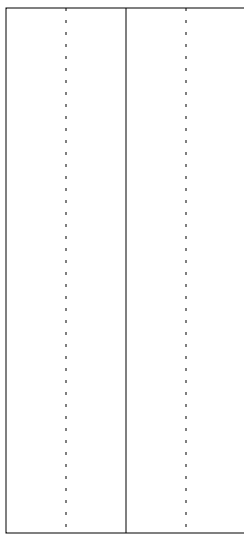
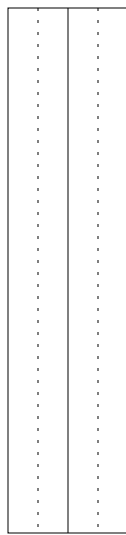


Dollar Bill \$

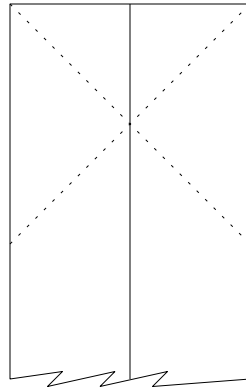
Model Created and Diagrammed by A. Anselmo 12/93
 (although I'm certain someone has done something like it.)
 anselmo@thermsa.eng.sunysb.edu



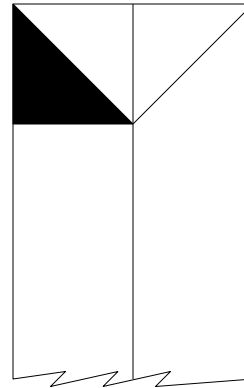
1) Fold the bill lengthwise, and unfold. Fold edges in to the middle.



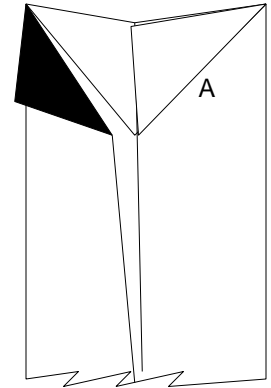
2) Fold edges towards the middle again.



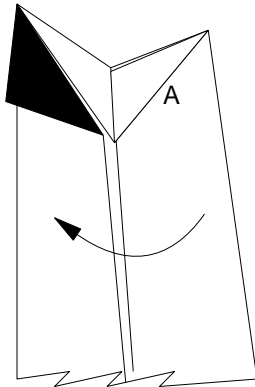
3) Fold along the indicated lines.



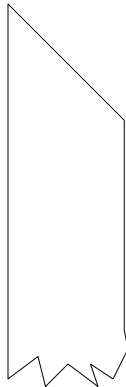
4) Unfold the left side. The object of the next few folds is to create a locking mechanism.



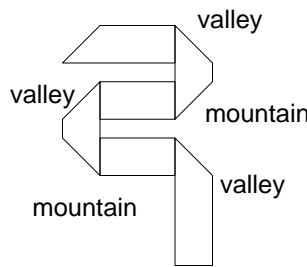
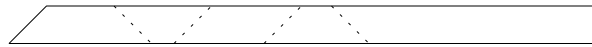
5) Keep the right hand side together, and fit the pocket forming at "A" into the shaded tab.



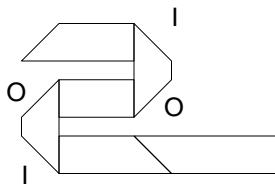
6) How the fold progresses.



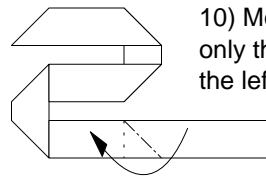
7) This should be locked by now.



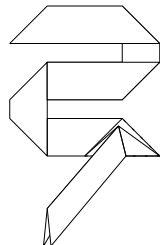
8) Lay the fold sideways, and make it into a reversed "S" shape with a series of valley and mountain folds. Of course, when looking at it unfolded, all the folds appear as valley folds. The reverse "S" here is shown a bit more "open" than I usually make it. The tighter the "S", the more of a tail you will be left with to make the vertical line that goes through the "S". Take note!



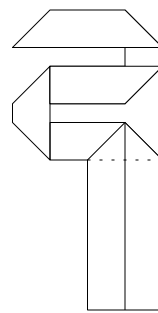
9) Unfold the last valley fold. Make the folds "I" inside reverse folds, and "O" outside reverse folds, so the reverse "S" shape will not come apart.



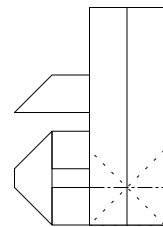
10) Mountain fold only the top flap to the left to achieve...



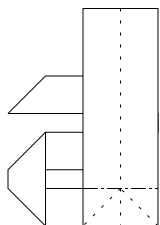
14) Now you should have this. Fold this long flap to the left.



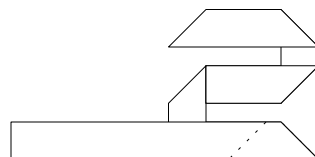
11) This. Valley fold upwards at the indicated point.



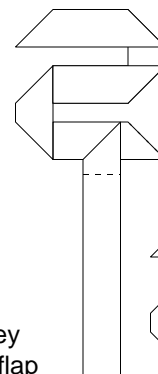
12) Valley fold and mountain fold so this last piece can collapse towards you.



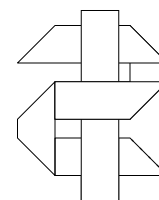
13) You should only follow the indicated folds to collapse this section.



15) Valley fold the flap so it hangs downwards.



16) Valley fold upwards, under the middle and over the top.



17) You should have this now. Flip it over, and you have a "Dollar \$" !

Note: This model appears best after sitting in your wallet for a few hours, since the creases have time to set.