

Skeleton Preparation for Pumpkin Carver

There are so many different skeletons out there and each brand and type have their own designs, construction, and idiosyncrasies that I cannot provide a comprehensive guide to loosening an arm. I can give you some thoughts and suggestions. Typically, they are all held together with small screws, most, but not all, use a #1 Phillips Head. You will need to analyze your skeleton to determine what you will need to take apart to get to the "Pose and Stay" mechanisms. I recommend that you either use a magnetic screwdriver or slide a strong ring magnet over your screwdriver to grab the screws. You should also have some kind of container, and possibly a magnet, to hold the screws as you remove them. Try to pay attention to verify all the screws are the same and if not, note which screws go where.

Parts List:

4" Aluminum 1"x1" drive arm for skeleton motor 3/16" hole on one end two 1/4" holes on other end to attach control line

Fender washer with 1/8" hole

5-6 RPM motor with power cord and drive shaft mount

4 mm x 12mm bolt

Small split washer

1/4" x 1" Hex bolt

1/4" Hex nut

1/4" Hex lock nut

2 - 2 1/2" Construction screws

Screw eyes

Control line



As you disassemble your skeleton watch for the “Pose and Stay” gears as pictured. Disassemble the joint and remove any springs.



Reassemble the joint and use some kind of thread lock to keep things from coming apart



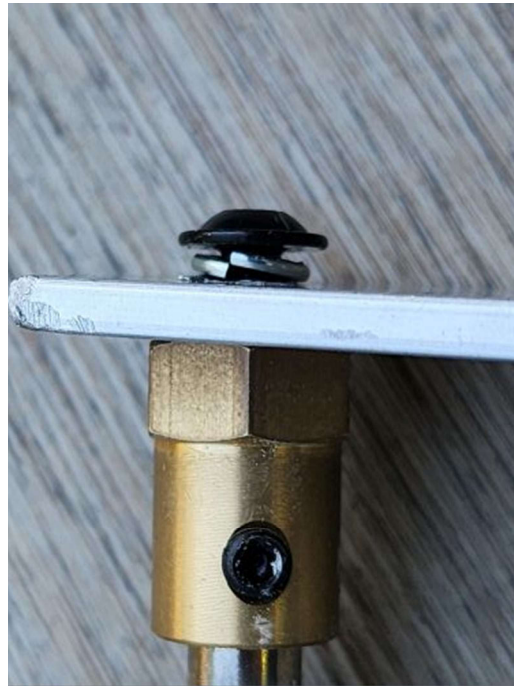
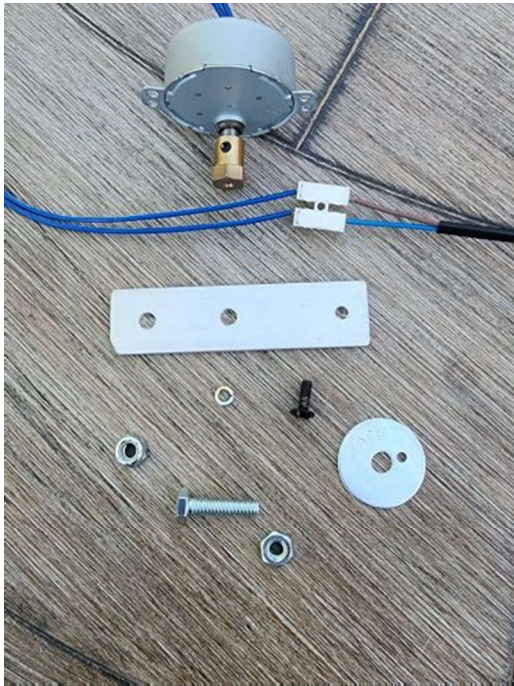
On some skeletons you can just remove the gears, on others you will need to grind them off or insert a flat washer between the gears so they don't connect and grab.



You may want to examine the elbow to see if you can expand the movement or otherwise loosen the elbow. On this skeleton the elbow would only bend about 90° before extending the opening.

You will also want to loosen the head in a similar manner. When you open the skull, most have a slide of some kind that can be removed. If you want the jaw to move look for whatever might be necessary to loosen the jaw.

After you have loosened all the joints, reassemble your skeleton and verify that things are moving the way you want.



Aluminum Bar
Fender Washer
4mm black bolt
Small Lock Washer



Firmly attach to the motor drive as shown

Determine which hole you want to use to attach the control line. The end hole will provide more movement so you can have a pause in the head movement while the motor is in the top position.

Firmly attach hex bolt to bar using $\frac{1}{4}$ " nut, follow with fender washer, $\frac{1}{4}$ " Nut, $\frac{1}{4}$ " Lock nut. Thread the lock nut on to loosely secure the fender washer allowing it to move freely



You can attach the control line to the skull or run it up and through the top of the skull down through the roof of the mouth to the jaw if you have loosened the jaw.



Attach the motor to your Skeleton as shown using two long construction screws provided.

Tilt the motor so the drive shaft points slightly upwards to help keep the drive line from catching on the arm.



You may need to attach (hot glue) a weight to the jaw to get it to fall open

Use screw eyes to guide the control line from the skull to the motor. Attach the line to the hole in the fender washer on the motor arm.