

GRUB JOINT INSTRUCTIONS

JOINTING HEAD TO BODY

ATTACH TOP NUT TO SCREW (BEFORE INSERTING INTO BEAR)

Screw a lock nut onto the end of the grub screw which has the closed end. This screw will only go on a little way until the thread of the screw meets the nyloc lining inside the nut.

NOTE: THE OPPOSITE END WITH THE HOLE FOR INSERTING THE "L" KEY MUST EVENTUALLY GO DOWN INTO THE BODY.

It is then necessary to tighten the nut down until a little of the screw shows above the head of the nut. To do this insert "L" key into bottom of screw (a small piece of thick fabric between the fingers will assist in holding the "L" key firmly), while holding the "L" key firmly tighten the lock nut down with a ring spanner or ratchet spanner.

Next place a washer and disc onto the screw.

HEAD

Stuff head, run a gathering stitch around the base of the neck. Place head of screw with nut, washer and disc up into the head. Draw in gathering under disc and fasten off tightly. Push end of screw protruding down into the body. **NOTE: BEFORE JOINTING TO BODY YOU MAY NOW WISH TO COMPLETE THE NOSE, EYES AND EARS.**

LIMBS

Make a hole at jointing spot on arm or leg and also the opposite position on body, Place screw with nut, washer and disc into arm or leg pushing opposite end of screw out through hole and into body.

JOINTING HEAD, ARMS OR LEGS TO BODY:

With end of screw protruding into body place disc then washer and then screw the second nut onto base of screw, to tighten place ring spanner or ratchet spanner onto this nut, place "L" key into hole at the end of screw and holding "L" key firmly with a little thick cloth, tighten nut with a ring or ratchet spanner (**NOTE: IT IS BEST TO MOVE THE SPANNER AND NOT THE "L" KEY.**)

Check firmness of joint as you go and continue tightening until you are satisfied with joint movement. Be aware that joints often loosen a little on stuffing and finishing the bear as fabric stretches and thins out and pile flattens

IF HAVING DIFFICULTY PLEASE PHONE US FOR ASSISTANCE ON (07) 5525 3222

