

Sting Ray

Difficulty: Intermediate

Created by Aaron Krerowicz

This pattern (and many others) may be downloaded for free at www.AaronKrerowicz.com

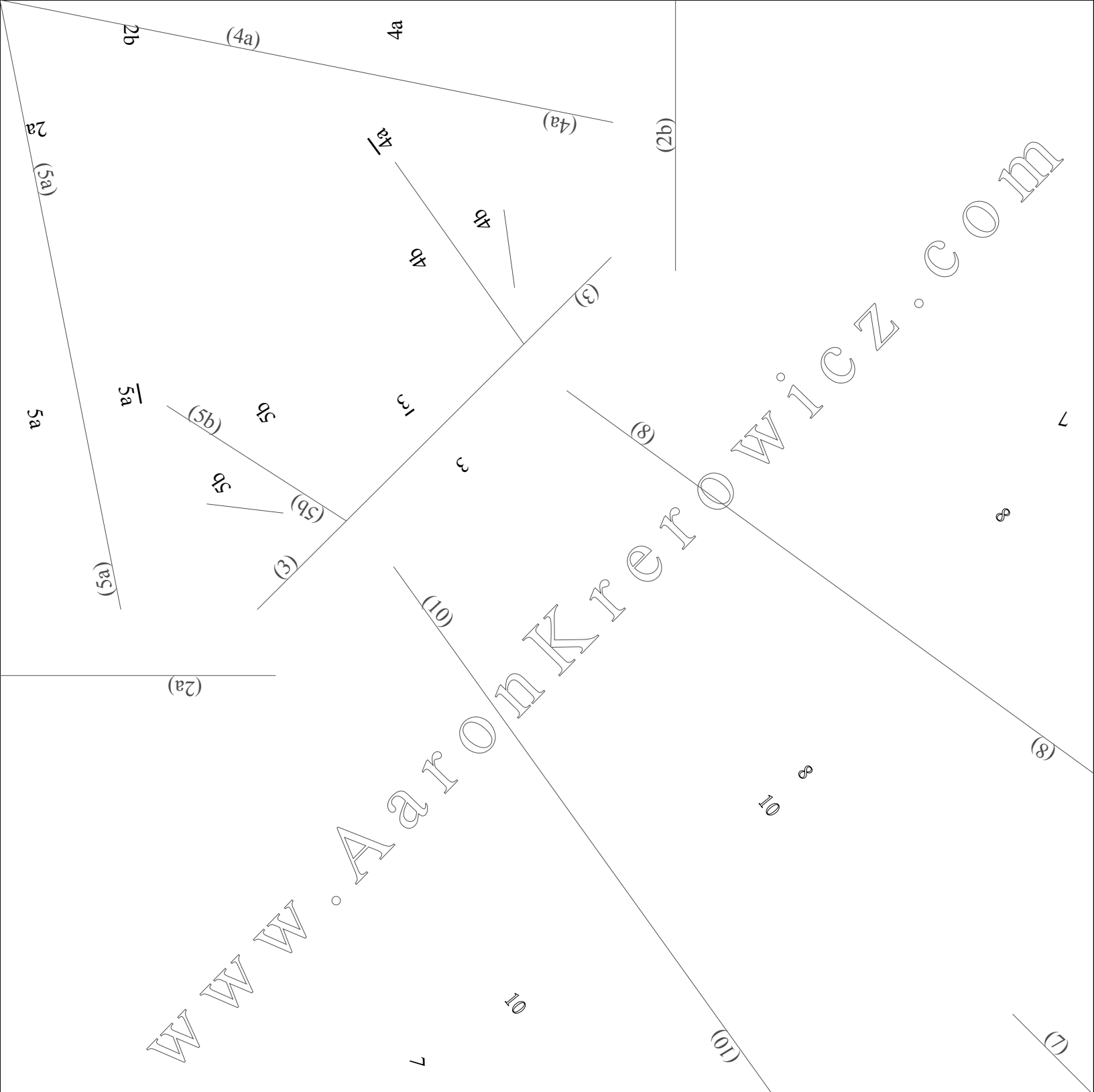
GENERAL RULES

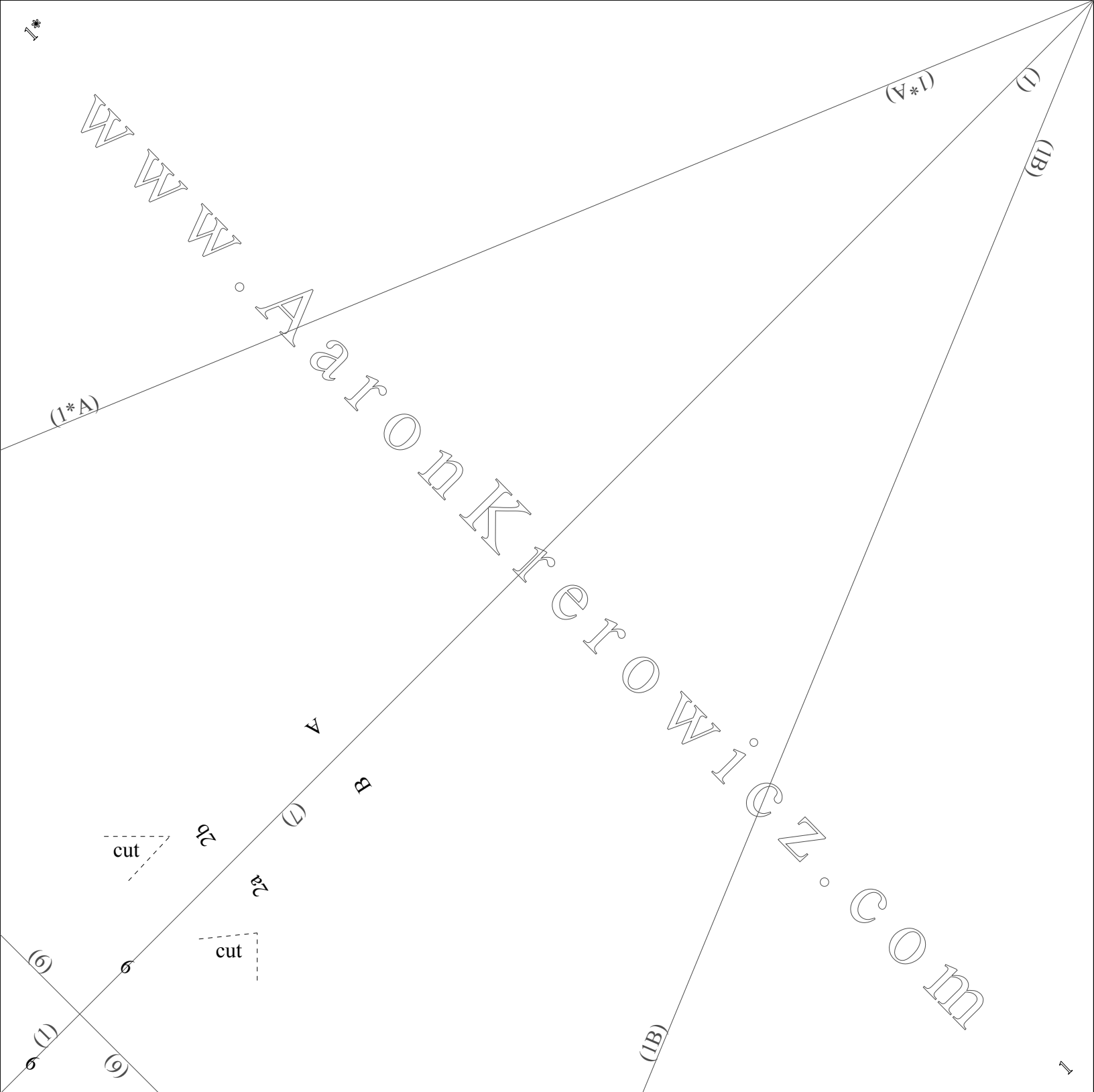
The solid black perimeter lines indicate where to cut the paper. The cut-out should always be square.

Fold the paper so 1 touches 1, 2 touches 2, 3 touches 3, et cetera. Occasionally numbers will be supplemented with letters (ex: 7a and 7b). These indicate multiple points that need to touch in a single fold (ex: 7a must touch 7a, and 7b must touch 7b simultaneously).

Outlined numbers (ex: 1) are to be folded, creased, and unfolded. Overlined numbers (ex: $\bar{1}$) indicate that only the top layer of paper (and not all layers) are to be folded.

The gray lines and accompanying numbers in parentheses illustrate where each fold should crease the paper. After making each fold, double check that you did it correctly by unfolding it and ensuring the crease is in the right place.





INSTRUCTIONS

Fold 1* to 1, crease, and unfold.

Fold 1* to A. Keep folded.

Fold 1 to B. Keep folded.

Fold 2a to 2a, and 2b to 2b.

Fold 3 to 3.

Tricky: Fold 4a to 4a. This will also cause 4b to touch 4b.
5a to 5a. This will also cause 5b to touch 5b.

Fold 6 to 6.

Fold 7 to 7.

Fold 8 to 8, crease, and unfold.

There is no fold 9.

Fold 10 to 10, crease, and unfold.

Undo fold 7.

Cut along the dotted lines (underneath). These cuts will become the ray's eyes. Push them up and forward.