

Mede In U.S. A.

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16" FOKKER D VIII

THREE-QUARTER FRONT VIEW

STEP No. 13

Covering Material: Tissue.

Cover body first. Fit tissue over all sections before cementing down. Be economical with tissue as only enough is supplied to cover model. For sticking tissue to framework, use a VERY THIN solution of flour or library paste, or ordinary glue thinned with water. Apply paste to a small portion of the framework and then place tissue on same. Be careful not to tear tissue when damp or wet from paste. The covering procedure is the same for both wing and tail units. (In some cases only small portions of the body or other parts can be covered without wrinkling.) Joints can be readily made without spoiling the appearance of plane. If the covering is sprayed very lightly with an atomizer containing clear water, the tissue, after drying will shrink smoothly over the entire framework. It is not necessary to soak the tissue. Practice on the rudder. Note results before spraying entire model.

STEP No. 14

Material: Balsa 1/16"x1/8" strip. Landing Gear

The landing gear design is very simple. Its construction should be studied from side and front plan views and also from sketches. Correct lengths should be copied from the plan views. Finish this assembly only after body has been completely covered with tissue.

STEP No. 15

Material: Balsa 1/16"x1/8" strip. Wing Struts

All wing struts should be roundly sandpapered on both leading and trailing edges. Wing should be completely covered before it is attached to body by means of struts. As the cement dries rapidly, struts will soon become secure. All corners and edges on entire model should be gently smoothed or rounded with sandpaper.

STEP No. 16

General Assembly Material: Various finished parts.

Cement stabilizer in place on top of longerons at rear. Cement stringers over and on top of stabilizer. Rudder is then to be cemented in place. Landing gear and wing struts can now be attached in their proper places over covered tissue sections.

The most important point to keep in mind when assembling, is the relation of the leading edge to the trailing edge of the wing. In any event, the under surface of the wing should be nearly parallel to the center line of the body. The position of the wing can be checked best by sighting the entire model from the side during the assembly process. It is safe to place the trailing edge of the wing 1/16 of an inch lower than the leading edge. This is done by slightly shortening the rear wing struts.

STEP No. 17

Material: Rubber band 1/32"x3/32"x7". Motor

The rubber band is held in front by hook in shaft and at rear by hard balsa cross piece. Band can be easily inserted by threading or pulling Into position with a piece of string. A small opening in the side at front and at rear of body should be left uncovered for inserting rubber. DO NOT crush plane while affixing rubber.

STEP No. 18

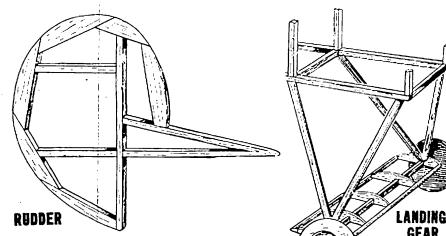
Material: Crosses and black lines on plan. Decorations

Emblems, instrument panel with motor picture, and pursuit pilot to fit this plane are provided on the plan. Cut them out and paste on plane as shown. (Or trace them and make copies if you do not wish to cut plan.) Near the edge of the plan is printed a set of small black lines. Cut them out and use them for outlining allerons, elevators, and rudder.

STEP No. 19

Material: Sketches on rear of plan. Pilot

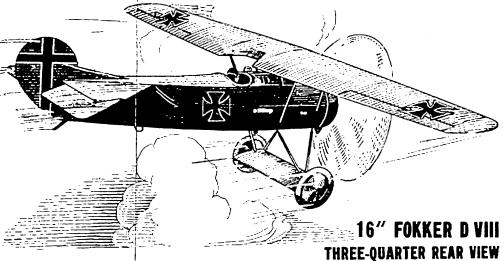
Printed pilots' heads are furnished on back of plan. Cut them out and paste a left and right side together. Then cement to a small balsa cross brace and cement in position in cockpit. The instrument panel should also be cut out and cemented in place in front of the cockpit on the former provided for this.



STEP No. 20—Flying

When model has been completely assembled, it should be checked for center of gravity balance before any trial flight is attempted. Place the forefingers at the midpoint of the wing tips and lift the model to see whether it balances. If the tail has a tendency to drop, it denotes tall heaviness, which may be overcome by adding a small buckshot or a few heavy pins or light-weight nails to the nose block on the lower side. If the nose has a tendency to point downward, the procedure for balancing is reversed (that is, the tail should be slightly weighted.) When the plane remains horizontal while suspended on th fingertips it may be considered balanced.

A few small trial glides should be made AFTER the model has been balanced and not before. In gliding, if the nose of the ship has a tendency to climb, and if it does not make a gradual glide to the floor or to the ground, the tail is still a little heavy. This must be offset by additional weight at the front part of the ship. To be certain that the model is balanced correctly, hold it ready for launching unwound, and when the glide after leaving the hand is steady and consistent, and goes forward 10 to 15 feet, it may be considered a normal glide. The model is then ready for its first trial flight. When gliding a model do not launch it upward and forward. Instead, launch it with the nose pointed slightly downward, permitting gravity to take effect. Before trying a powered flight, it is advisable to test the motor by turning the propeller with the right forefinger and permitting the rubber to be unwound two or three times. While winding the propeller be sure to hold the model firmly directly behind the propeller hub and bearing. Always grasp the model at a point where there are cross braces. The proper number of turns for the rubber may be checked by looking through the space in the cockpit. When you see that the colls or twists are fairly small and tight, after approximately 100 to 150 turns, the motor is wound up enough for flying.



CUT OUT BLACK LINES BELOW TO USE IN OUTLINING CONTROLS