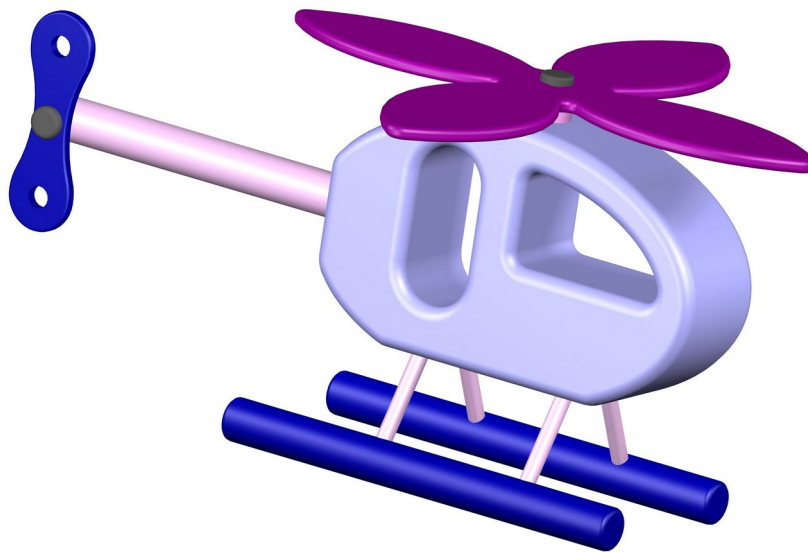


## Lucky Helicopter

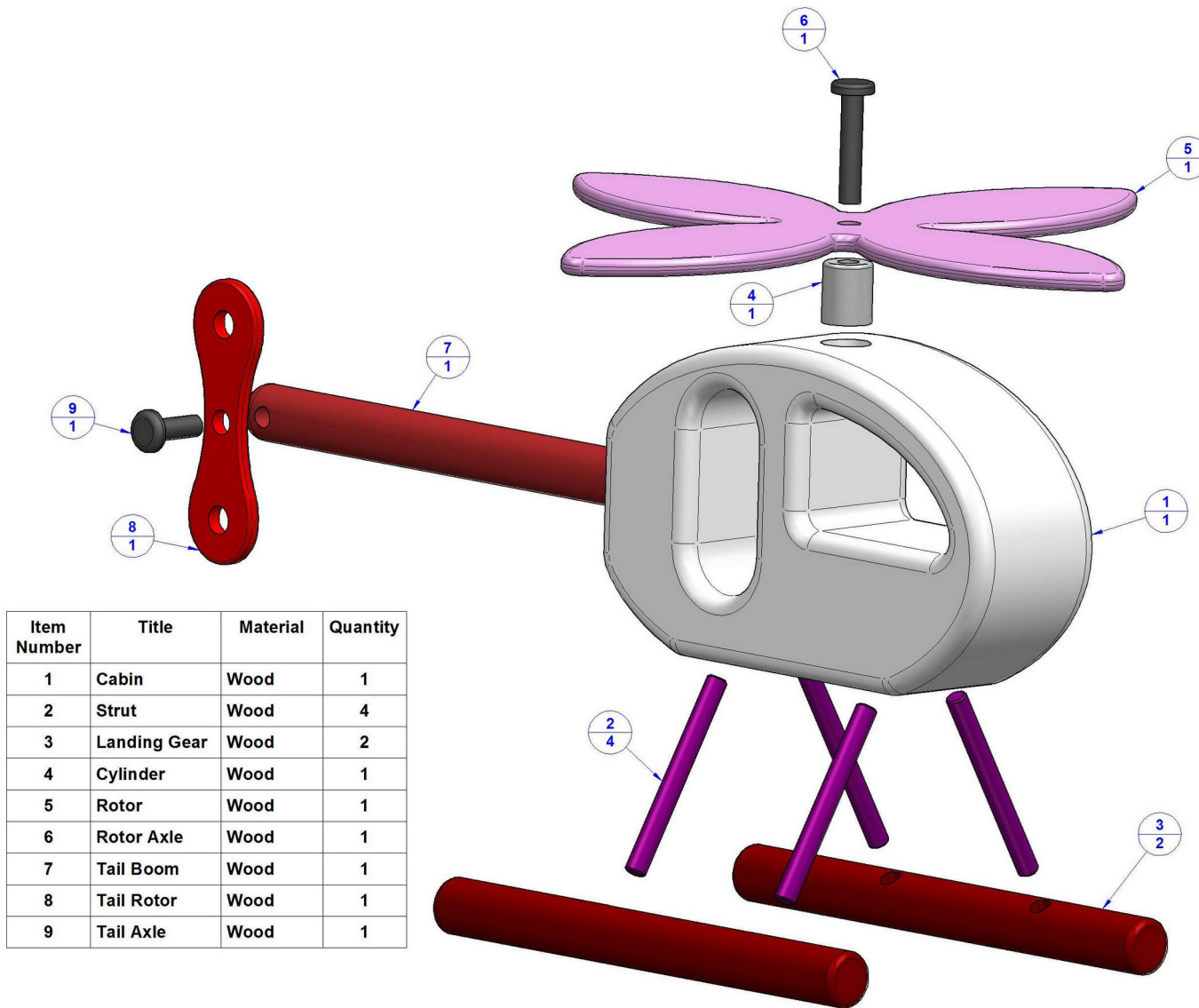
Here is a plan according to which you will be able to build a toy called Lucky helicopter toy plan. As its name implies, the toy has the shape of a helicopter and all the basic parts that helicopters are recognizable by: fuselage, tail boom, rotor, tail rotor and landing skids.



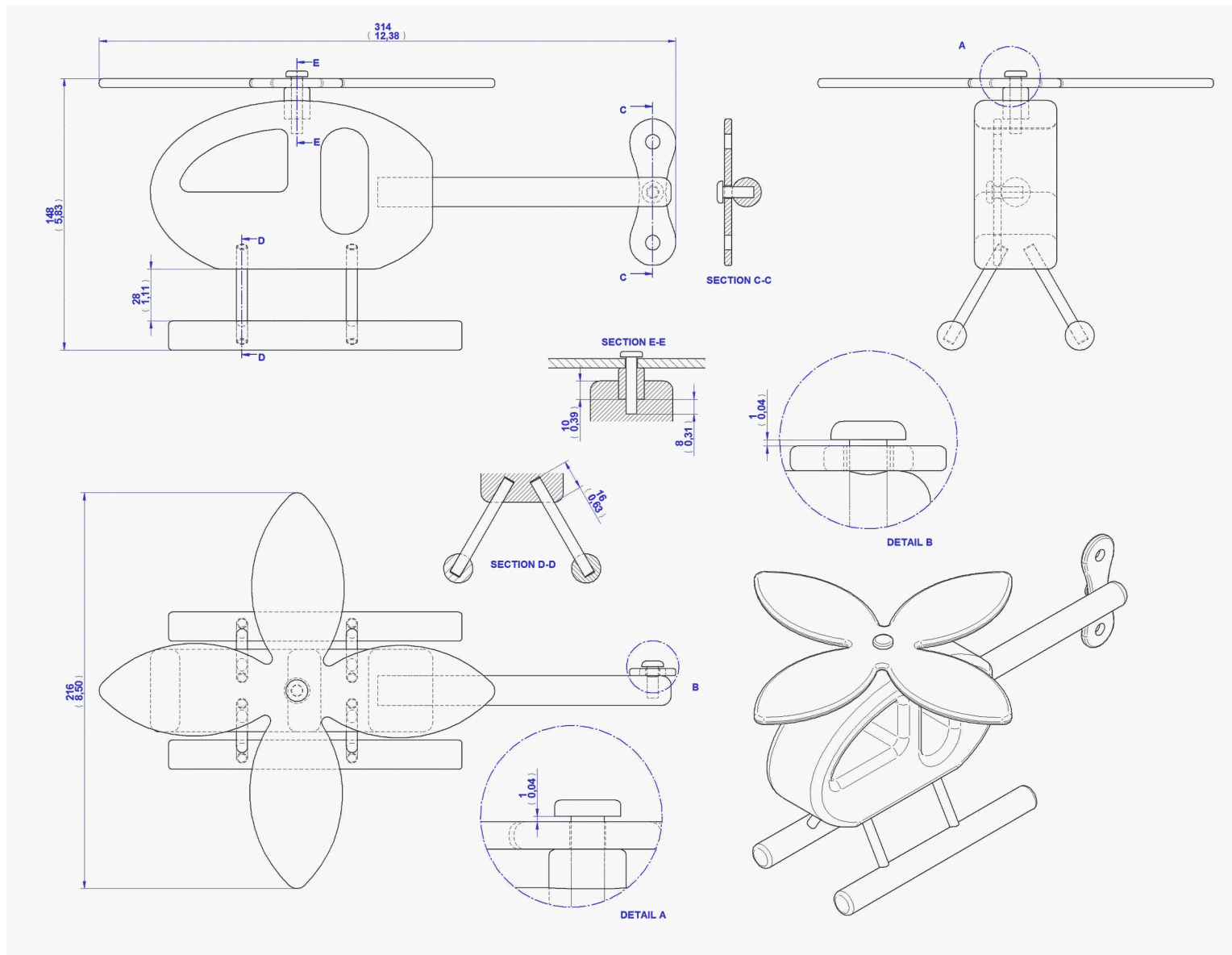
The rotor and the tail rotor are parts that can rotate around their axis, and this looks more than interesting to attract children's attention. If you are creative enough, you may change their shape, but keep in mind that all parts need to be sufficiently strong and thick, so that they cannot easily be broken and thus cause child injury. The cabin is designed in such a way that it is quite easy to make; if you like, you can round it off even more so that it resembles a real cabin (oval shape). This toy has protruding parts that can easily break off, therefore it is not intended for very young children but for those aged 3-4 years.

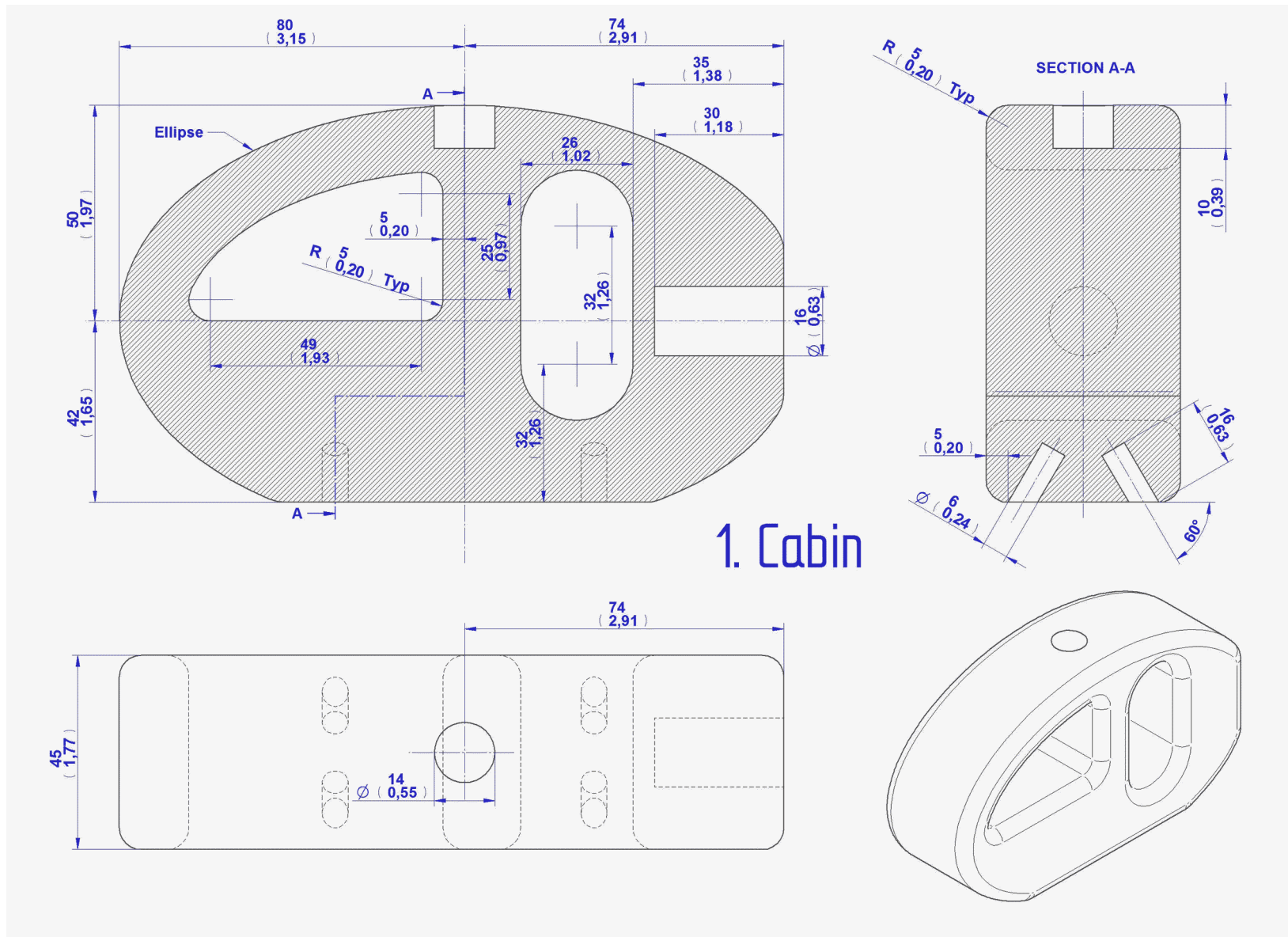
The fuselage, rotor and tail rotor parts have curved contours, but they are still very easy to make. Precisely draw the contour lines of the parts on a suitable stock and cut them out with a copy saw or jig saw. Round off all the edges. The tail axle and rotor axle parts do not have to be made from wood, you can buy metal dowel pins instead. We recommend that you paint the parts with bright, non-toxic colors in order to give the toy a cheerful appearance. If you like designing, use this helicopter toy as a model to inspire you to create your own toy design.

# Parts List

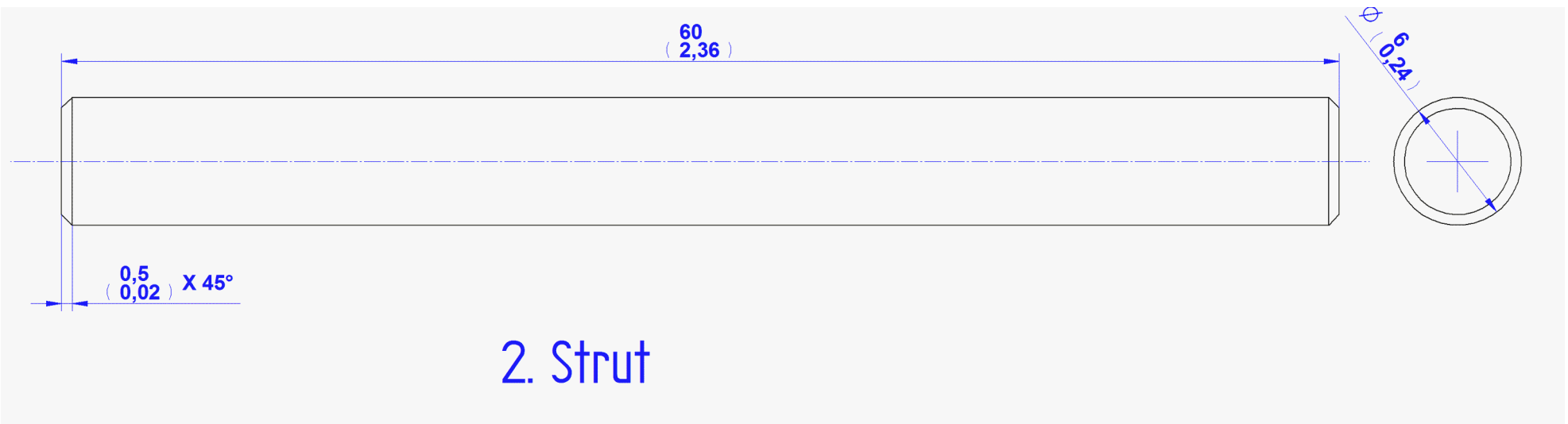


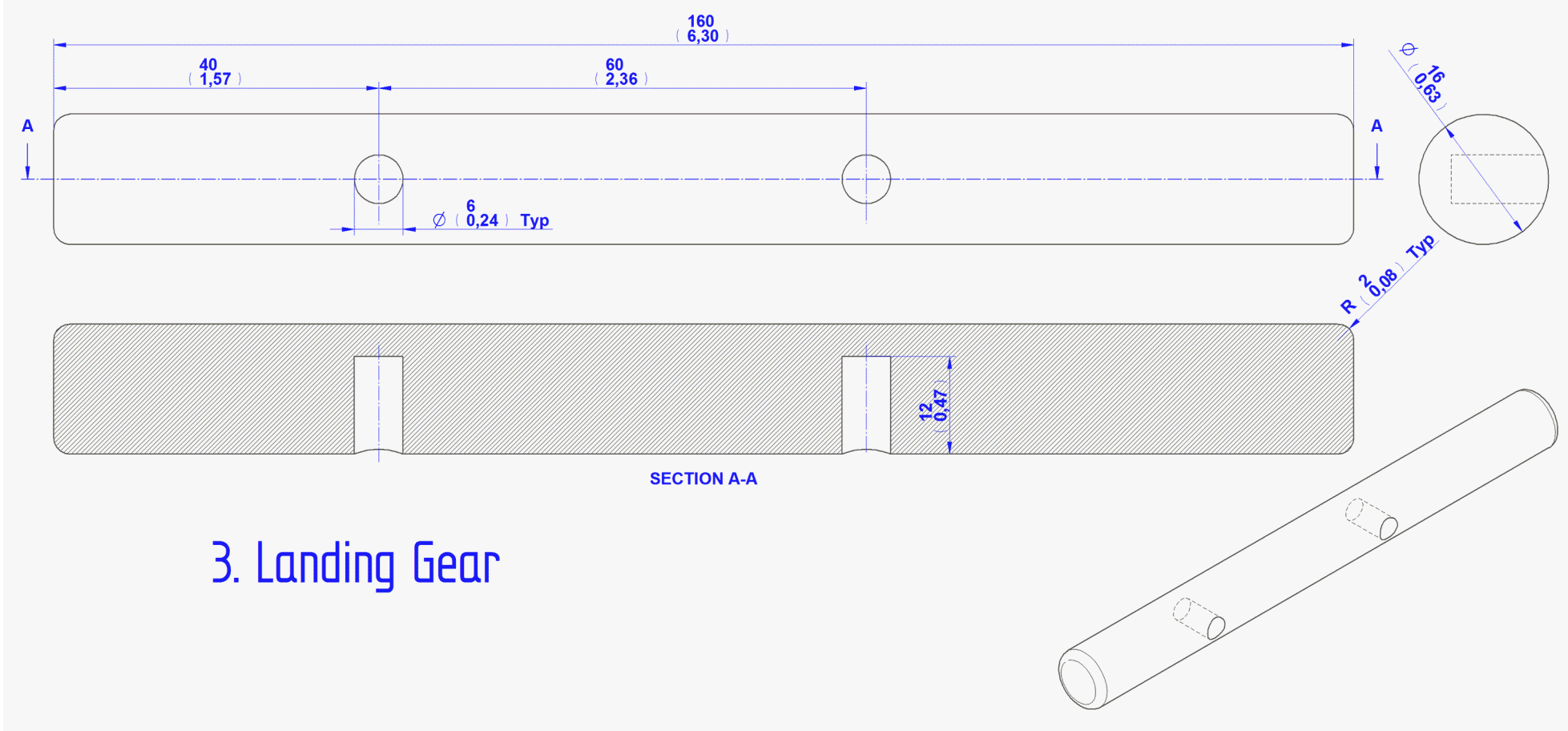
Item Number	Title	Material	Quantity
1	Cabin	Wood	1
2	Strut	Wood	4
3	Landing Gear	Wood	2
4	Cylinder	Wood	1
5	Rotor	Wood	1
6	Rotor Axle	Wood	1
7	Tail Boom	Wood	1
8	Tail Rotor	Wood	1
9	Tail Axle	Wood	1



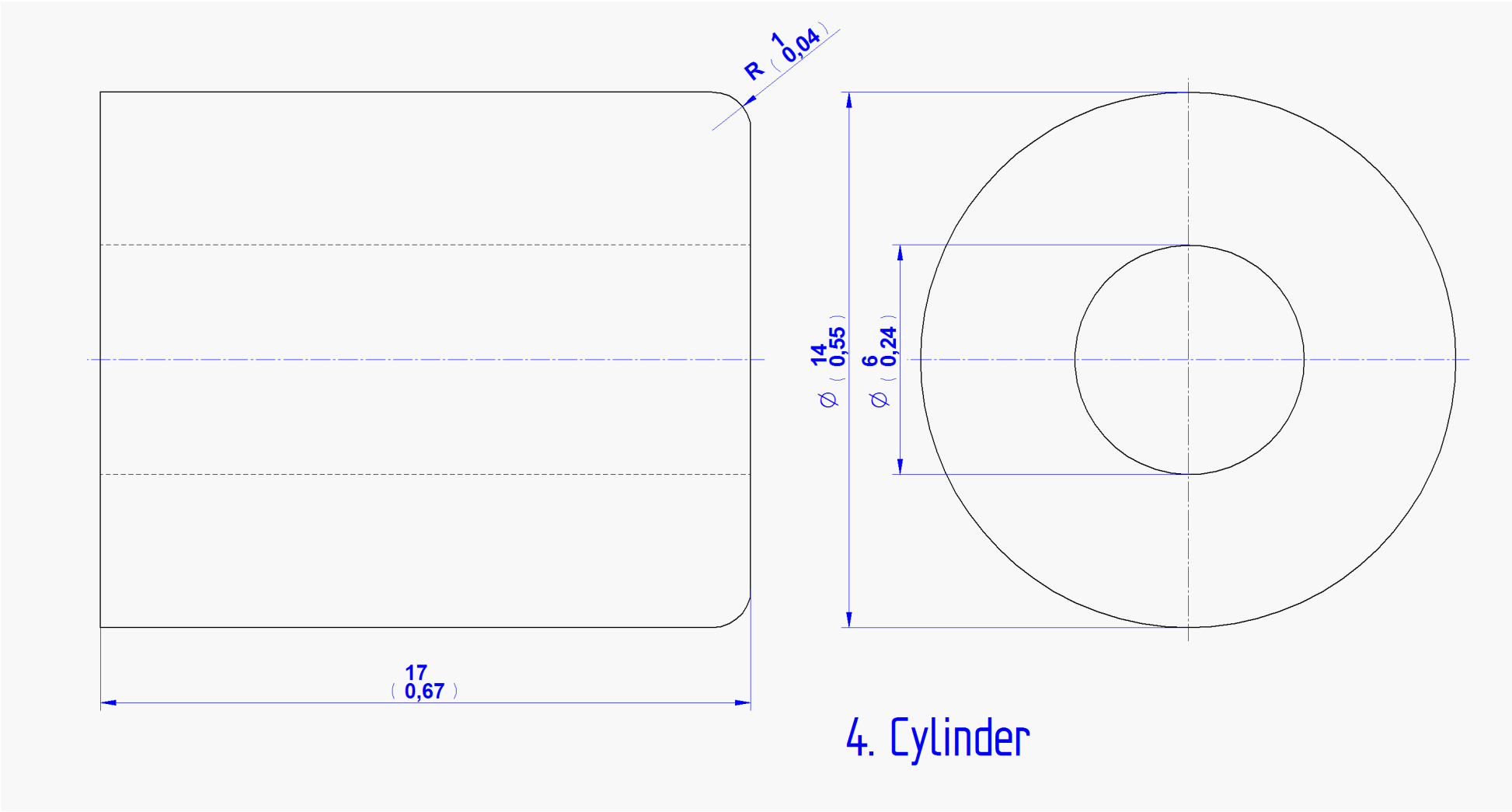


1. Cabin

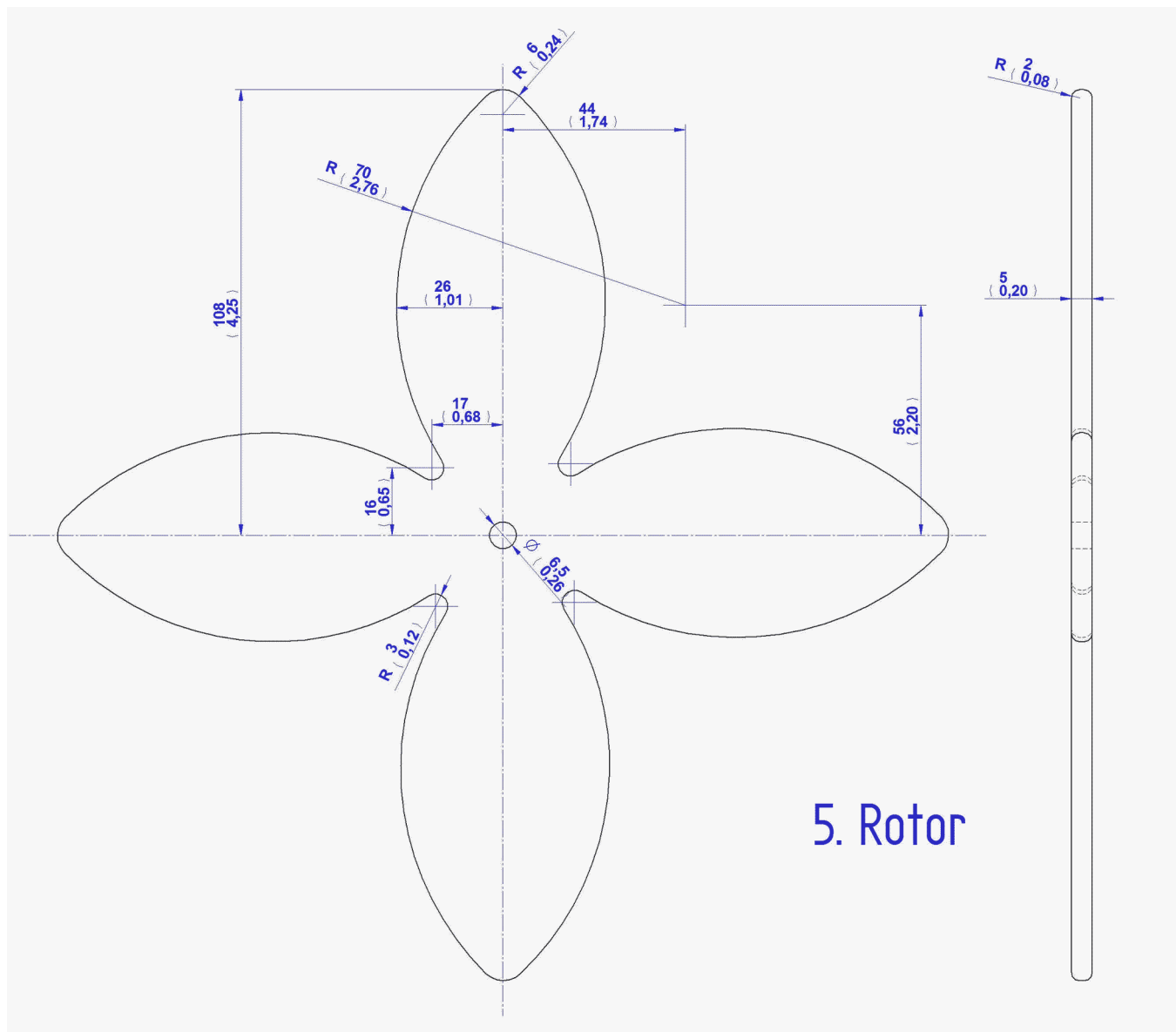




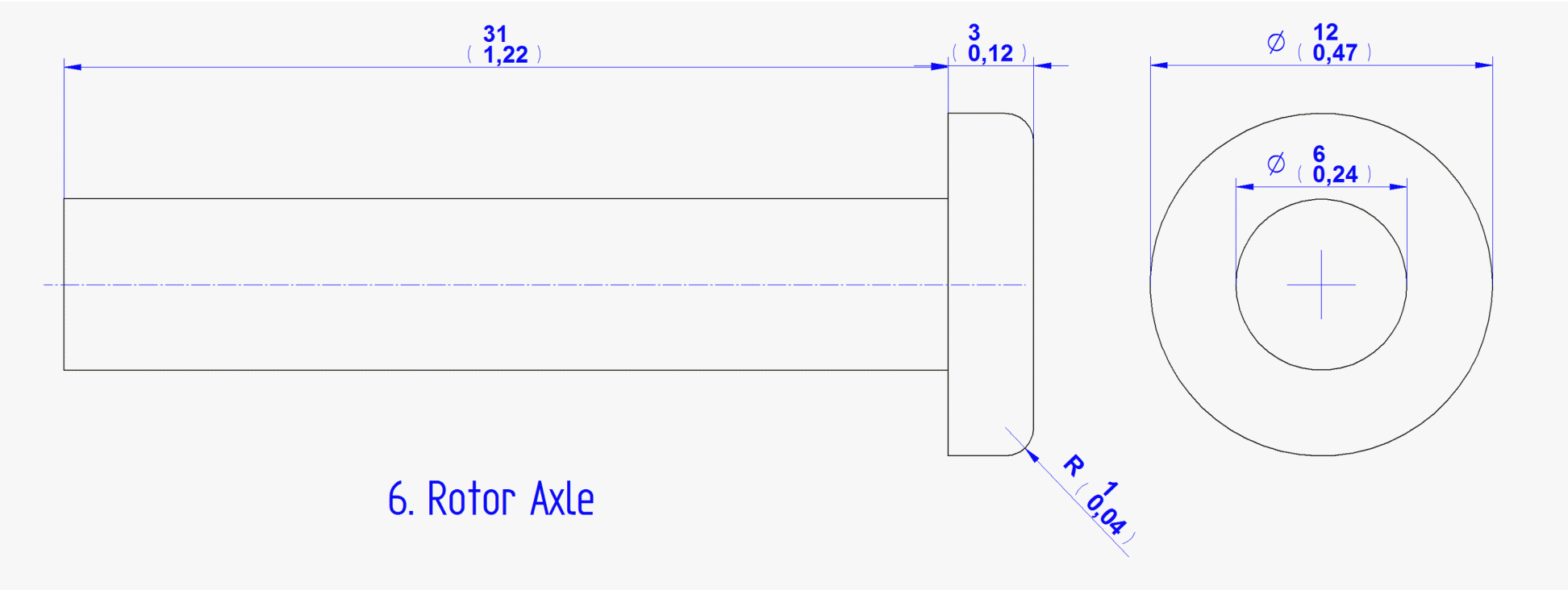
### 3. Landing Gear



4. Cylinder





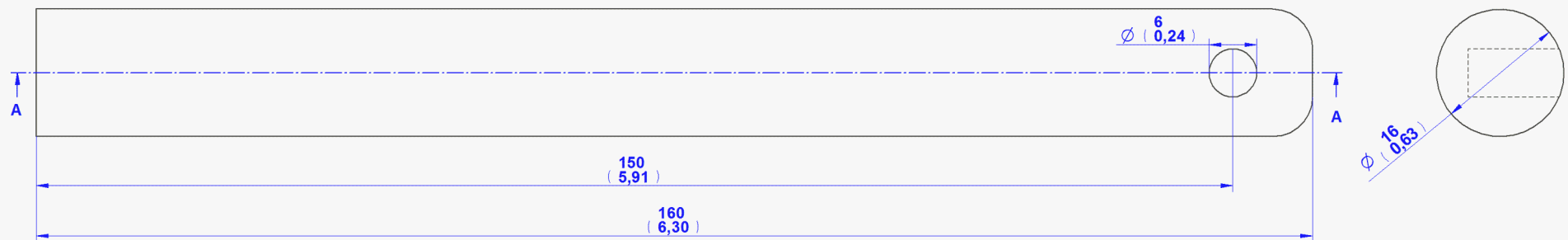


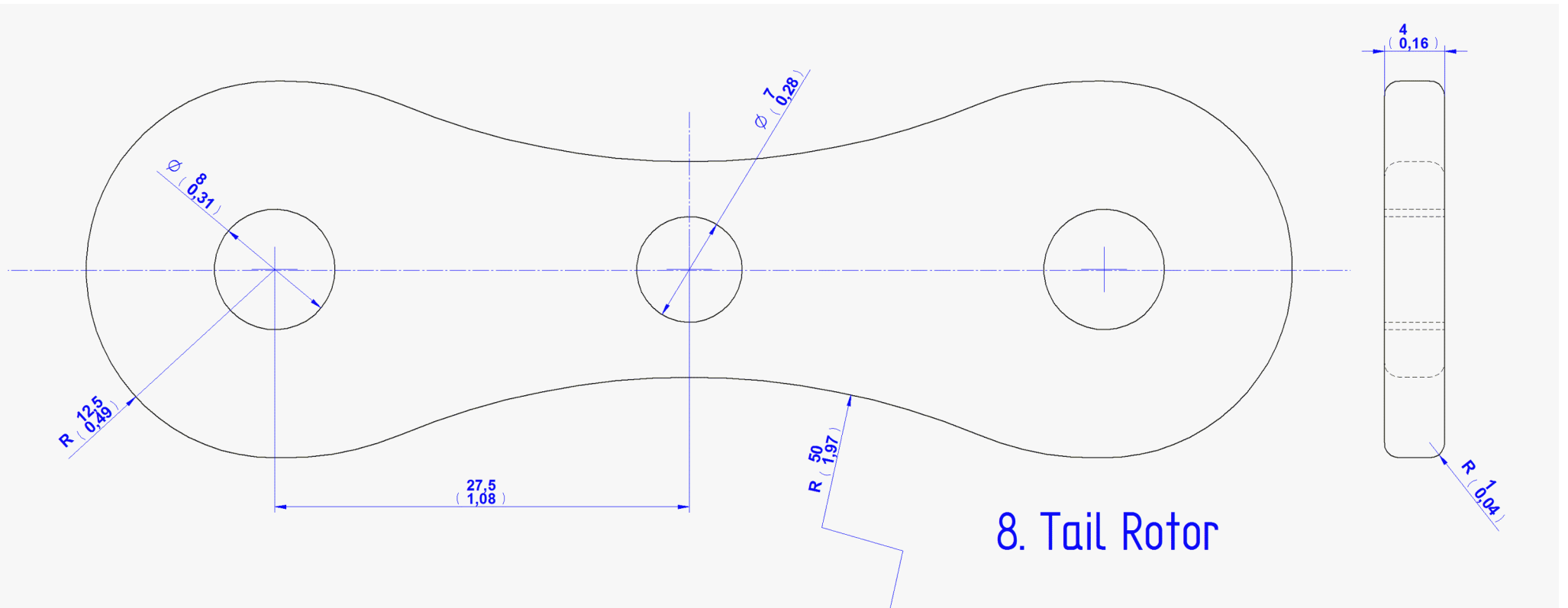
6. Rotor Axle

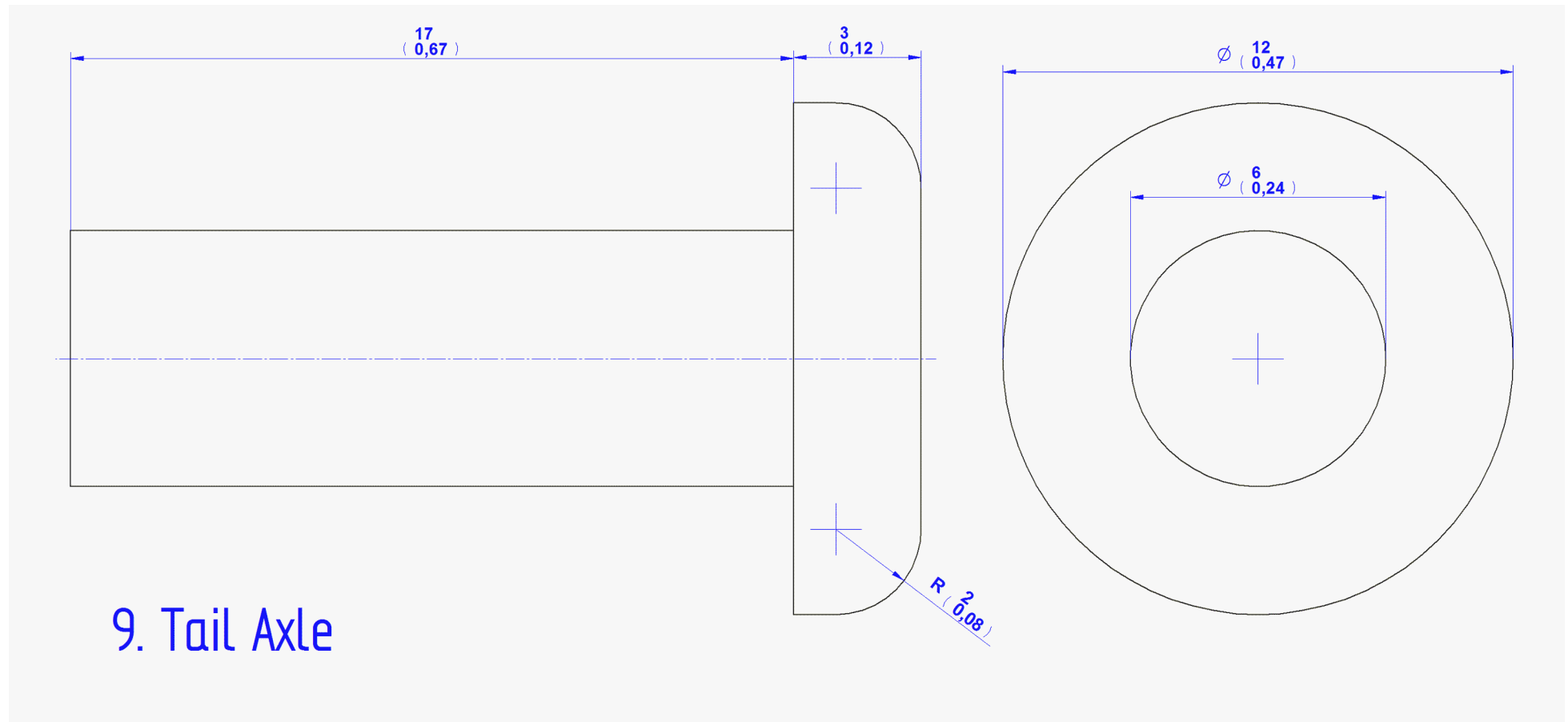


SECTION A-A

## 7. Tail Boom

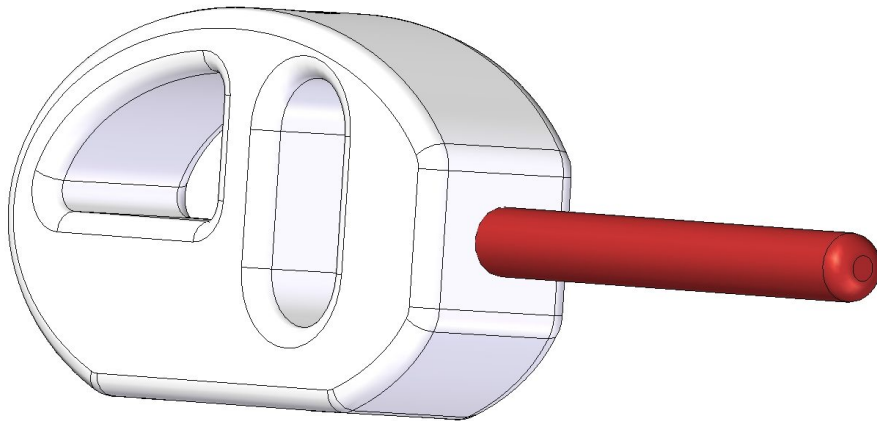
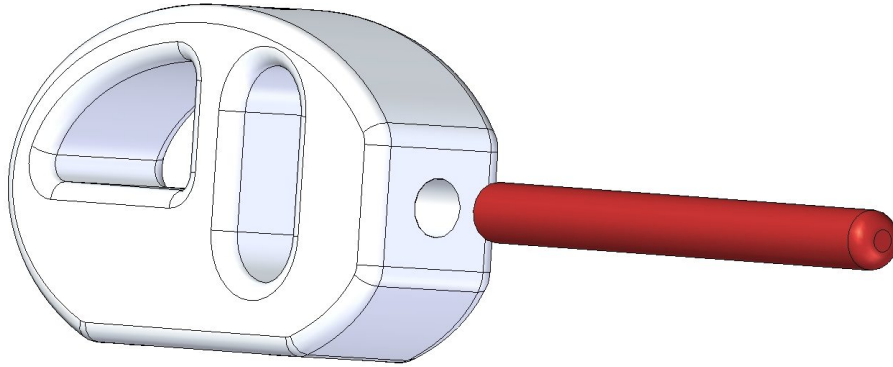




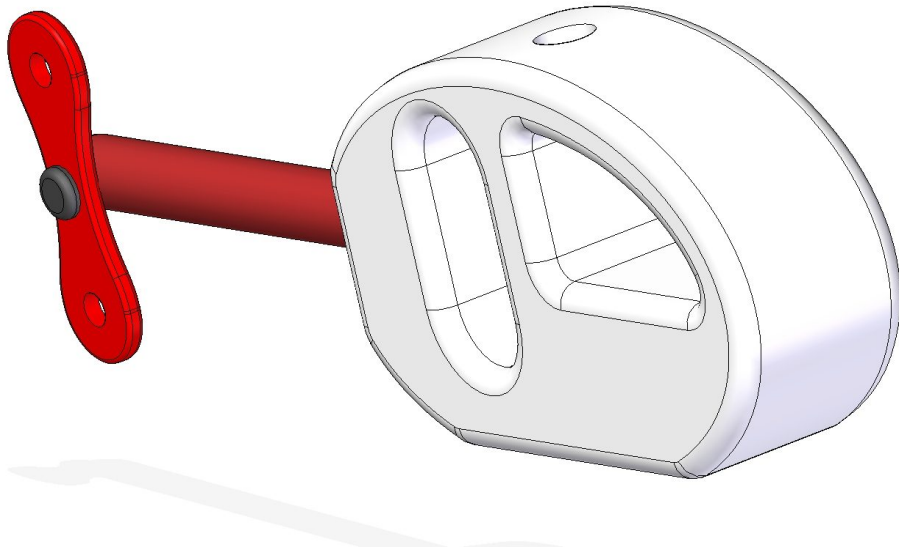
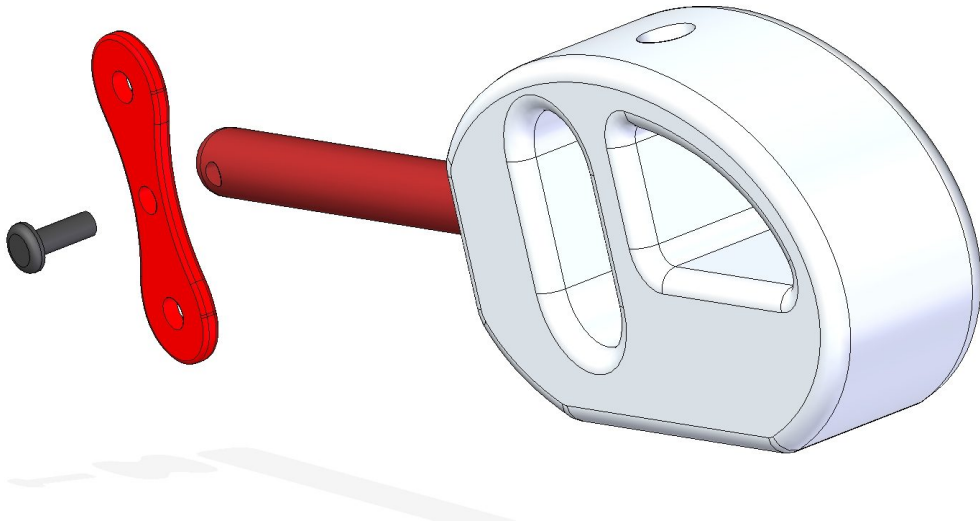


## Assemblage images

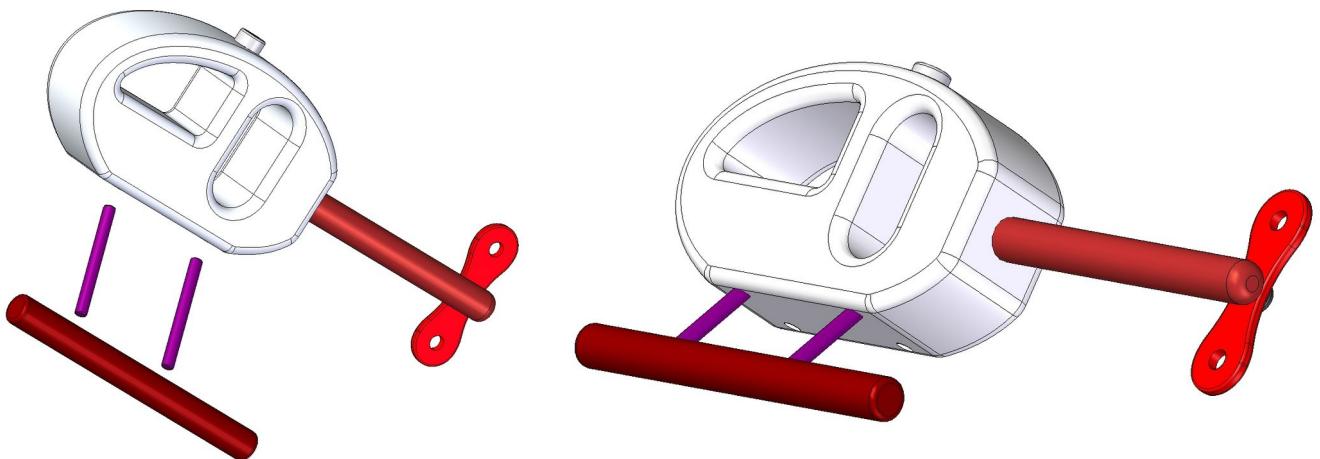
1.

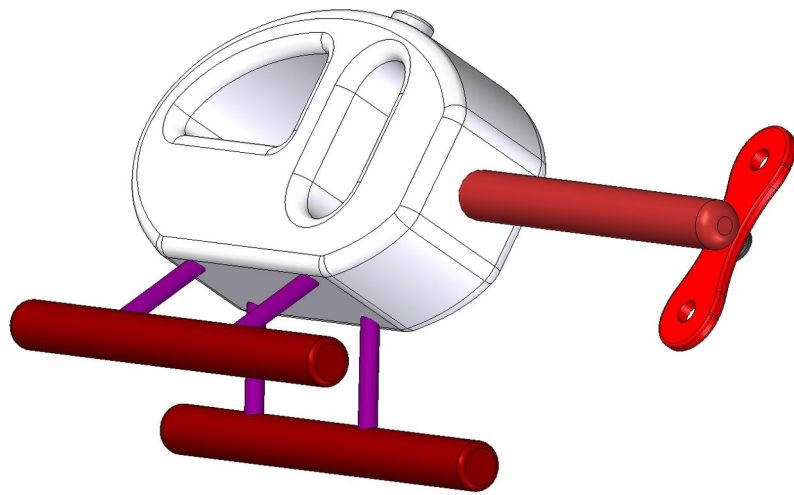


2.



3.





4.

