

GENERAL RULES

The solid black perimeter lines indicate where to cut the paper. The cut-out should 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).

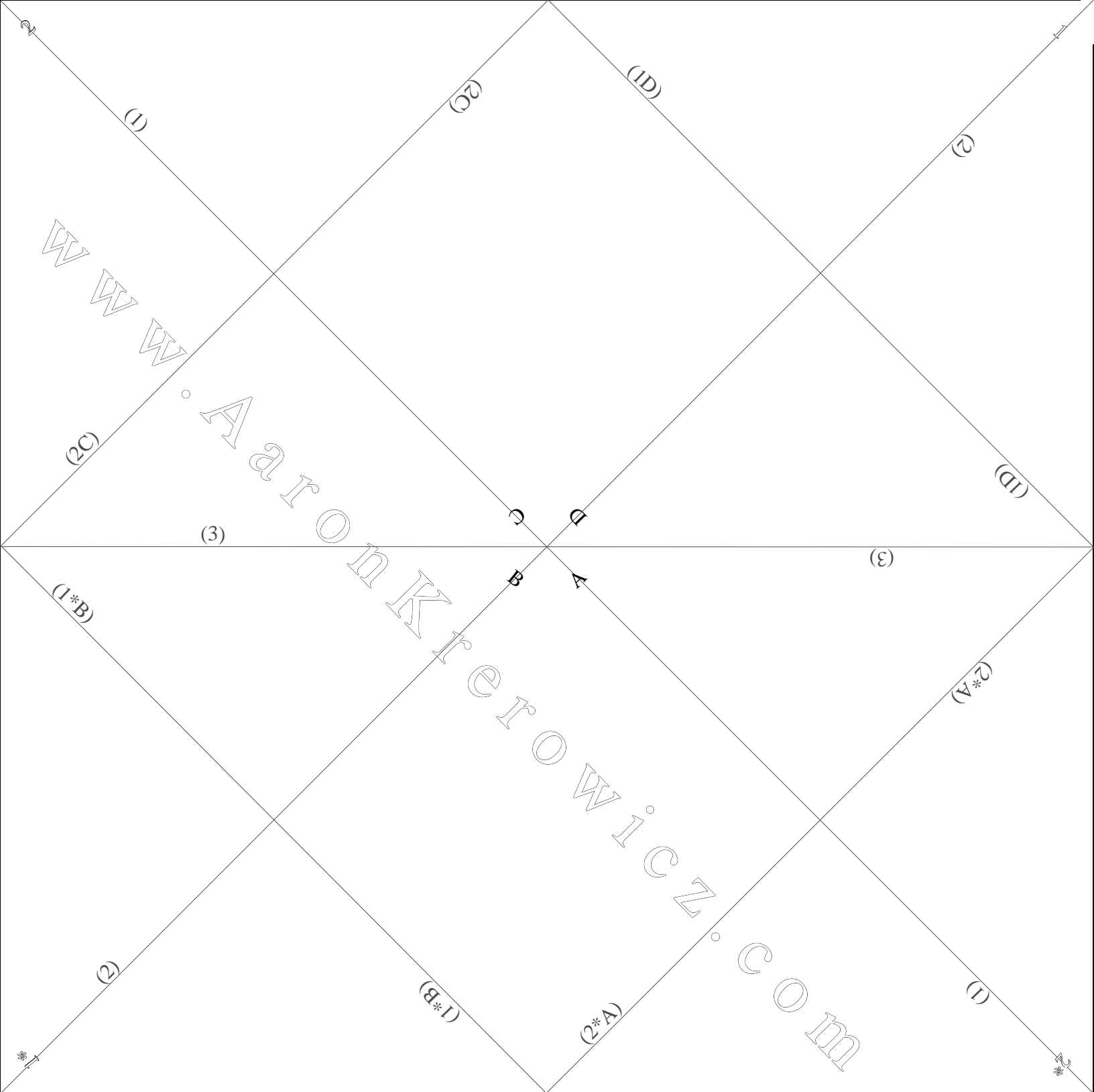
Outlined numbers (ex: 1) are to be folded, creased, and unfolded. Overlined numbers (ex: 1) indicate that only the top layer of paper (and not all layers) are to be folded.

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.

Created by Aaron Kerowicz
 This pattern (and many others) may be downloaded for free at www.AaronKerowicz.com

Difficulty: Hard

Dolphin



INSTRUCTIONS

Fold 1* to 1, crease, and unfold.
 Fold 2* to 2, crease, and unfold.
 Fold 2* to A and keep folded.
 Fold 1* to B and keep folded.
 Fold 2 to C and keep folded.
 Fold 1 to D and keep folded.
 Fold 3 to 3, crease, and unfold.
 Fold 4 to 4, crease, and unfold.
 Fold 5a to 5a, 5b to 5b, 5c to 5c
 and 5d to 5d.

Repeat folds 3, 4, and 5 on the
 other side (no #s), making sure
 the short flaps both point towards
 the tip labeled 6a and 6b.
 Fold 6a to 6a and 6b to 6b.
 Fold the same tip along fold line 7.
 Fold the very tip so it lays between
 6a and 6b.
 Fold 8 to 8.
 Fold 9 to 9, crease, and unfold.
 Fold 10 to 10.

Fold 11 to 11.
 Insert the small flap just
 created behind the larger
 flap created in fold 8. This
 will cause 9 to touch A.
 Press flat.
 Fold 12 to 12.
 Fold 13 to 13.
 Fold 14 to 14.
 Repeat folds 12, 13, and 14
 on the other side (no #s).

Tricky: Fold along
 line 14, crease, and
 unfold; fold along
 line 15, crease, and
 unfold; then re-fold
 both simultaneously.
 Cut where indicated
 and fold the
 resultant flaps to
 create the tail (no
 numbers).