



Company House #1

History

In the late 1800's and early 1900's many mining and railroad companies built company towns using groups of standard plan houses. This provided local, convenient, affordable housing for their employees. Many of these homes can still be seen in rural towns throughout Appalachia and the coal belt of the Northeast. A basic single family design, this house is the most compact of the group. It features three bedrooms upstairs with a kitchen, dining room and living room downstairs.

Kit Basics:

Our kit consists of laser-cut wood components. Many of the parts are backed with a peel and stick coating to ease assembly.

You will need a few basic tools and supplies to build the kit. A sharp hobby knife and white glue are all that is required for most of the assembly. Some modelers might find a single-edged razor blade helpful.

Components are held on the larger sheets with small tabs. Use a sharp knife or razor to remove the parts by cutting through the tabs. We recommend that you remove the parts as you use them. It's easier to keep track of them this way....

We use white glue (Elmer's or similar) for the wood-to-wood joints. Yellow carpenter's wood glue or ACC ("super glue") can also be used. It can be helpful to use bits of masking tape to hold corners together while the glue dries.

The peel and stick adhesive allows the part locations to be adjusted slightly when first applied, but will set up to a permanent bond in a few hours.

Painting and weathering tips:

We find it easier to paint many of the parts before or during assembly. If you choose to use water-based paints please paint both sides of the wood siding to minimize warping. Don't panic if the wood warps while the paint is still wet, in most cases it will straighten out after the paint dries.

Before you begin:

We recommend that you read through the instructions and look at the picture diagrams before you begin each step. This will help prevent any assembly mistakes. Dry fitting pieces before you glue will help as well.