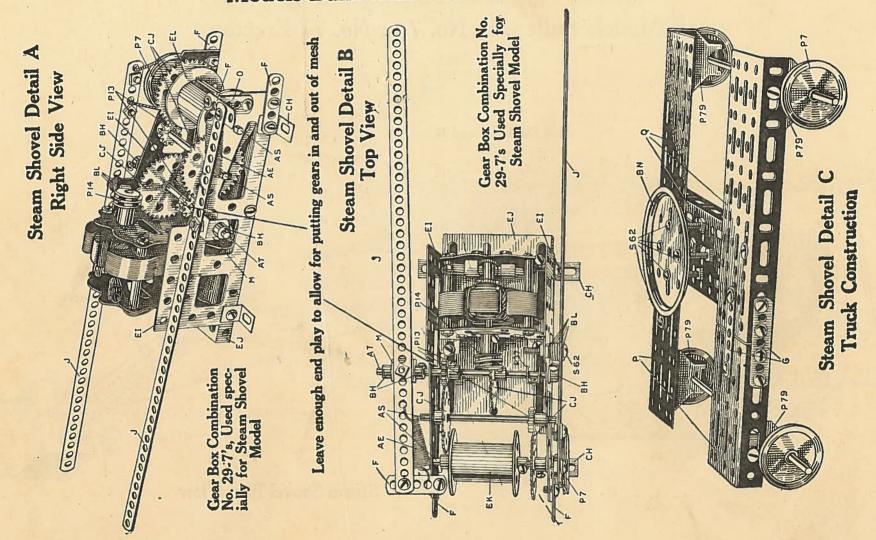




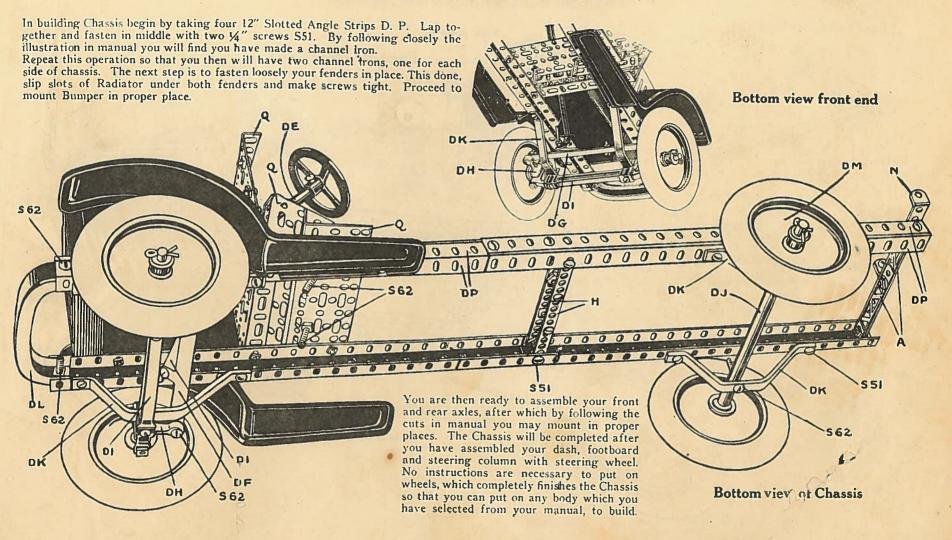
Models Built with No. 7 or No. 77 Erector



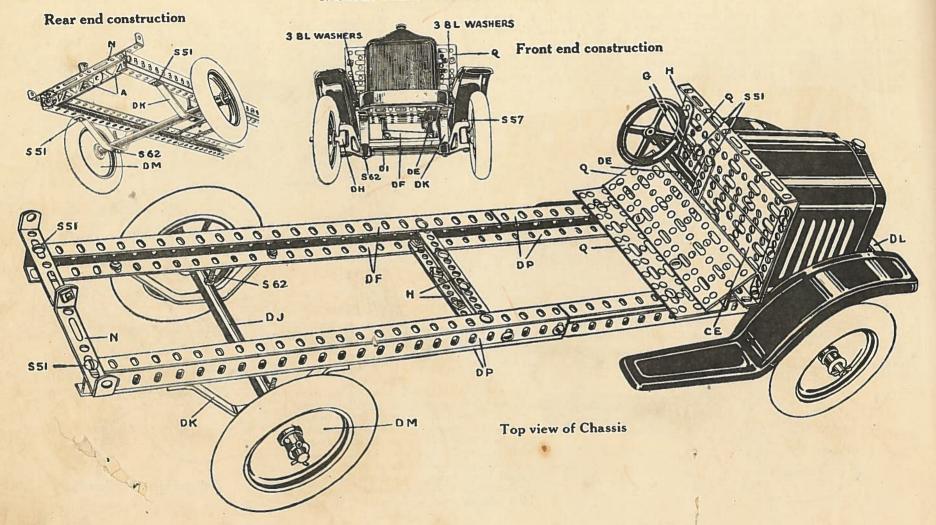
Models Built with No. 7 or No. 77 Erector

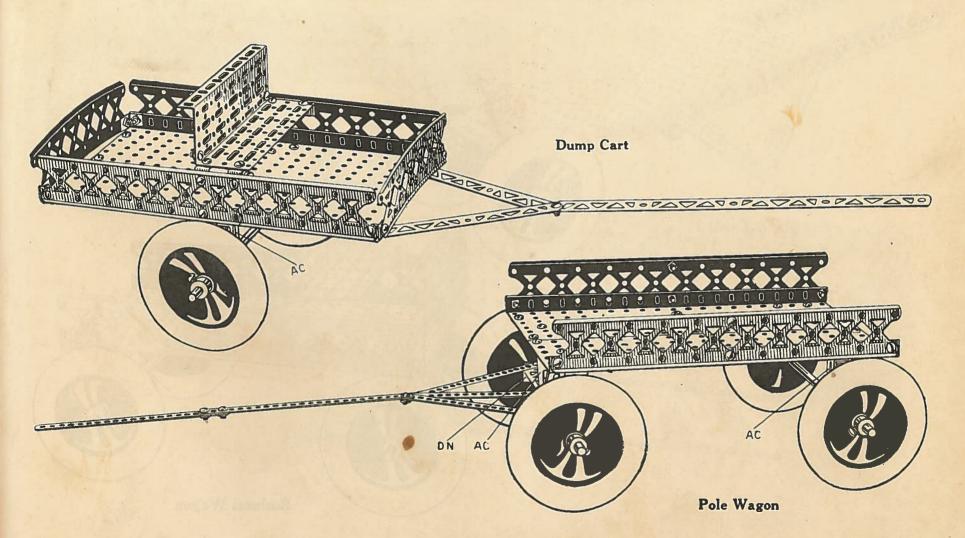


Models Built with No. 71/2 Erector



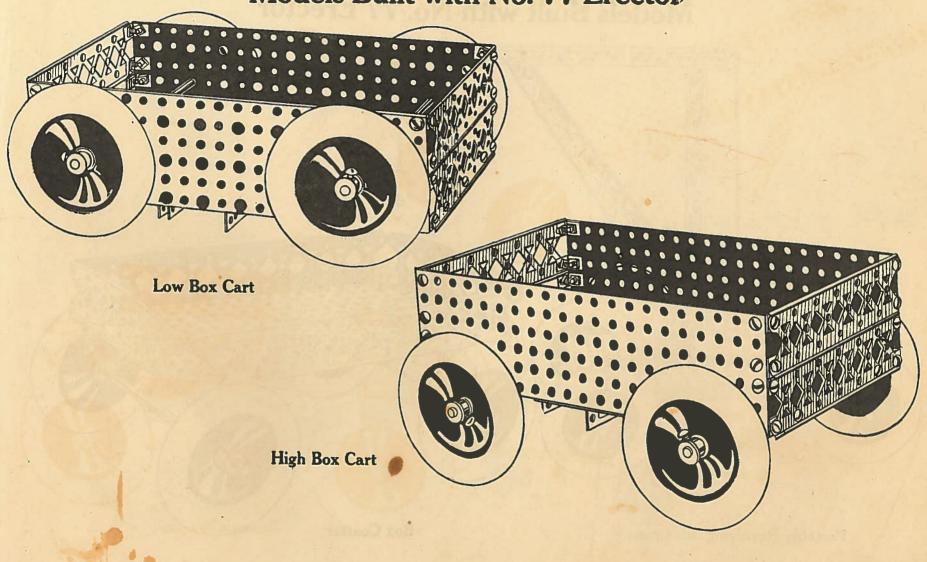
Models Built with No. 71/2 Erector



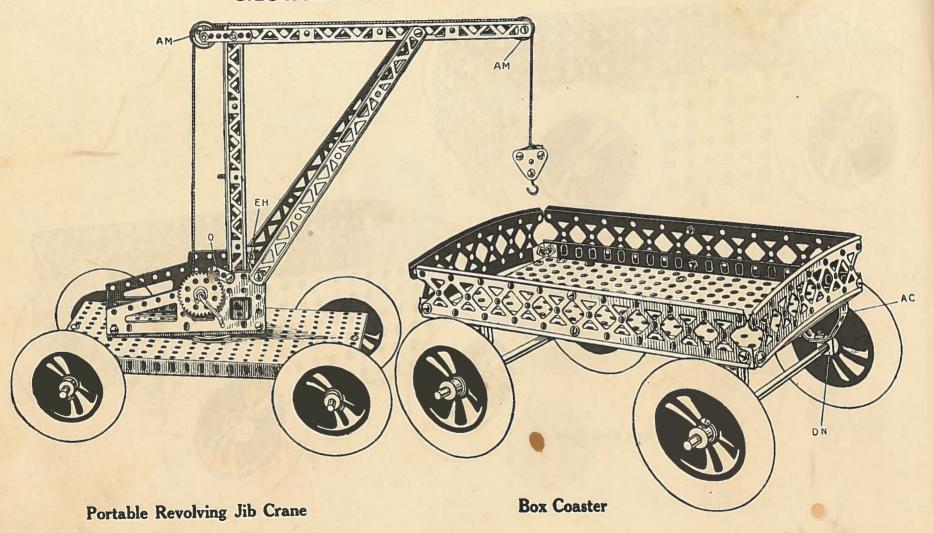


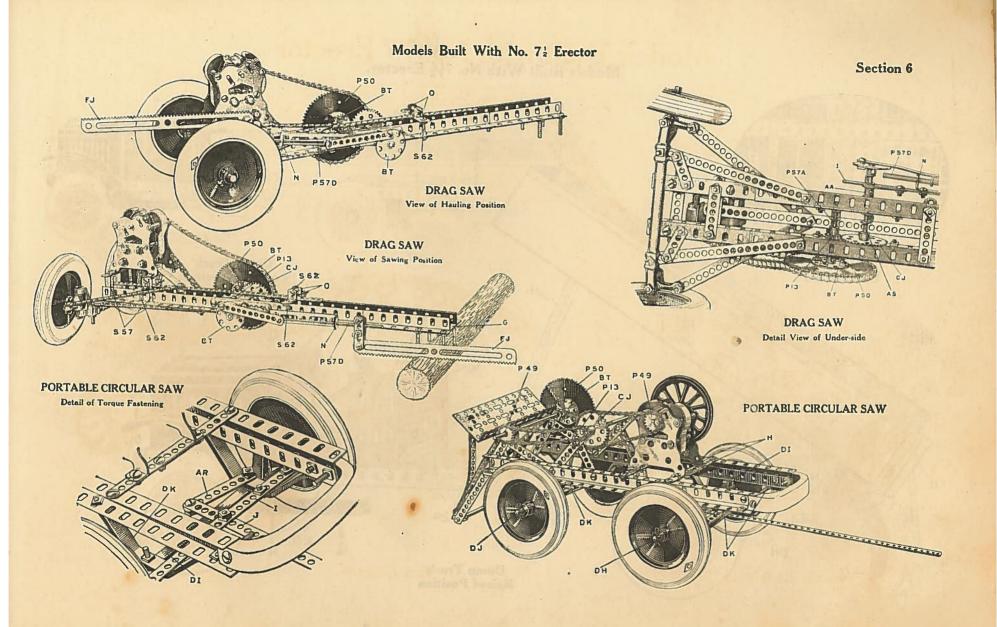
Models Built with No. 77 Erector Hand Truck Business Wagon

Models Built with No. 77 Erector

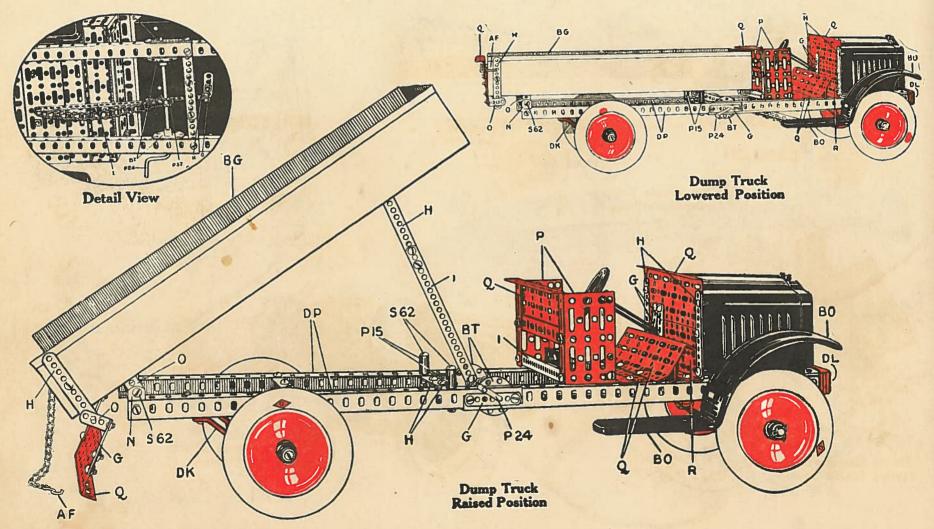


Models Built with No. 77 Erector

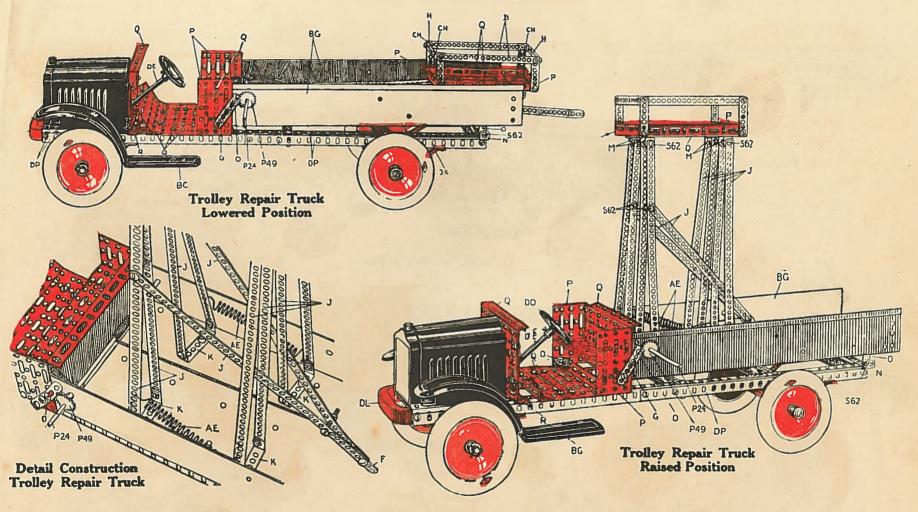




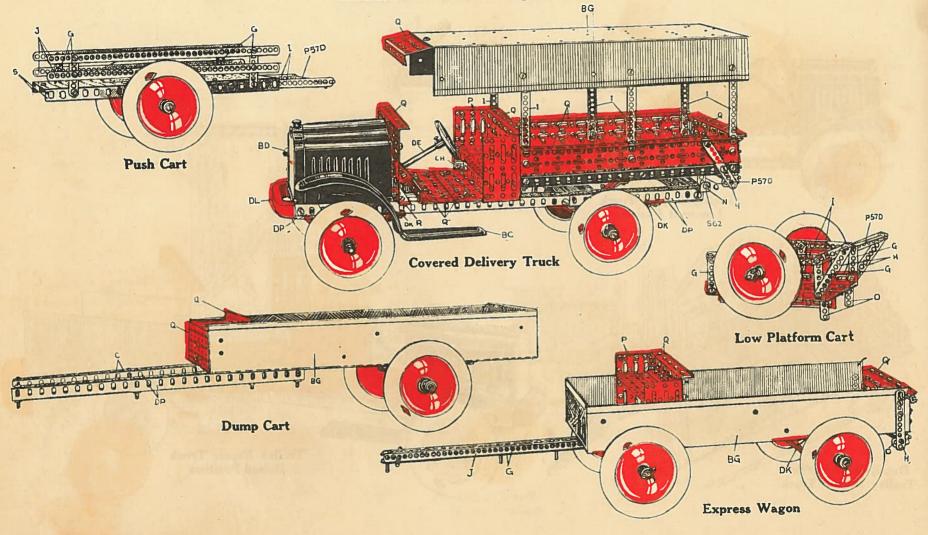
Models Built With No. 71/2 Erector.



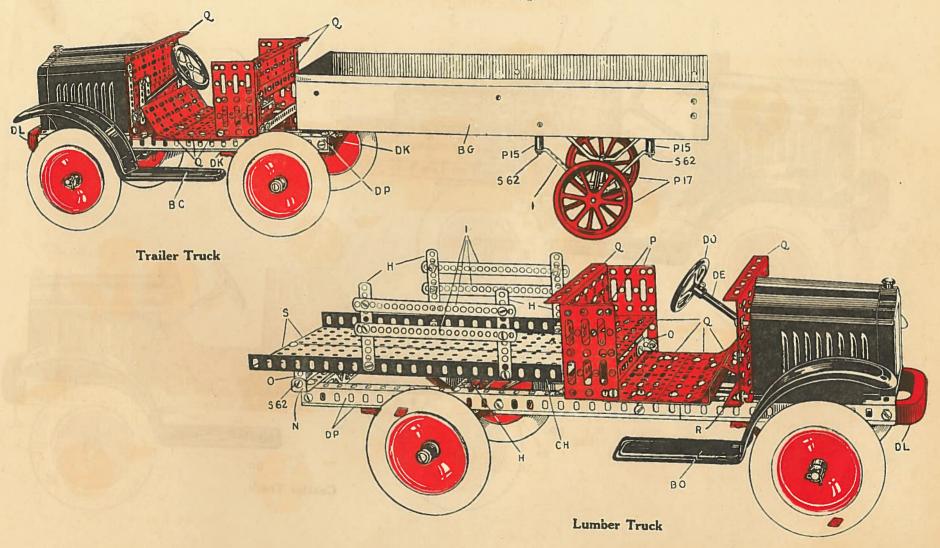
Models Built With No. 71/2 Erector



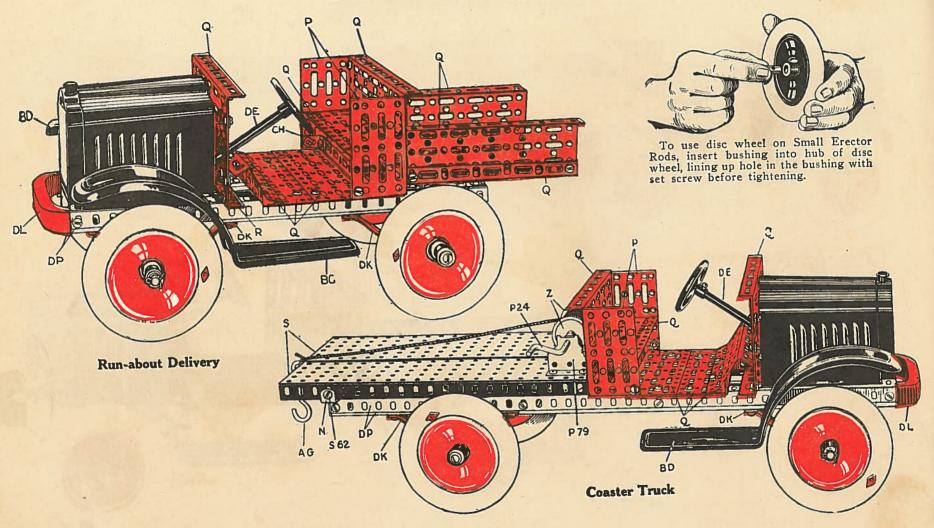
Models Built With No. 71/2 Erector.



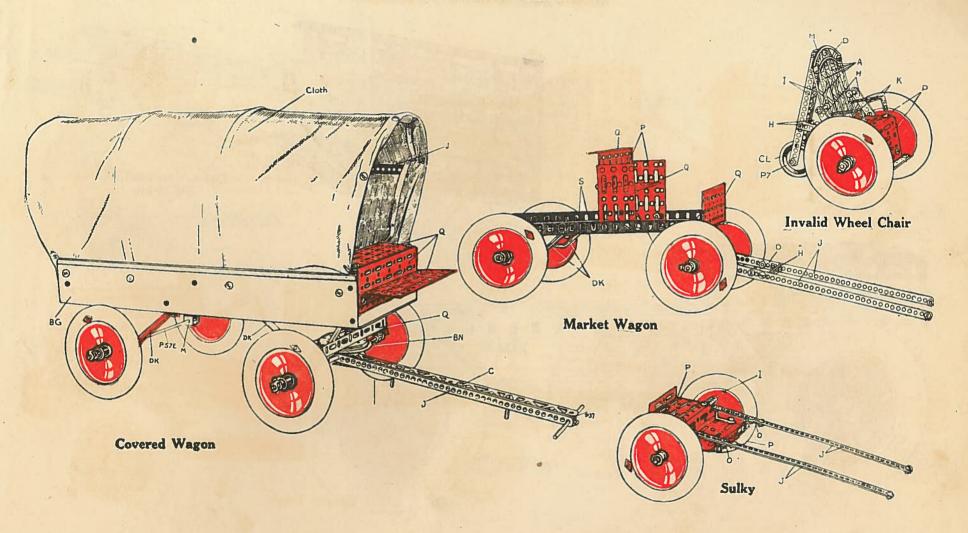
Models Built With No. 71/2 Erector.

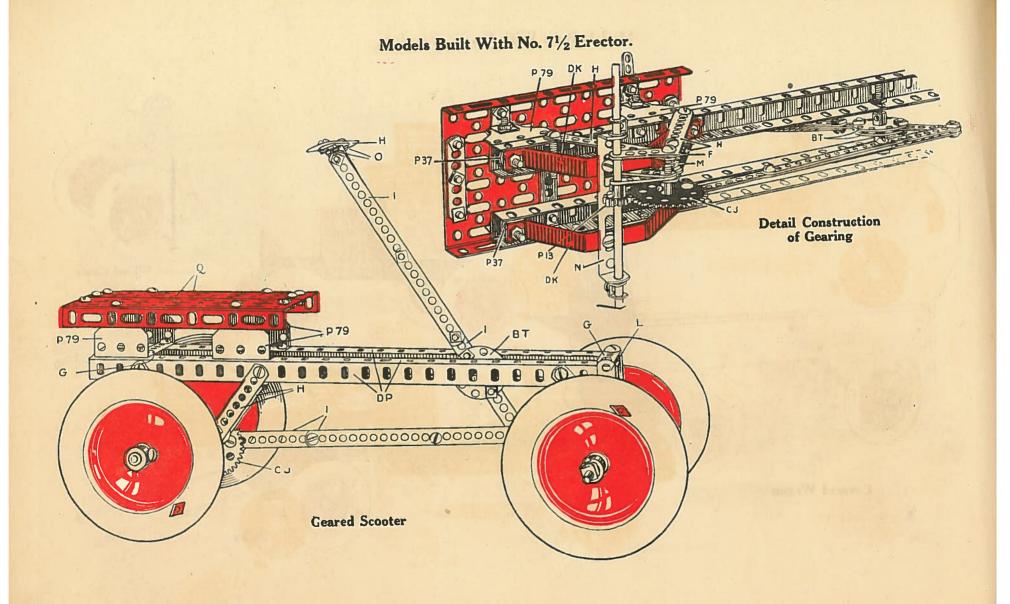


Modela Built With No. 71/2 Erector.

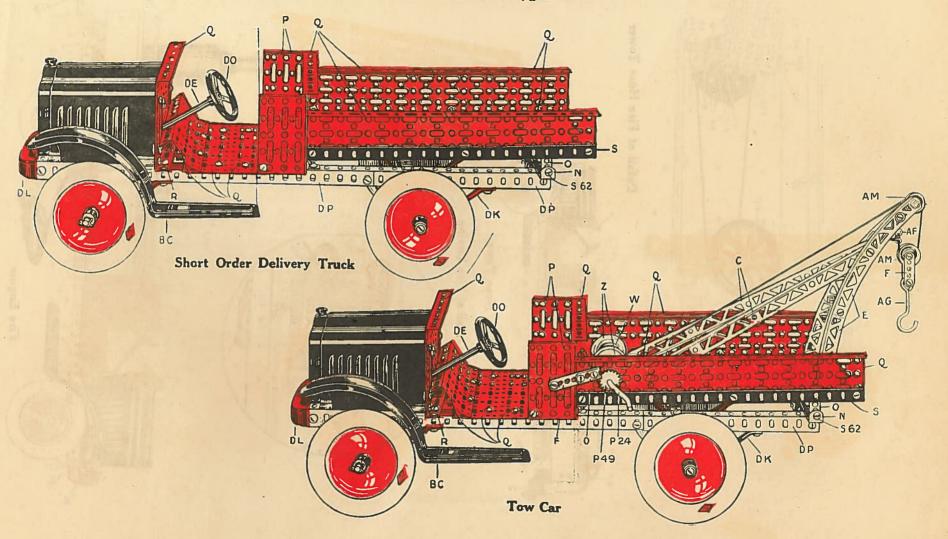


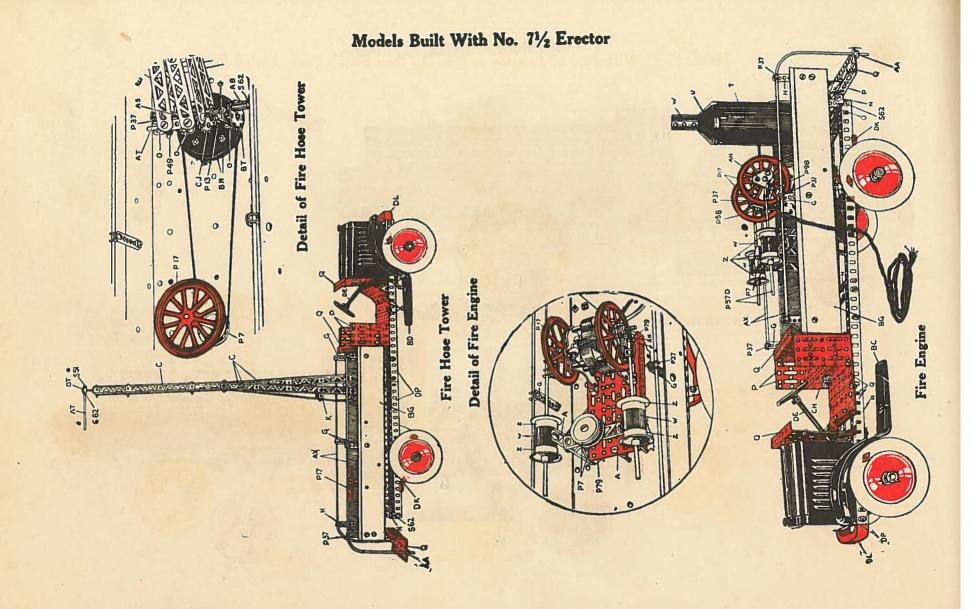
Models Built With No. 71/2 Erector.



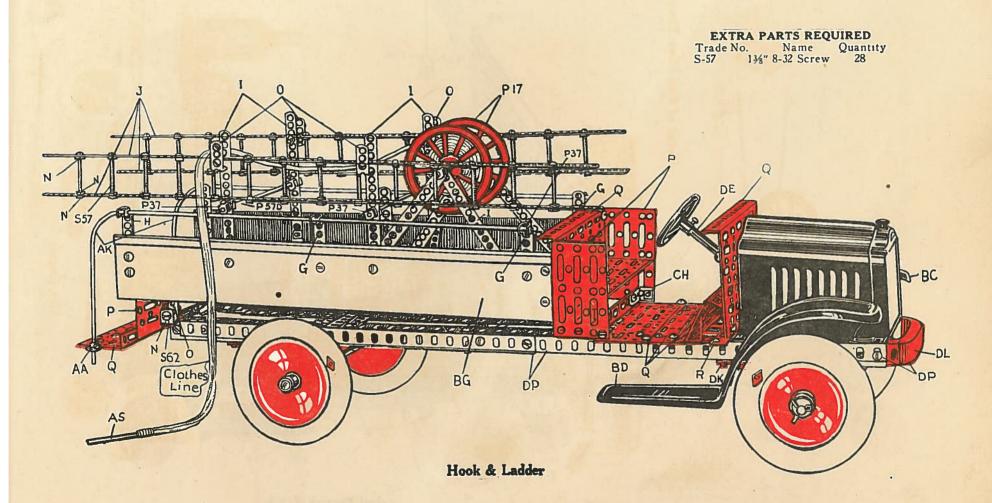


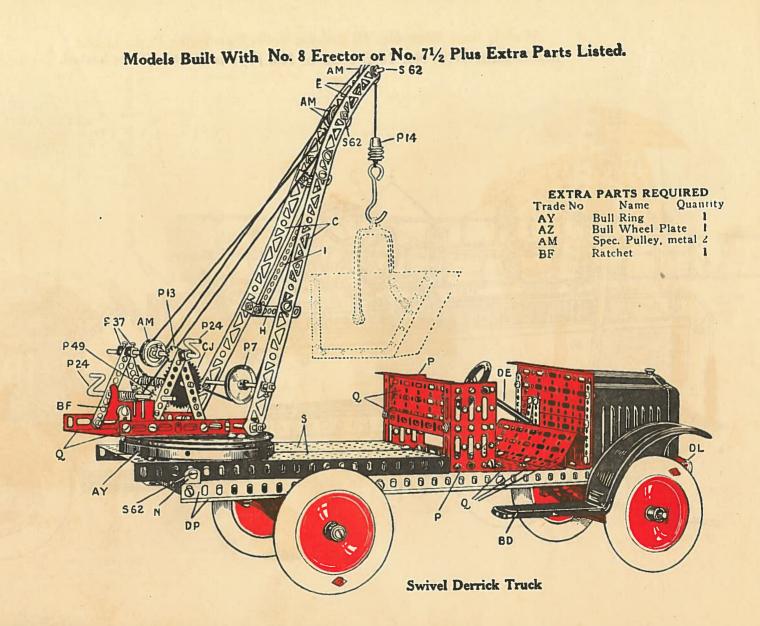
Models Built With No. 71/2 Erector.



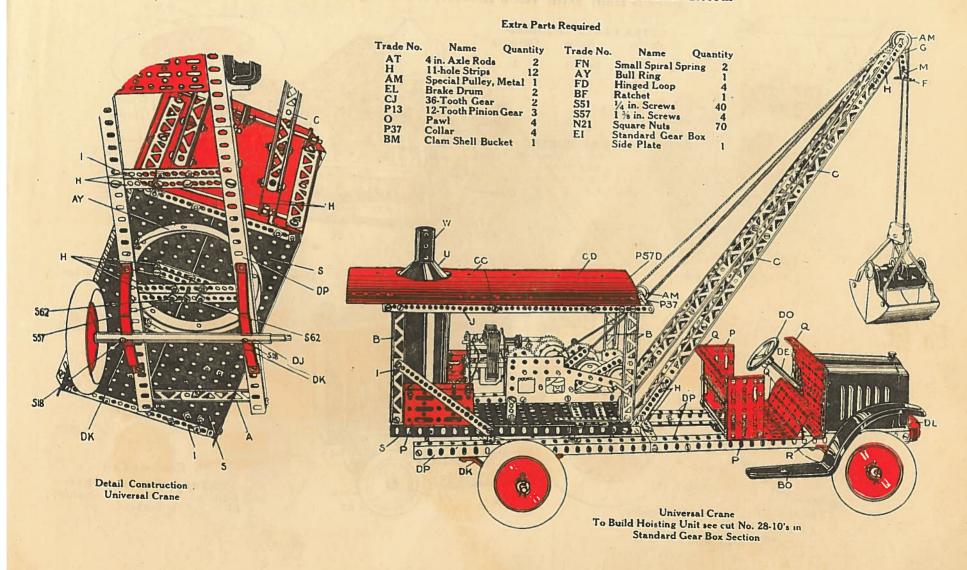


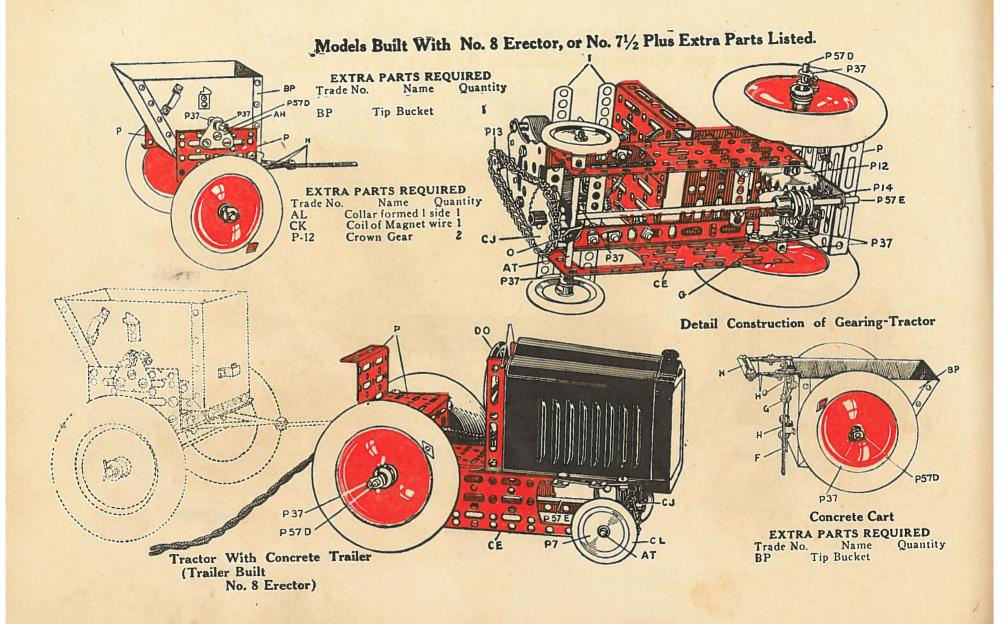
Model Built With No. 10 Erector or No. 71/2 Plus Extra Parts Listed.



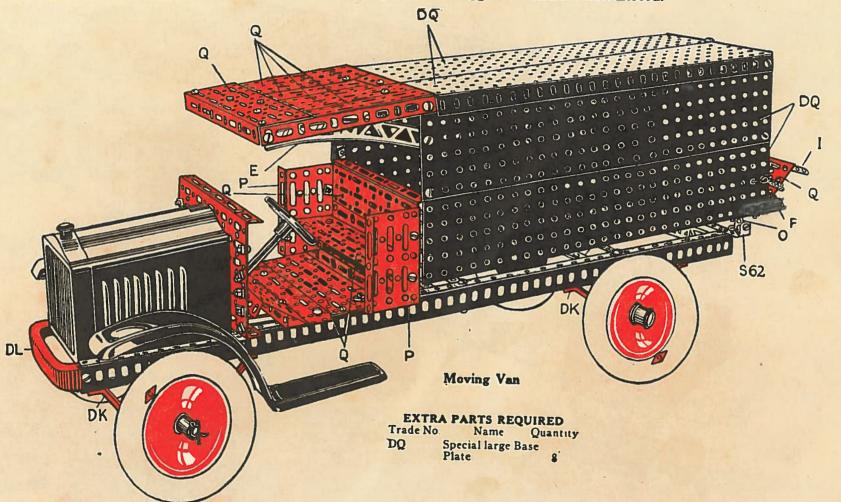


Models Built With No. 10 Erector or 7½ Plus Extra Parts Listed.

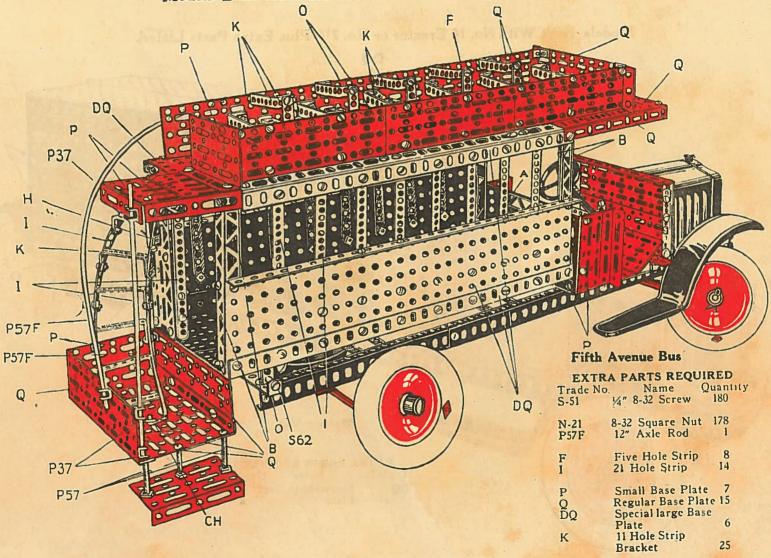




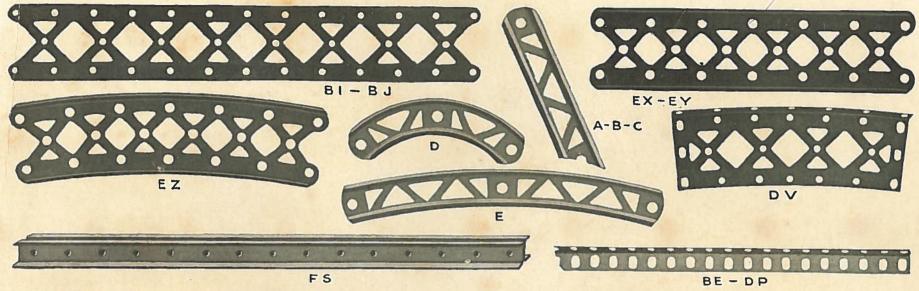
Models Built With No. 10 Erector or No. 71/2 Plus Extra Parts Listed.

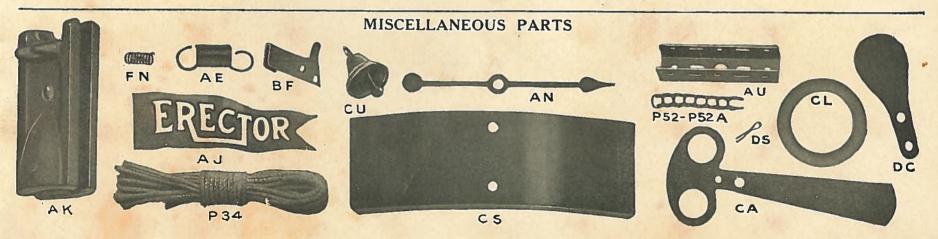


Models Built With No. 10 Erector or No. 71/2 Plus Extra Parts Listed.



GIRDERS

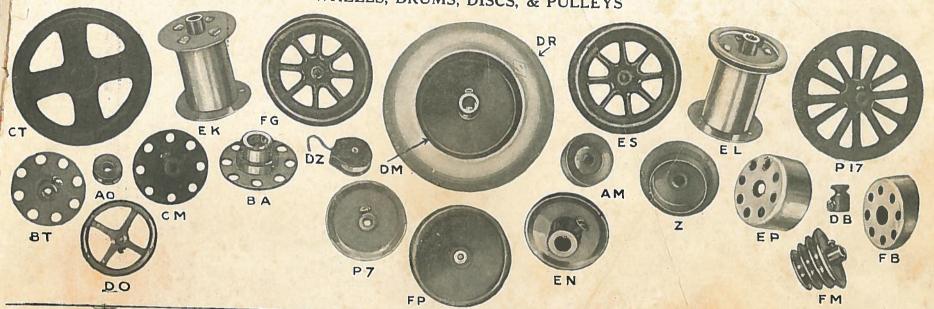




Page 2 **ERECTOR SEPARATE PARTS** ELEC. ACCESSORIES COLLARS COUPLINGS ANGLE & ANGLE PIECES P37 P 15 EM AB CK T COLOROPORT **SCREWS & NUTS** P 20 NII NZI SII P79 SI4 FA EF PERFORATED STRIPS F-G-H-1-J CE BY **AXLE RODS & SHAFTINGS** AR P 22 CX-P57A-AS-AT-CY-P57D-CZ-P57E-DA-P57F-AX-DU-EC P38 BX CRANKS BO **HOOKS & WASHERS** P 24 AA

BL - AF-AG - CP

ERECTOR SEPARATE PARTS WHEELS, DRUMS, DISCS, & PULLEYS















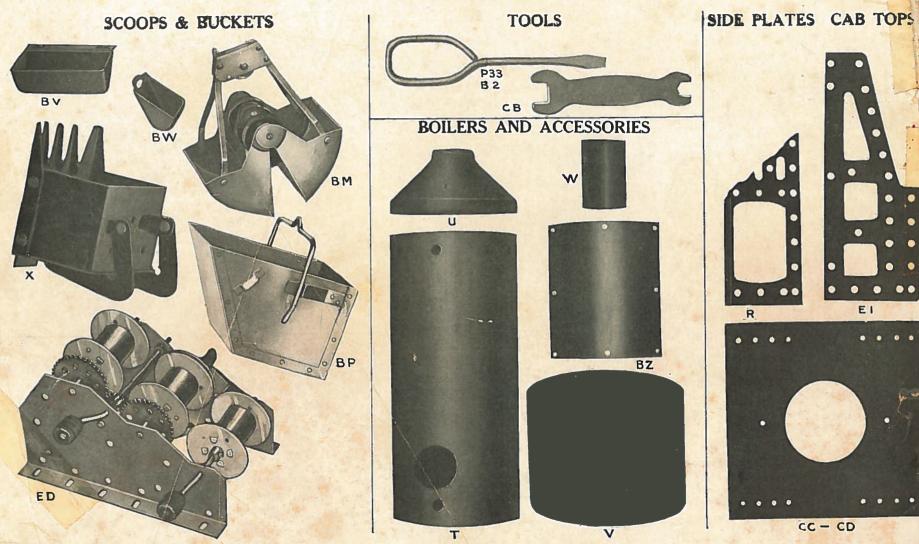




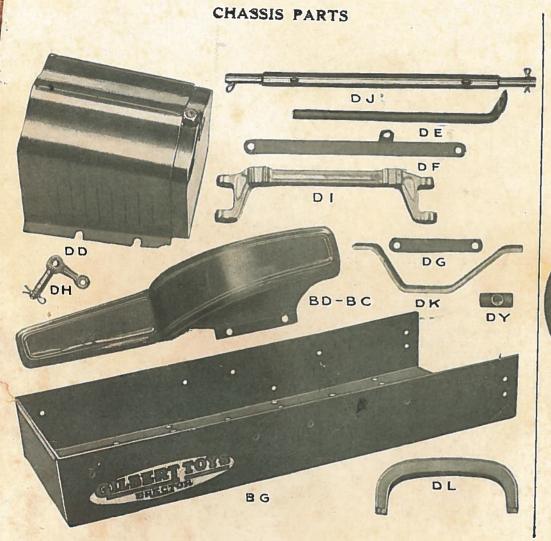


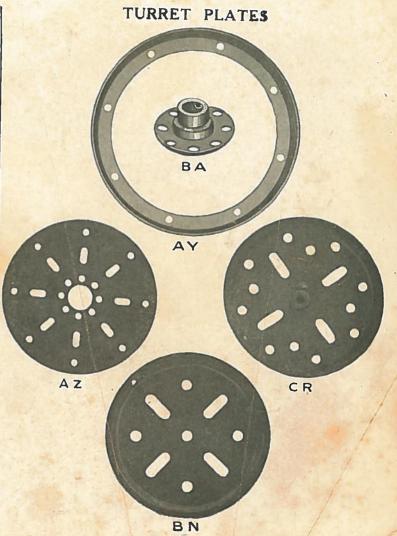
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ERECTOR SEPARATE PARTS



ERECTOR SEPARATE PARTS





ERECTOR SEPARATE PARTS

BASE PLATES

