

SCROLLSAW WORKSHOP

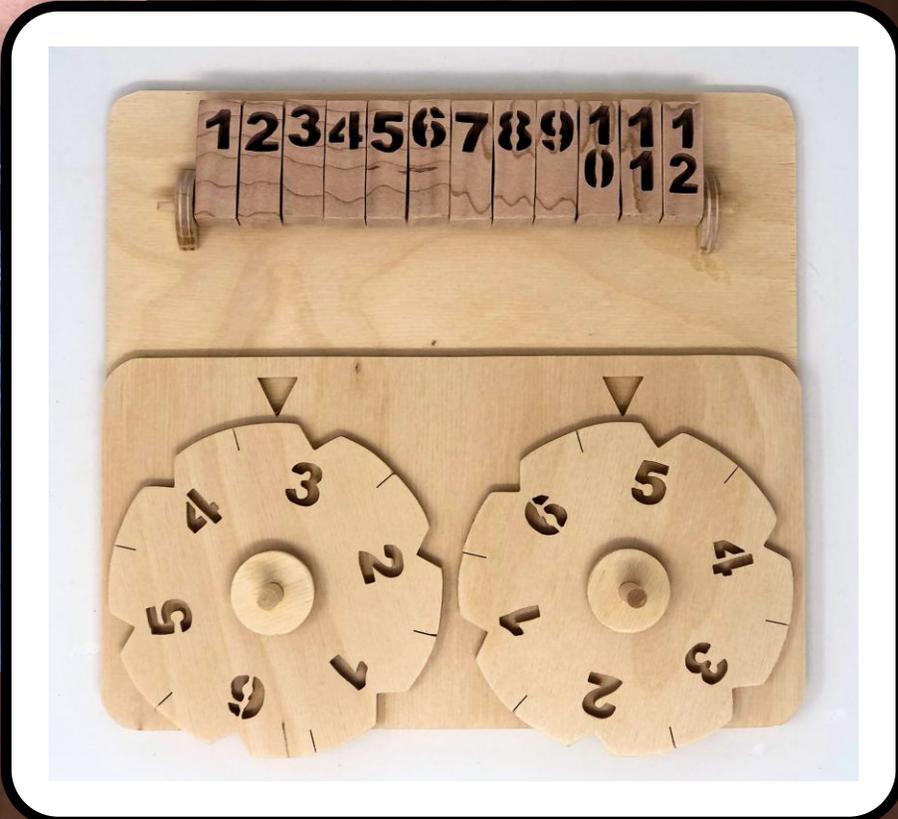
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Designed by Steve Good



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steve@stevedgood.com

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General Pattern Information



You may use this pattern to make as many of the project as you like. You are free to use any technique including mass production to build the project. The pattern may be copied and given to others provided the entire book is kept intact. You may not sell the pattern or include it in another commercial package of any type.

Steve Good retains the right to the pattern. If you have any questions about the use of this pattern please contact me at steve@stevedgood.com

When printing this pattern it is important to print it full size. When you bring up the print dialog box look in the "Page Sizing & Handling" section. Make sure the "Actual Size" is selected before you hit print.

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Printing Instructions



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Size

Poster

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Actual size

Shrink oversized pages

Custom Scale: %

Choose paper source by PDF page size

Pages to Print

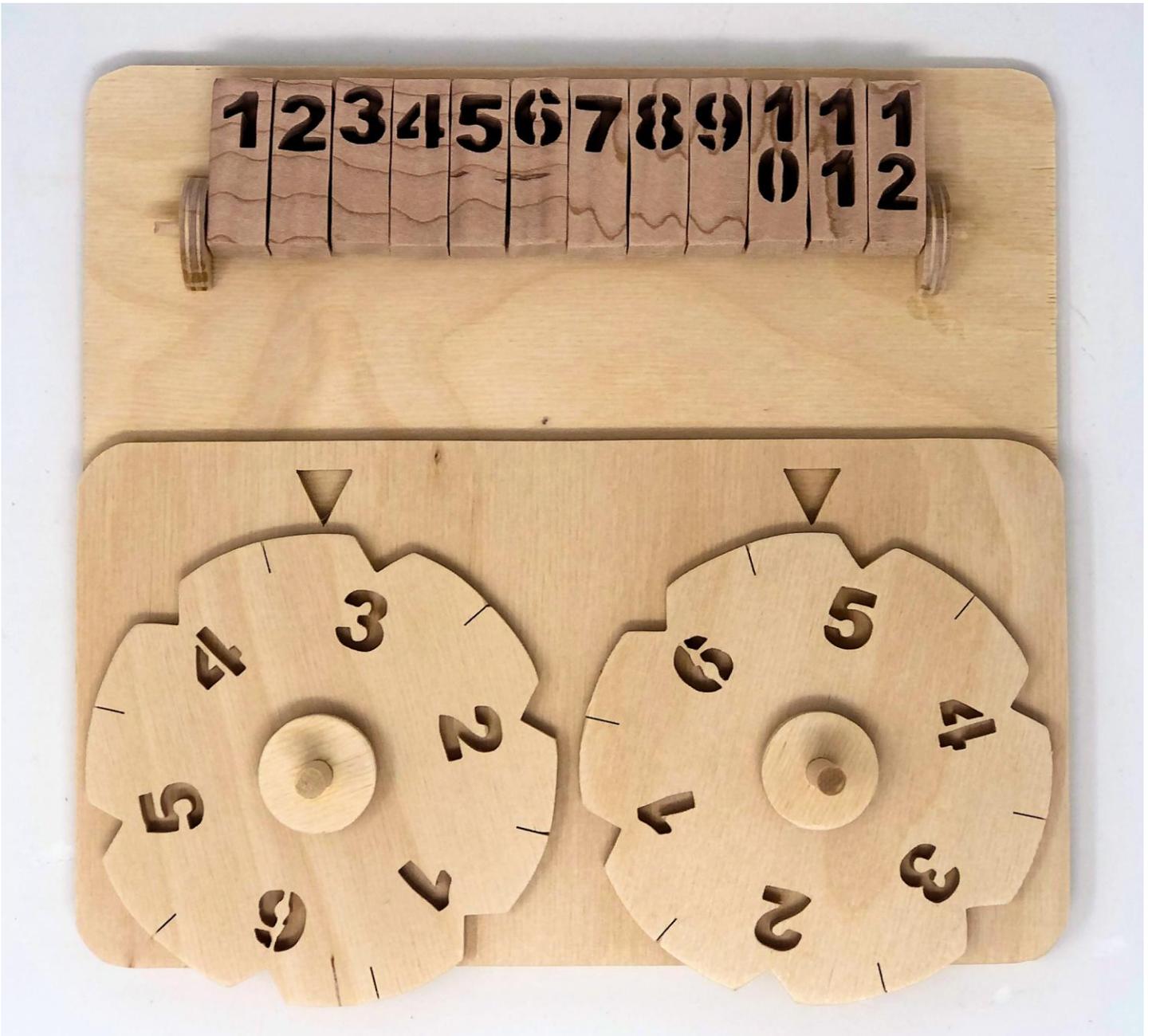
All

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Flip the numbers game



No dice to lose!

Instructions:

Roll both dials.

The goal is to have the lowest score.

In the example below I rolled a 7. 1 on the left dial and 6 on the right.

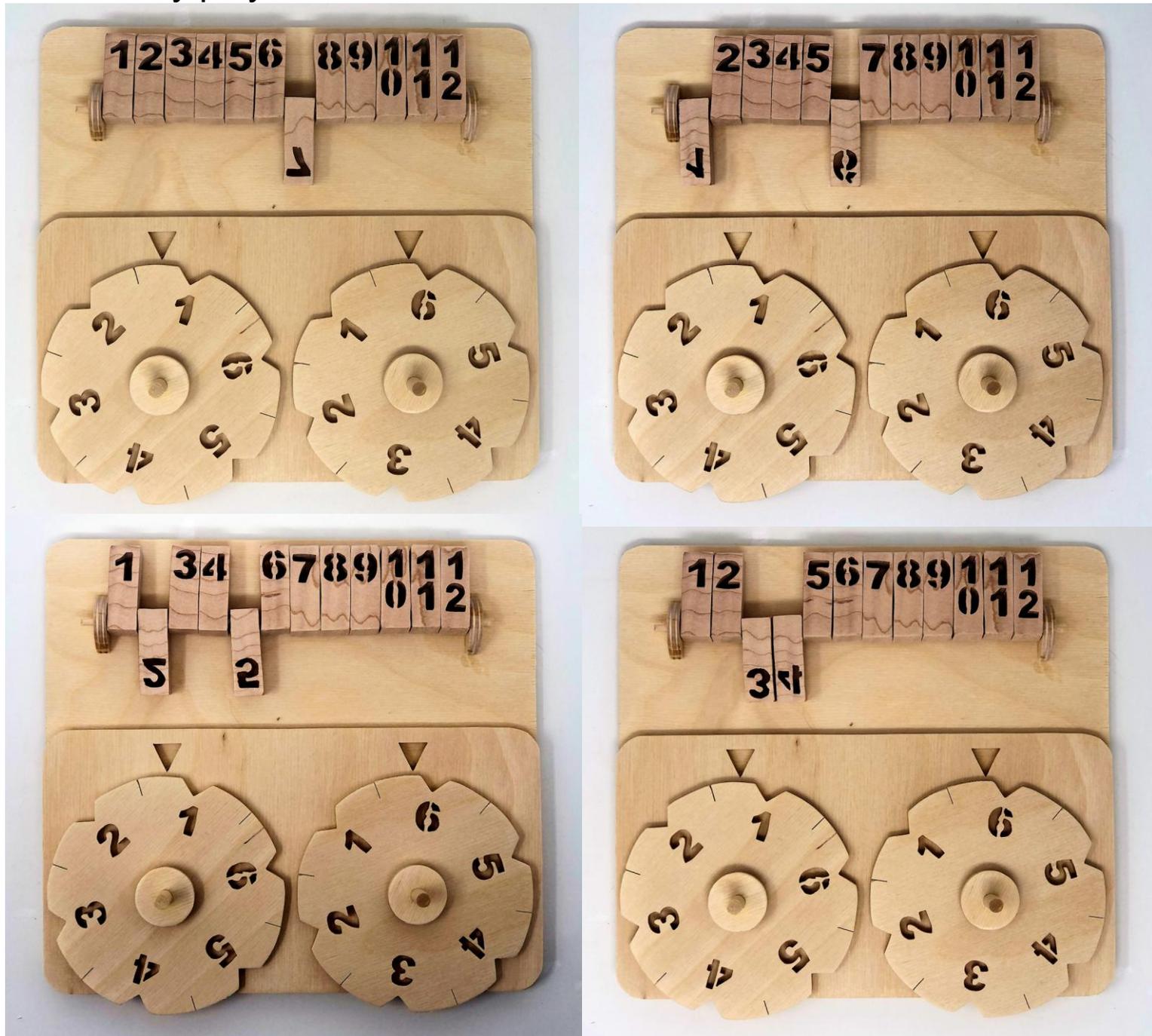
I flip over any combination that adds up to 7 for this roll.

Keep rolling until there are no combinations left.

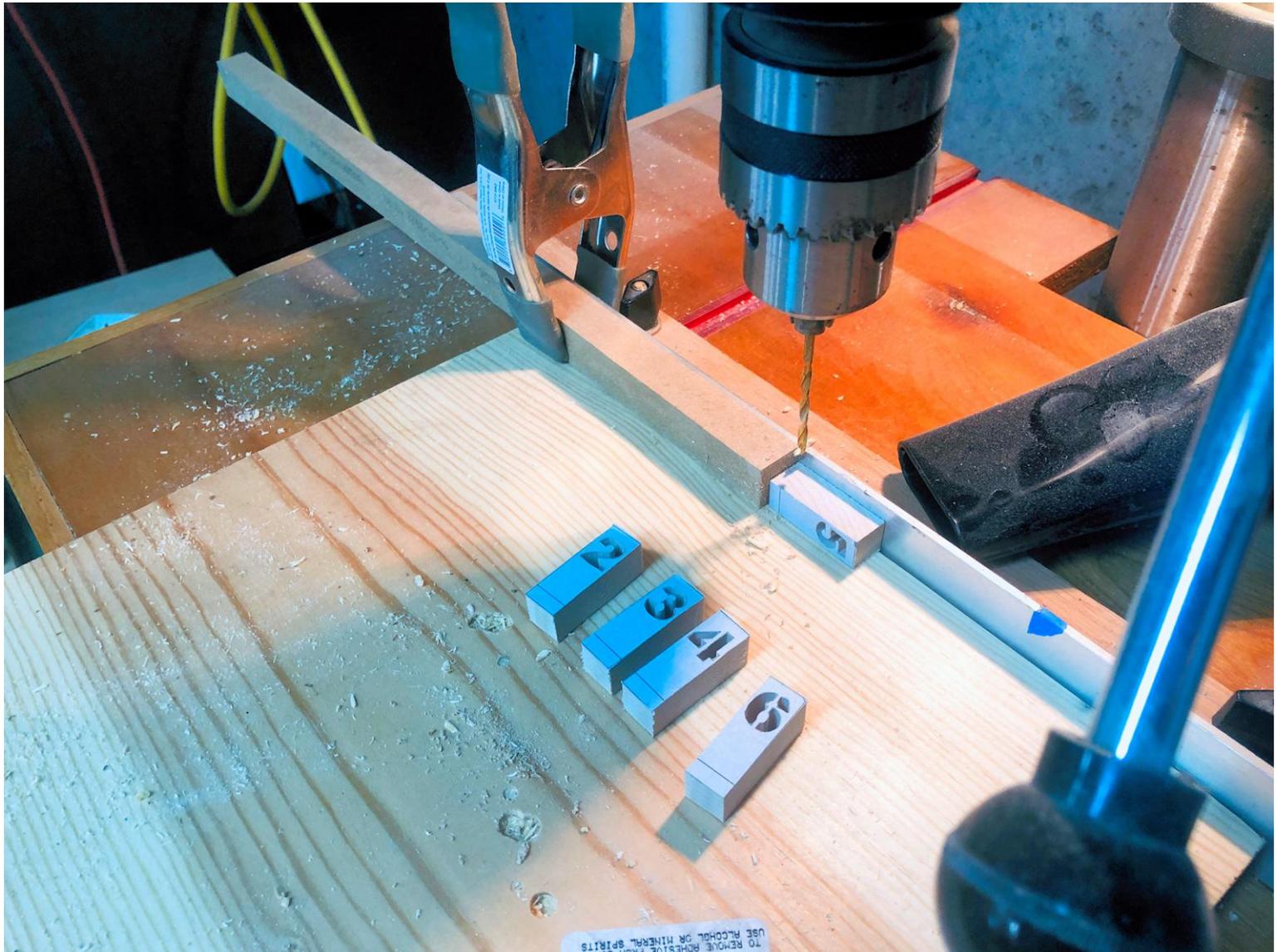
Your score is the total of the number left un-flipped.

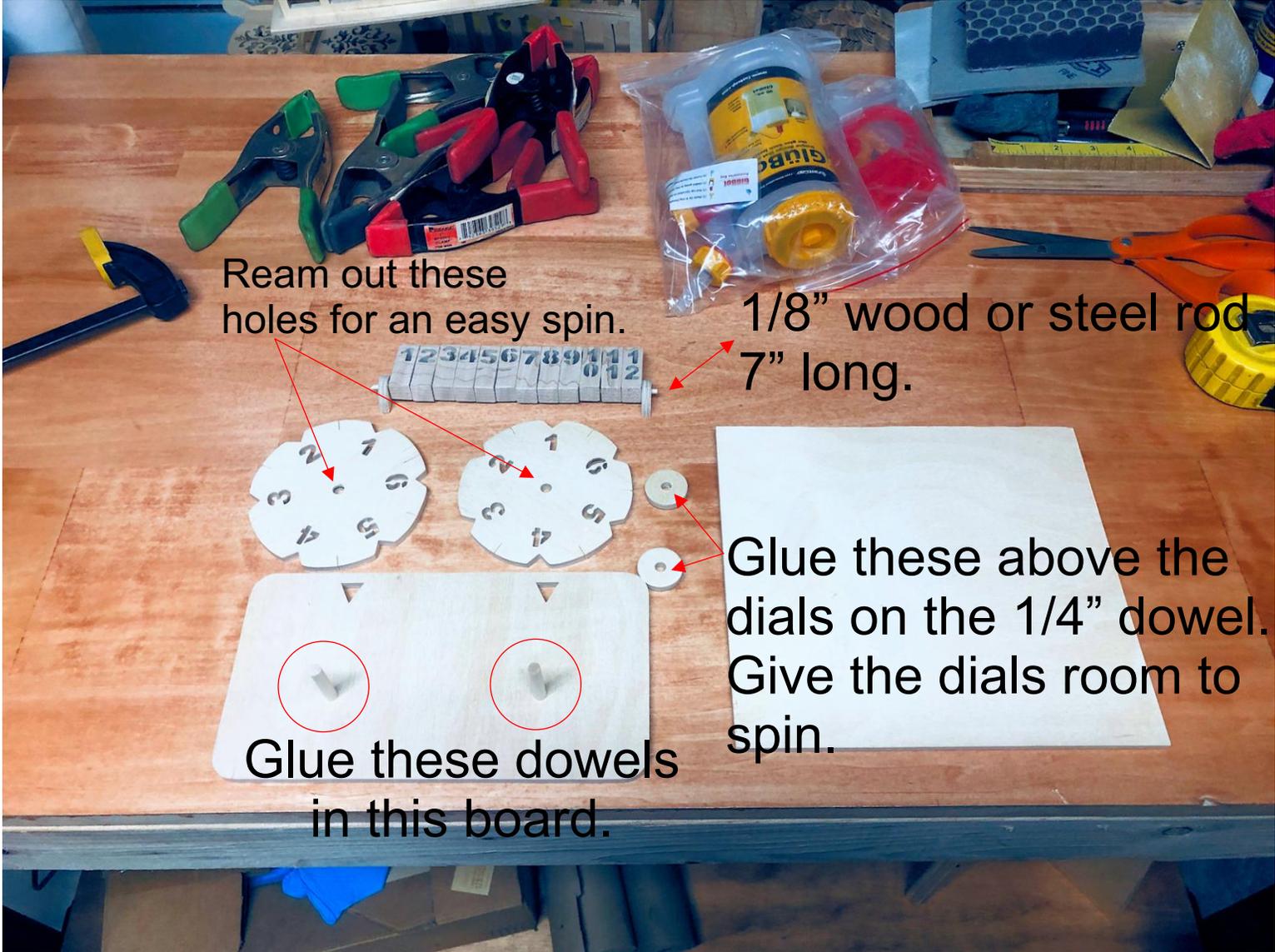
Pass the game to the next player for their turn.

Once every player has a turn the lowest score is the winner.



Set up a stop to drill the holes in the side of the tiles.



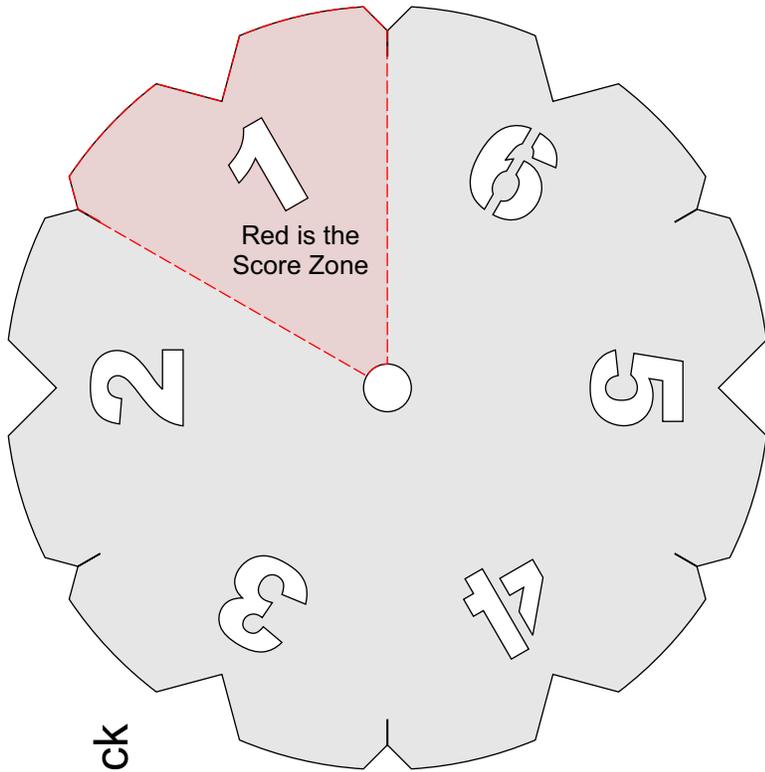


Ream out these holes for an easy spin.

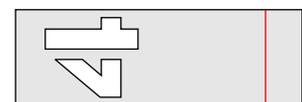
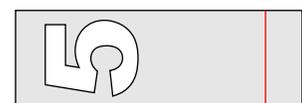
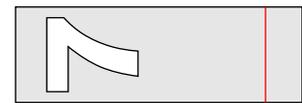
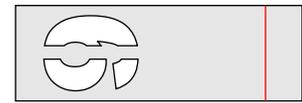
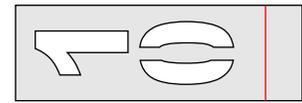
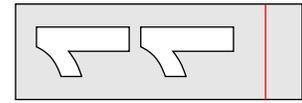
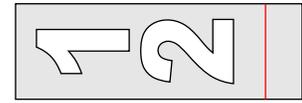
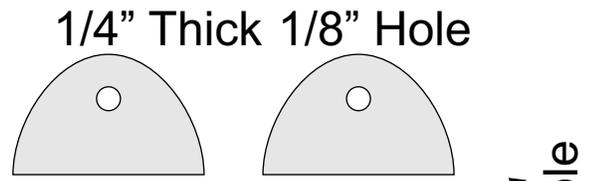
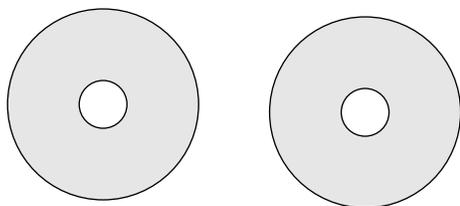
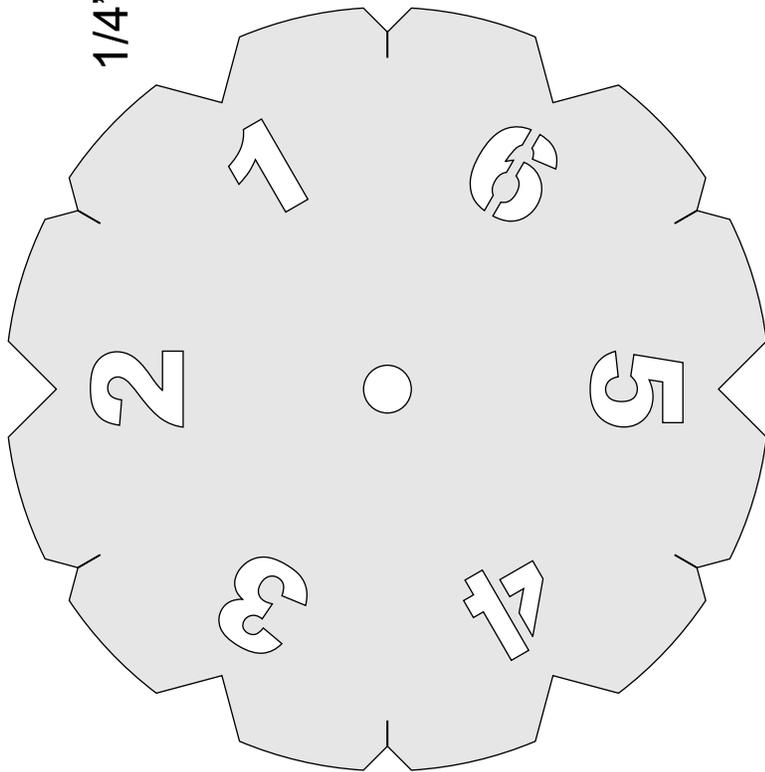
1/8" wood or steel rod 7" long.

Glue these above the dials on the 1/4" dowel. Give the dials room to spin.

Glue these dowels in this board.

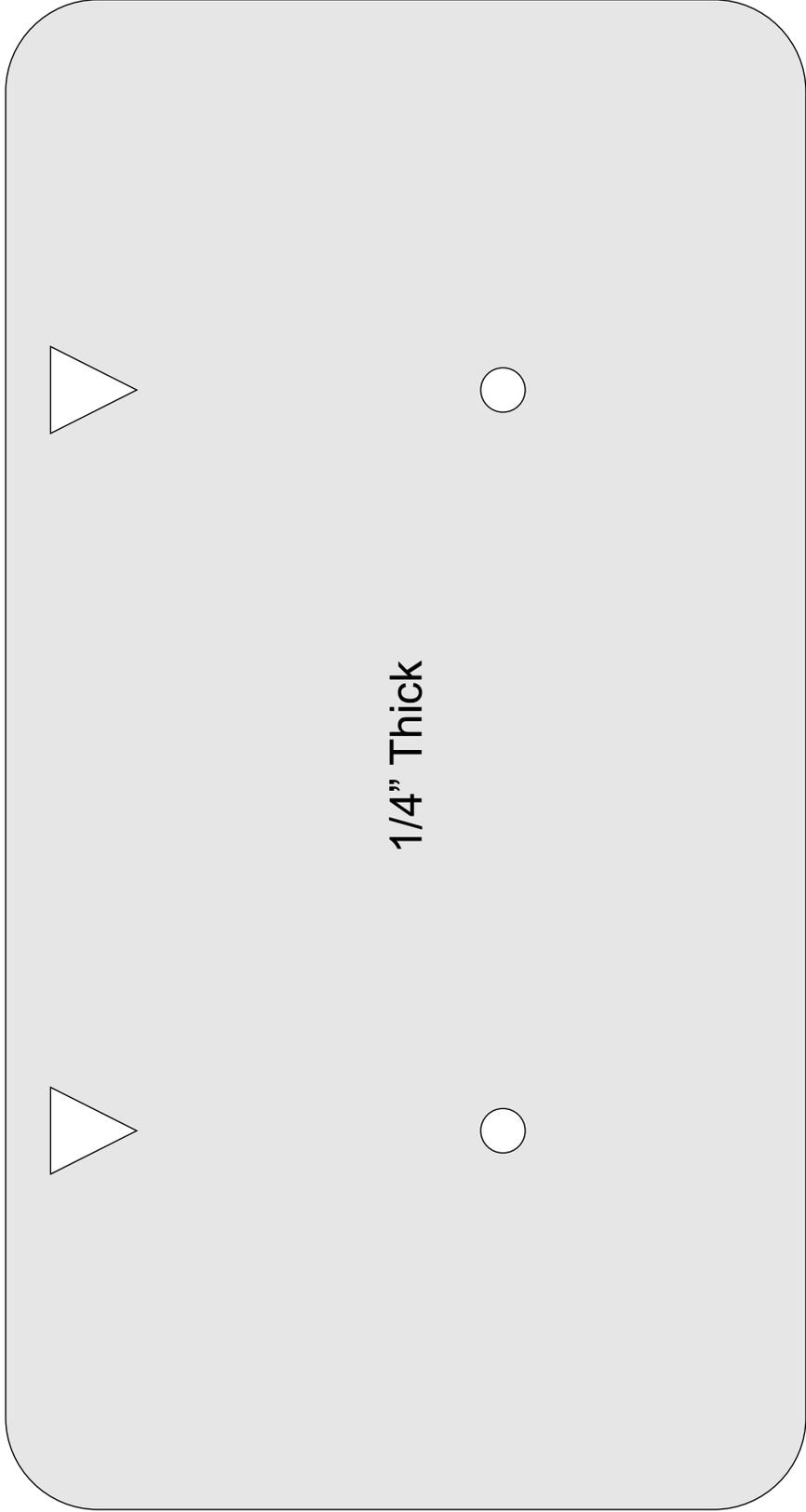


1/4" Thick



1/2" Thick

1/8" Hole



1/4" Thick