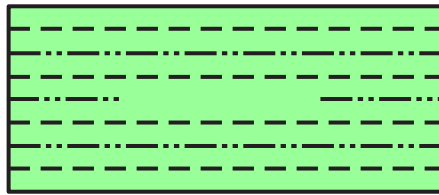


\$ "One-Way" Arrow

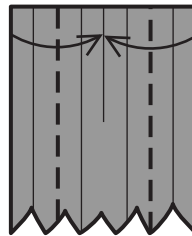
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A dollar bill makes a model 100mm long and 32mm wide.

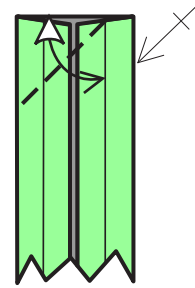
Rectangles of other dimensions may also be used, provided they are "considerably" longer than they are wide.



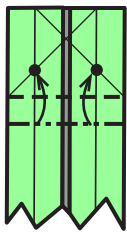
1. Start with the "ONE" side up. Crease at eighths, but not sharply on the middle crease. Turn over and rotate 1/4 either way (depending on which way you want the arrow to point).



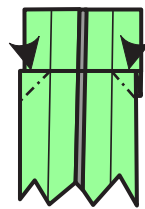
2. Starting the "point" of the arrow. Valley-fold.



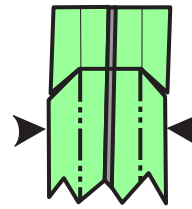
3. Fold and unfold through all layers. Repeat on right.



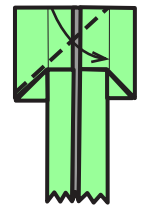
4. Pleat. Make the valley-fold first. Then bring the mountain-fold to the indicated intersections.



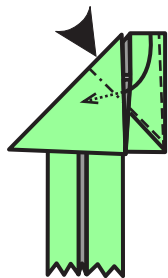
5. Reverse-fold corners at 45 degrees. Easiest to bring long edges to center, squashing the corners, then close up.



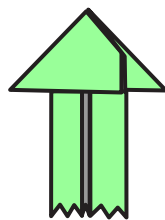
6. Reverse-fold the long edges, closed-sinking at the top corners. Start at the open end and work up.



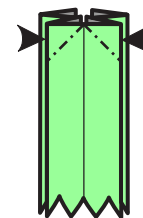
7. Valley-fold all layers on existing crease.



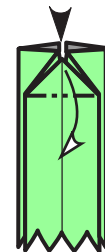
8. Reverse-fold other corner on existing creases, tucking into triangle on left. The tiny valley-fold at the right edge helps make the tuck easier.



9. "Point" finished. Rotate to other end and turn over.



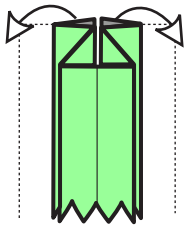
10. Begin working on the "flights". Reverse-fold top layers.



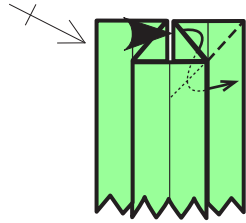
11. Sink inside.

\$ “One-Way” Arrow (continued)

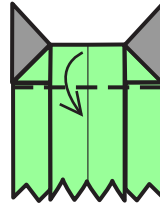
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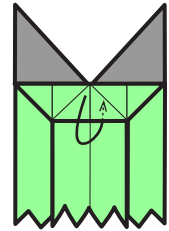
12. Swing out the raw edges from behind. Model is not flat at the “point” end.



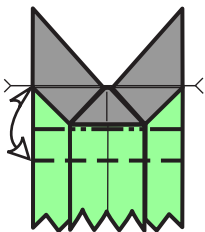
13. Reverse-fold. Repeat on left.



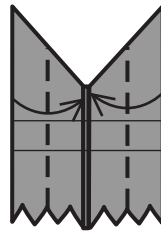
14. Swing down.



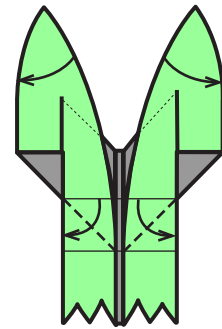
15. Wrap a single ply around the central trapezoid. Easier if you open the model up considerably.



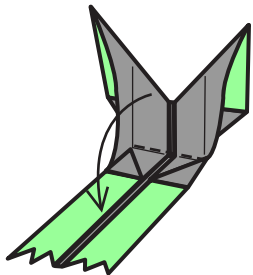
16. Pleat. First mountain-fold along bottom of trapezoid. Then valley-fold to line up with indicated edge. Unfold pleat and turn over.



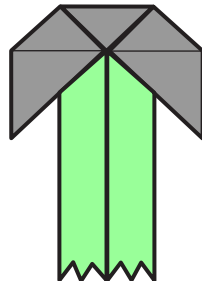
17. Swing side strips in to middle. Model not flat at top; concave “ear” shapes form.



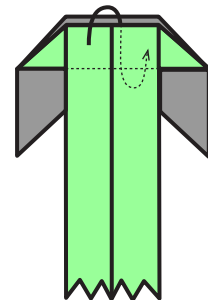
18. Valley-fold top layer, between pleat lines, which lifts the “flights” perpendicular.



19. Continue flipping over the “flights”, squashing a new trapezoid beneath the one you wrapped earlier.



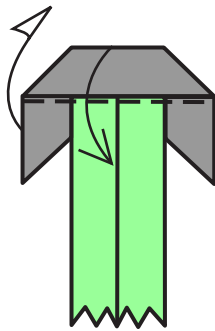
20. Like so. Model is now flat. Turn over.



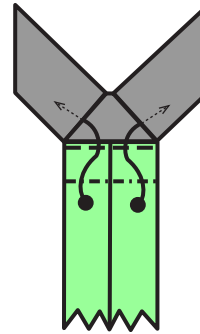
21. Tuck the new upper trapezoid inside the one behind it, which was wrapped earlier.

\$ "One-Way" Arrow (continued)

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22. Flip the tail assembly down.



23. Pleat and tuck under diagonal edges. Gently bend the model along the vertical with a mountain-fold to facilitate the tuck. Then flatten out to secure.



24. Finished.