

*Directions are for straight bodied dolls with no waist joint.*

Hopefully you haven't removed her head. If so, warm the neck area up with boiling water, dry it fast, place it over the neck cone and use a pair of needle-nose pliers to pull the head over the widest part of the neck cone. Four hands are better than two for this job.

Remove a leg. To do this, turn her legs up by her ears. Push on her knees, towards her ears, and one leg will pop out with a LOUD pop.

Look on her back and you will see a small "button" in the middle of her knob. Use a butter knife to pry that out (slowly and carefully). That gives you a slot to work with INSIDE the body. Look inside her leg hole to see that.

The ponytail is easier to work with when braided. Tie a thin piece of wire, or two, like a pipe cleaner, to the 'tail strings. Thread the wire(s), string, 'tail, through the grow hole, through the neck cone, through the body, through the growing hair mechanism (in the slot in the pin that goes through her body that you will thread the wire through), all the while, looking through the leg opening. Remove the wire(s). You may have a little problem knotting the string in the mechanism, but I have someone hold the doll and use needle nose pliers and patience to re-knot it.

By looking in the leg hole, and looking at the rubber band that holds the 'tail together at it's base, you can see EXACTLY where the knot needs to be. Try marking it with a Magic Marker and then pulling the strings through her leg hole. Then knot it right on the mark, pull the 'tail back through her grow hole to see if you have the knot in the right place. See? Easy!

Before putting her leg back on (it screws on easily), check the knot placement by using the button and knob to "grow and shorten" her hair. If it comes out of her head to far, retie the knot to adjust.

Put the "button" back into the hole in the knob on her back.

Screw her leg on.

Luv&peace, Beth