

This fuselage is built with the new Comet SPEED-O-MATIC construction method. Begin by carefully cutting the top and bottom longerons from the printed wood sheet. Pin these longerons down on plan in their respective places and glue in the connecting pieces—1/16" sq. strip in front and a piece cut from the printed sheet at the rear. When dry, remove this unit from plan.

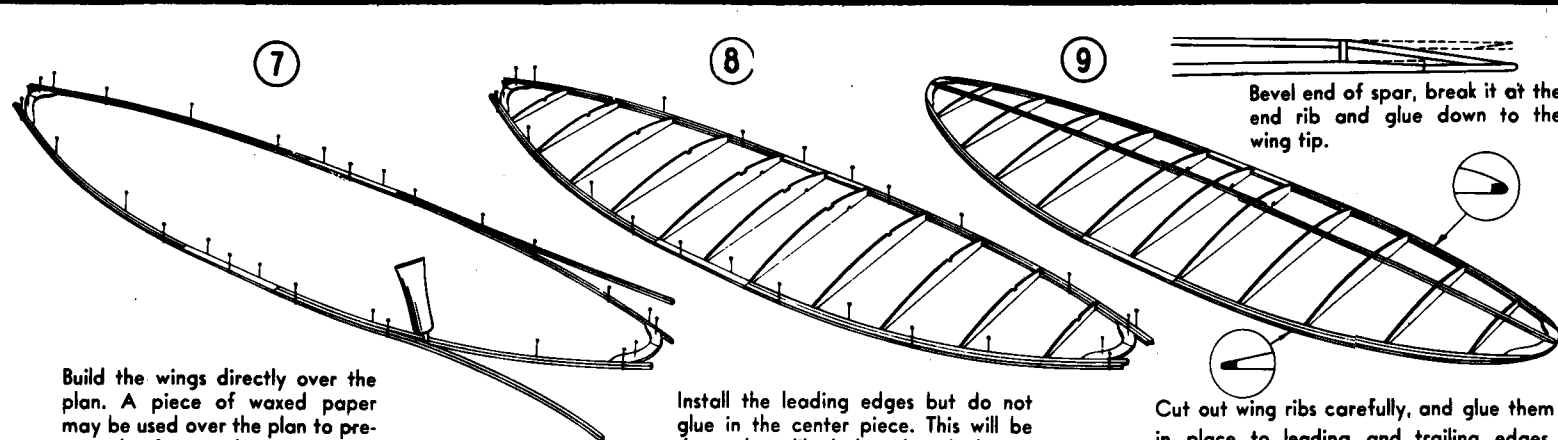
Comet SPEED-O-MATIC formers are designed to reduce assembly time and insure accurate fuselage sections.

Glue the formers to the longeron frame, lining them up with the marks on longerons. Refer to plan for arrangement. Do not use excessive amounts of glue at this stage of assembly so the formers will not be warped and thrown out of line.

Glue side longerons in their notches, making certain that they are even at the back and that all formers are perpendicular to longerons. Then glue the wood noseplate or cowl to the front former and remove the 1/16" sq. connecting piece. Apply an additional coat of glue to all joints.

Stringers are glued in notches next. Do this in pairs—one on each side—to keep the fuselage from springing out of line. When stringers are all in place, glue in cockpit former if your model has one.

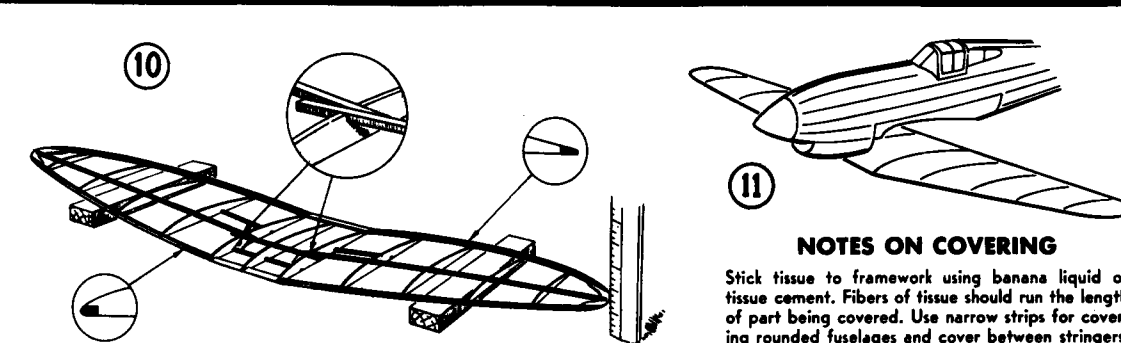
Next glue on the paper covers that fit around the wing. Also glue cockpit covers in place. If desired, transparent portions may be made of celluloid. See sketch elsewhere on plan for cockpit details.



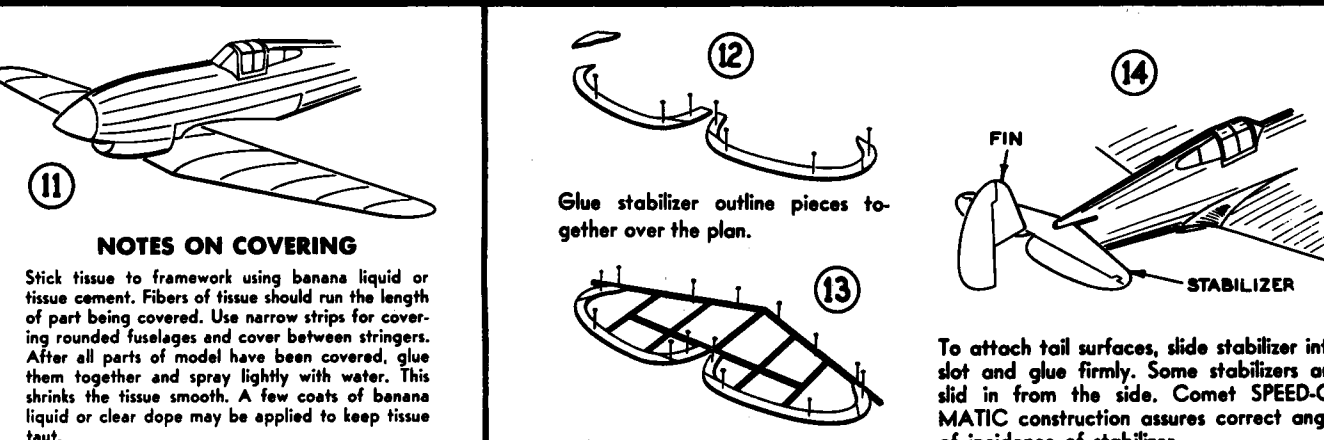
Build the wings directly over the plan. A piece of waxed paper may be used over the plan to prevent glue from sticking to it. Start by pinning down the leading and trailing edges. Cut out wing tip pieces and glue in place.

Install the leading edges but do not glue in the center piece. This will be done when dihedral angle is built into wing. (Fig. 10). When dry, remove framework from plan and trim leading and trailing edges.

Cut out wing ribs carefully, and glue them in place to leading and trailing edges, trimming to fit if necessary. Do not glue center spar to ribs "B" until dihedral is built in.



This sketch shows method of putting dihedral angle in wing. Slide convenient blocks under wing until tips are elevated 1 1/8 inches. Next glue the spars together and glue the leading edge at the center. Then add strips between ribs "A". When dry, sand the leading and trailing edges to shapes shown.

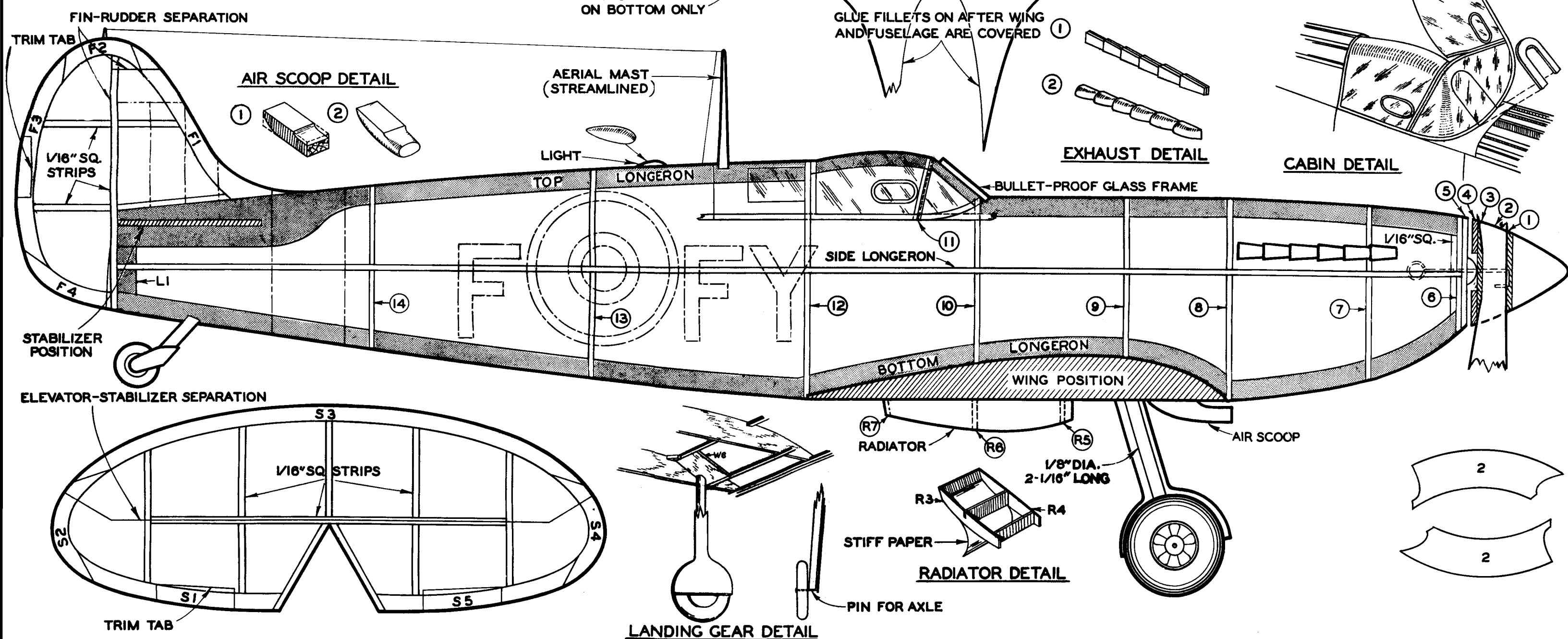
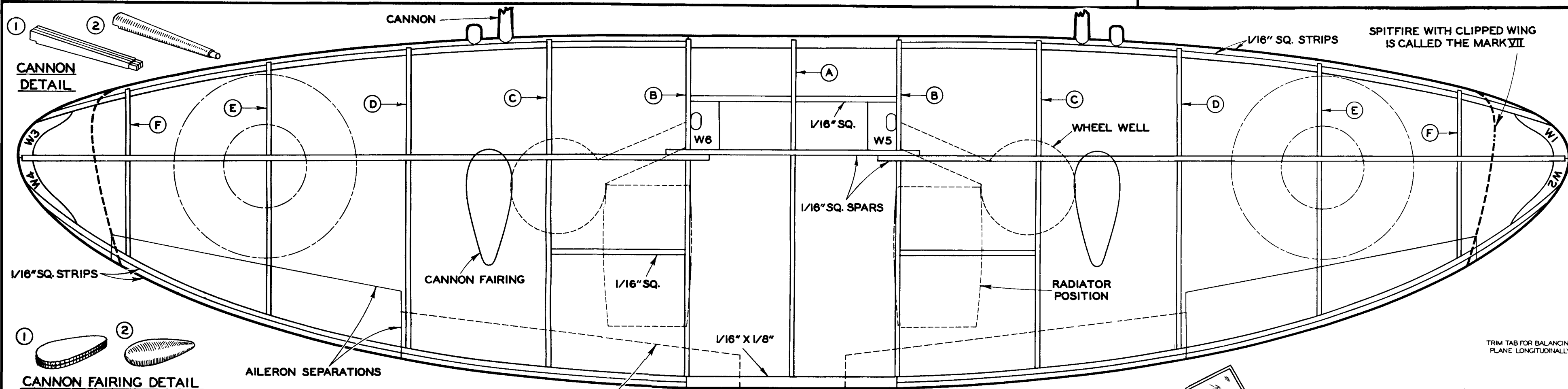


NOTES ON COVERING
Stick tissue to framework using banana liquid or tissue cement. Fibers of tissue should run the length of part being covered. Use narrow strips for covering rounded fuselages and cover between stringers. After all parts of model have been covered, glue them together and spray lightly with water. This shrinks the tissue smooth. A few coats of banana liquid or clear dope may be applied to keep tissue taut.
After wing and fuselage have been covered with tissue, assemble as shown, gluing center rib directly to bottom longeron. Comet SPEED-O-MATIC construction assures perfect alignment.

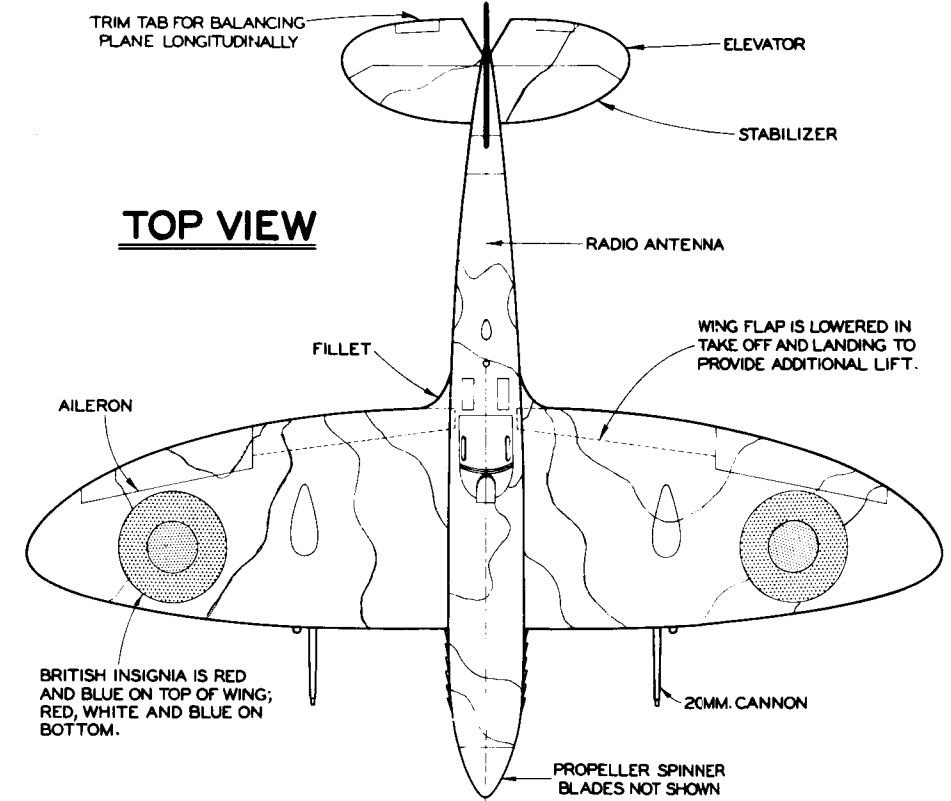
Glue stabilizer outline pieces together over the plan.

Build remainder of stabilizer from 1/16" sq. strips. When glue is dry, remove from plan and round off outer edges. Build fin in same manner.

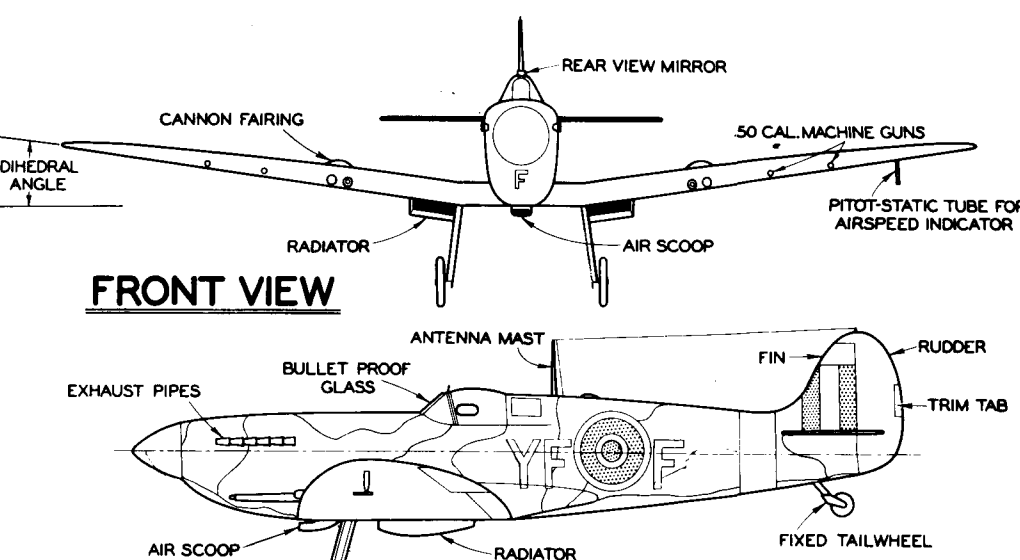
To attach tail surfaces, slide stabilizer into slot and glue firmly. Some stabilizers are slid in from the side. Comet SPEED-O-MATIC construction assures correct angle of incidence of stabilizer.
Next glue fin in place. Make certain that fin and stabilizer are aligned in relation to wing.



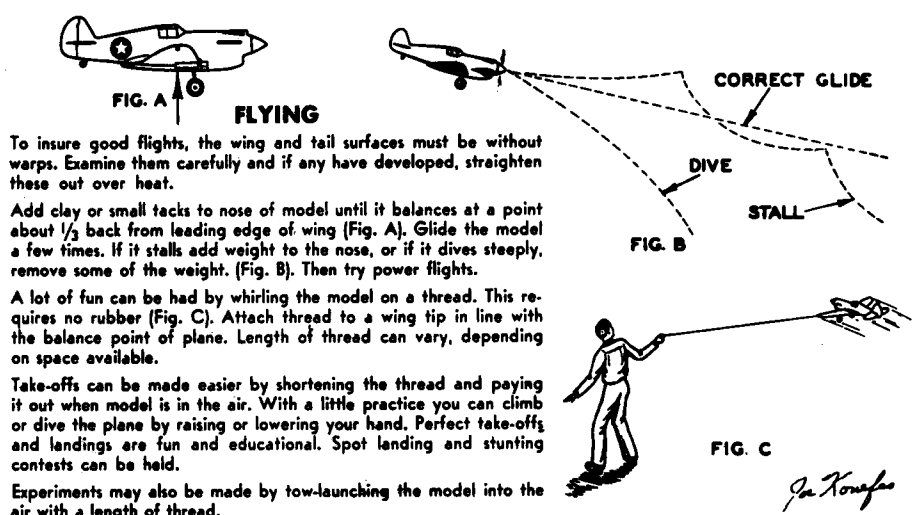
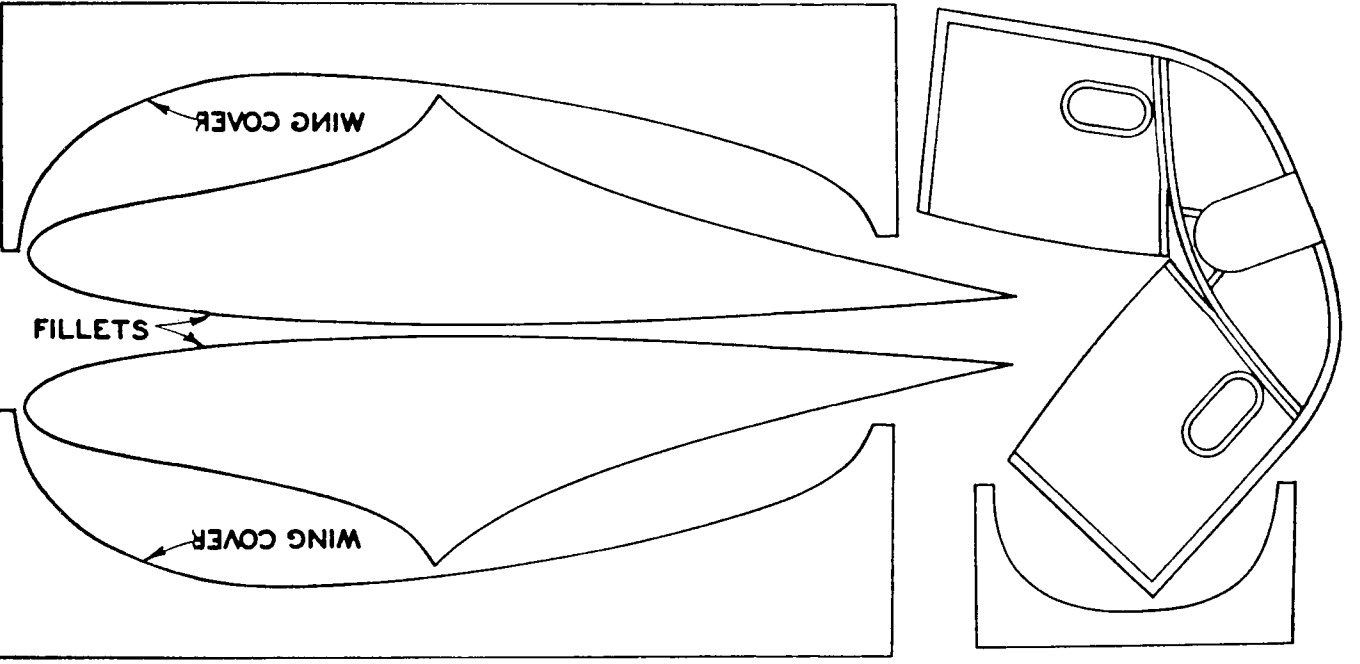
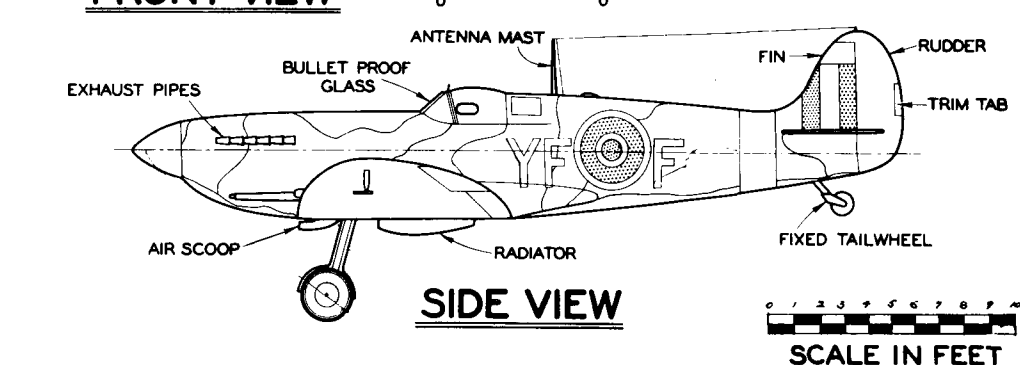
TOP VIEW



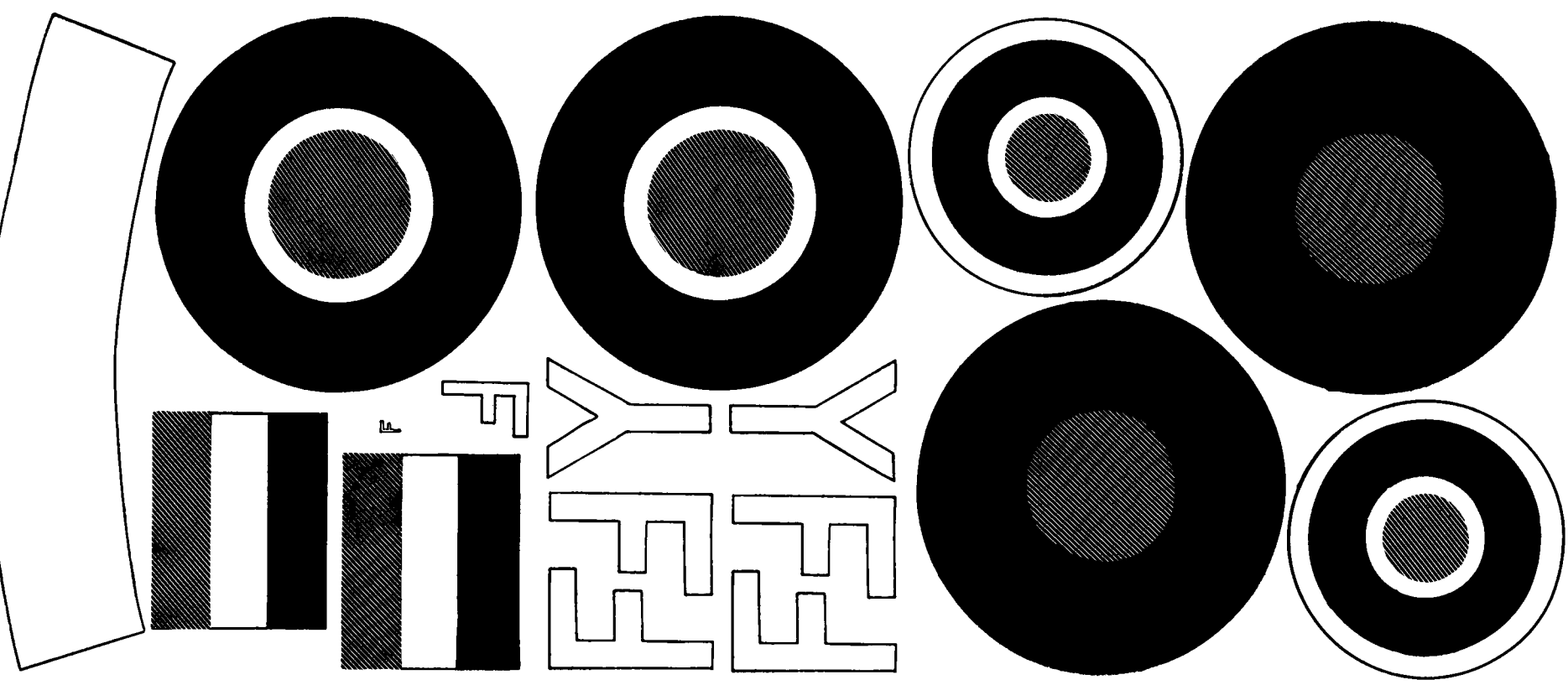
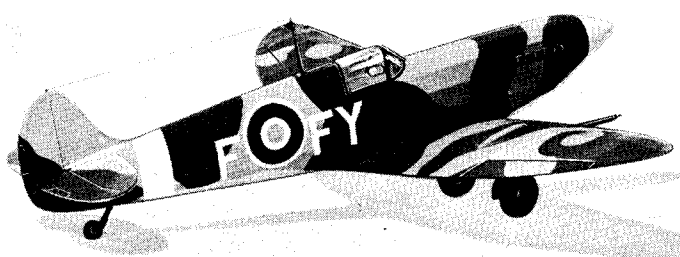
FRONT VIEW



SIDE VIEW



FLYING
To insure good flights, the wing and tail surfaces must be without warps. Examine them carefully and if any have developed, straighten them out over heat.
Add clay or small weights to nose of model until it balances at a point about 1/3 back from leading edge of wing (Fig. A). Glue the model a few times. If it stalls, add weight to the nose, or if it dives steeply, remove some of the weight (Fig. B). Then try power flights.
A lot of fun can be had by whirling the model on a thread. This requires no rubber (Fig. C). Attach thread to a wing tip in line with the balance point of plane. Length of thread can vary, depending on space available.
Take-offs can be made easier by shortening the thread and paying it out when model is in the air. With a little practice you can climb or dive the plane by raising or lowering your hand. Perfect take-offs and landings are fun and educational. Spot landing and stunting contests can be held.
Experiments may also be made by tow-launching the model into the air with a length of thread.



SUPERMARINE "SPITFIRE IX"

WINGSPAN 20 INCHES | LENGTH 17 INCHES

KIT NO. 3402 | DRAWN BY *Rita Knapke*

COMET MODEL HOBBYCRAFT CORP., CHICAGO, ILL.

