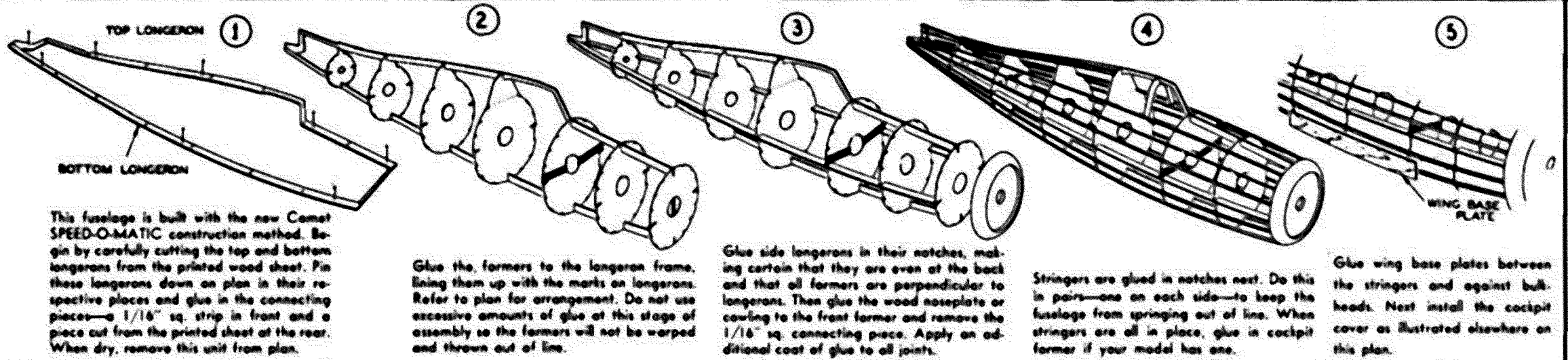


**GENERAL DIRECTIONS For SPEED-O-MATIC CONSTRUCTION**

Although sketches may not be of the particular plane you are building, they show typical construction procedure.



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. Fit 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.

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 covering 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 cover as illustrated elsewhere on this plan.

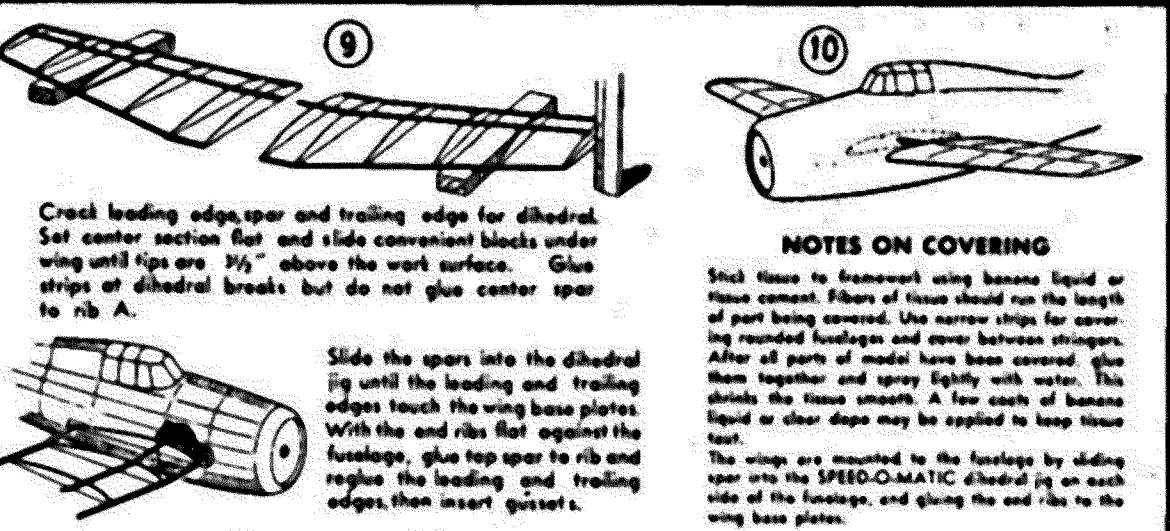
Glue wing base plates between the stringers and against bulkheads. Next install the cockpit cover as illustrated elsewhere on this plan.

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

Glue center spars into notches of all ribs except ribs "A". When dry, remove framework from plan.

Cut out wing ribs carefully, and glue them in place to leading and trailing edges, trimming to fit if necessary.

Bevel end of spar, break it off the end rib and glue down to the wing tip.



Crack leading edge spar and trailing edge for dihedral. Set center section flat and slide convenient blocks under wing until tips are 3/16" above the work surface. Glue strips of dihedral breaks but do not glue center spar to rib A.

Slide the spars into the dihedral jig until the leading and trailing edges touch the wing base plates. With the ribs flat against the fuselage, glue top spar to ribs and reshape the leading and trailing edges, then insert gussets.

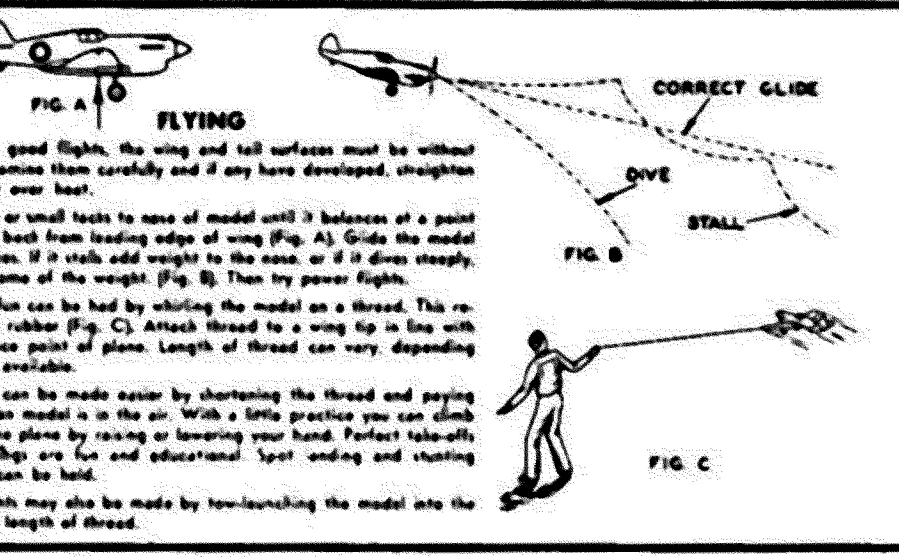
Stick tissue to framework using banana liquid or tissue cement. Fibers of tissue should run the length of part being covered. Use narrow strips for covering rounded fuselages and cover over between stringers. After all parts of model have been covered, glue these together and spray lightly with water. Cornstarch thins the tissue smooth. A few coats of banana liquid or clear dope may be applied to keep tissue taut.

The wings are mounted to the fuselage by sliding spar into the SPEED-O-MATIC ahead of an end rib of the fuselage, and gluing the end ribs to the wing base plates.

Glue stabilizer surface pieces together over the plan.

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.

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.



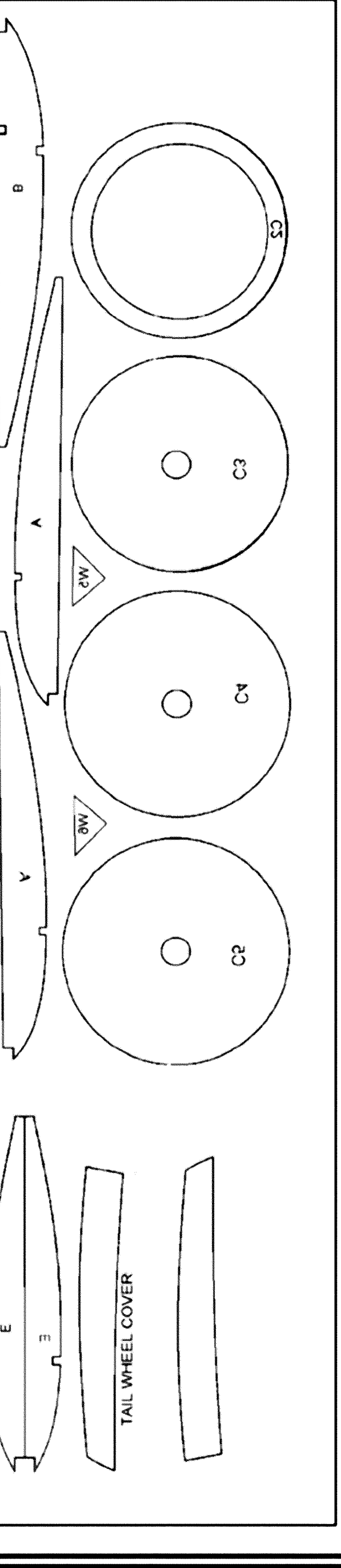
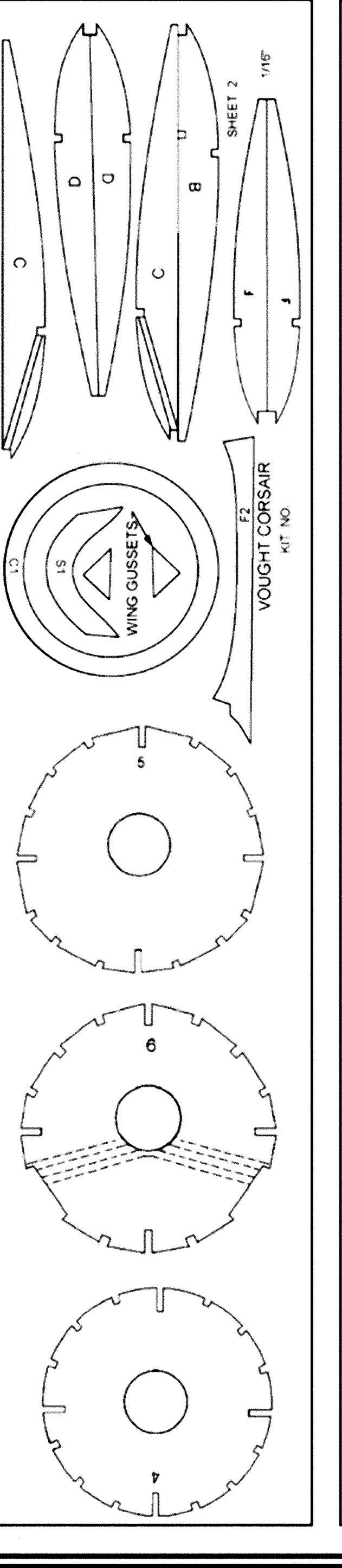
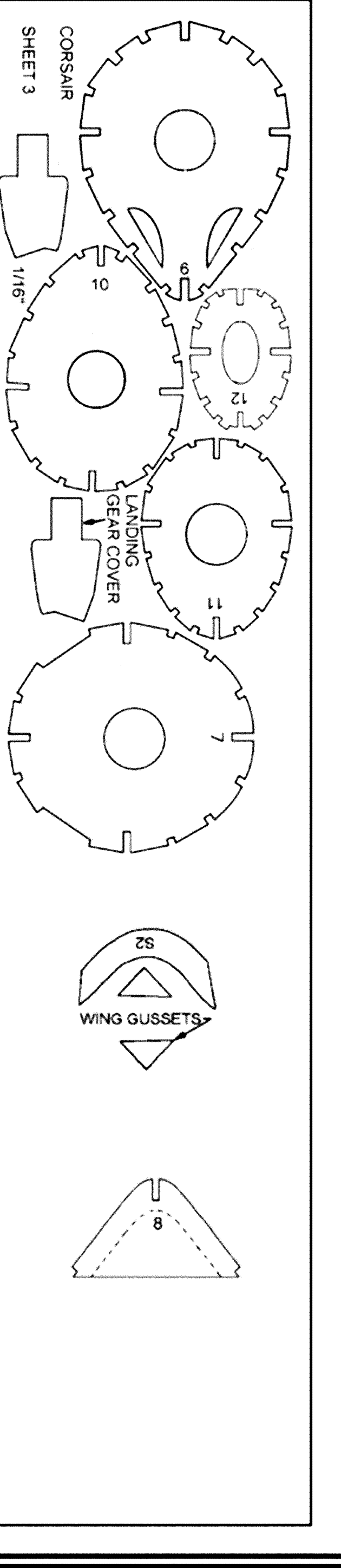
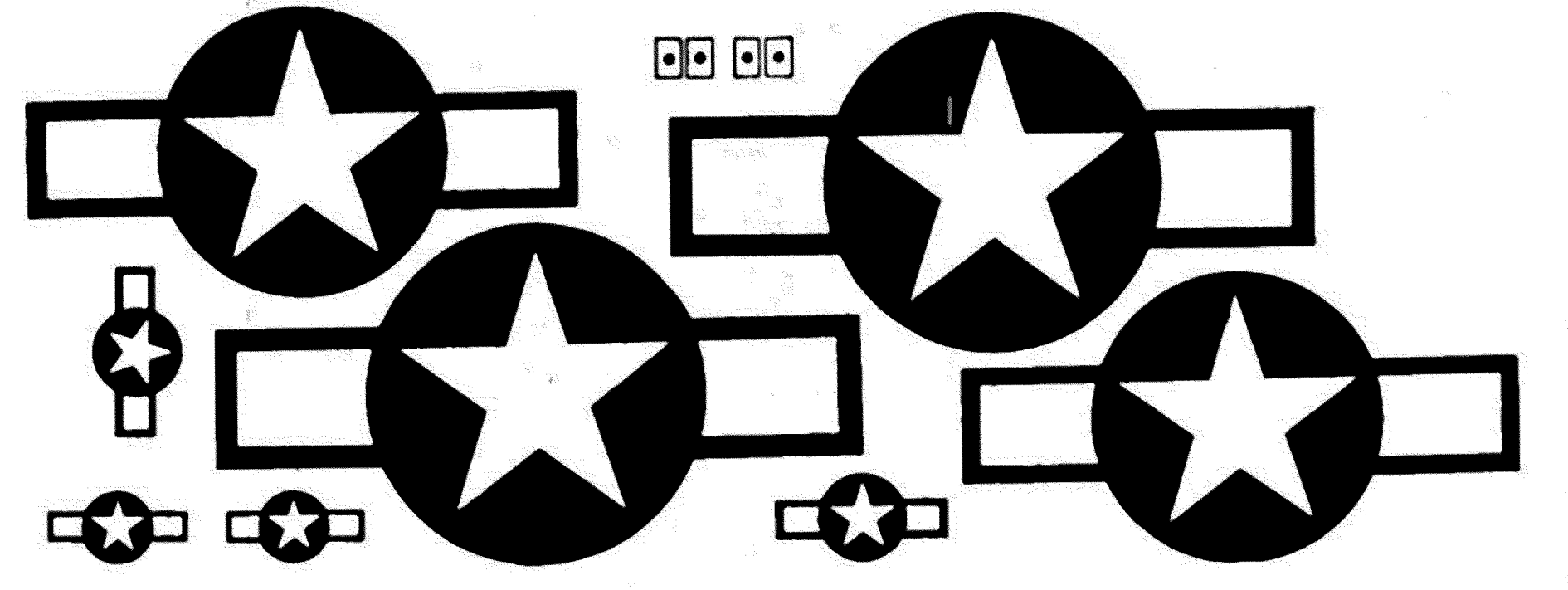
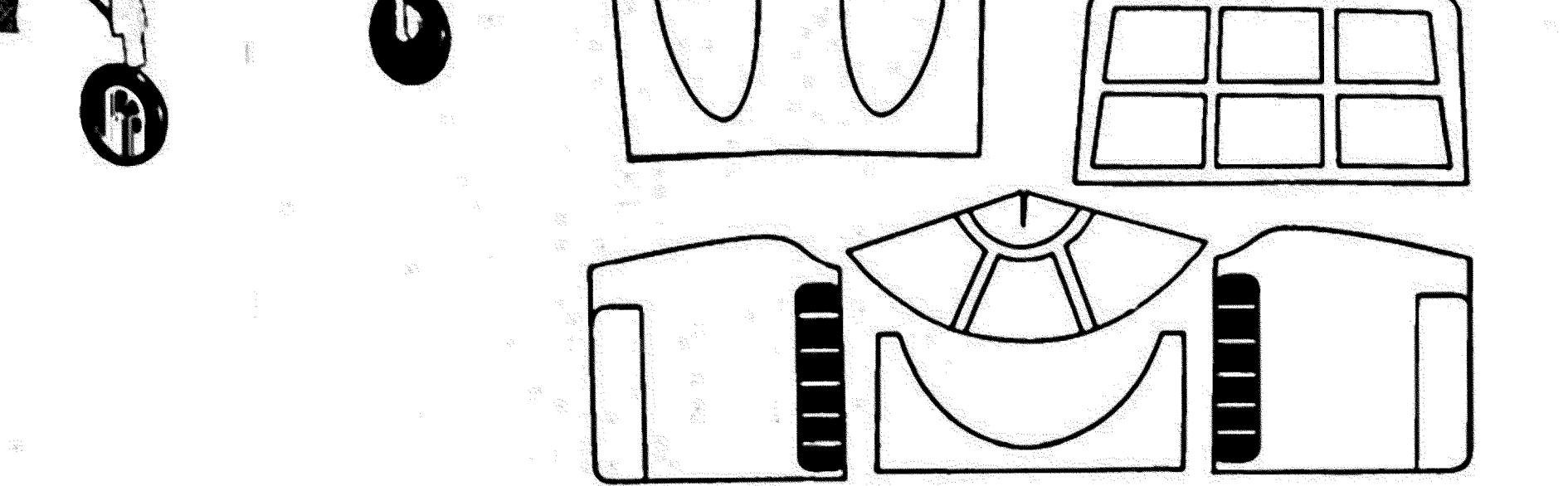
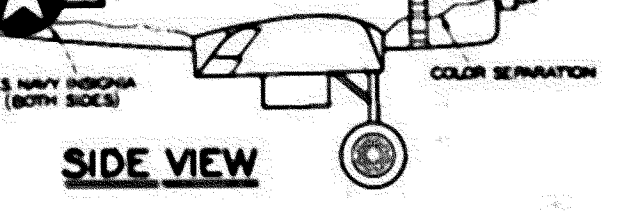
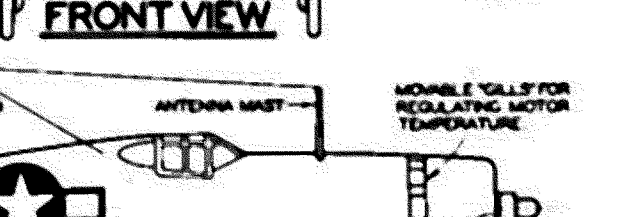
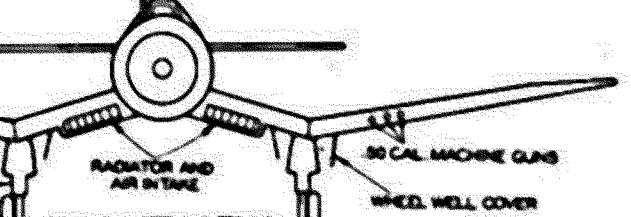
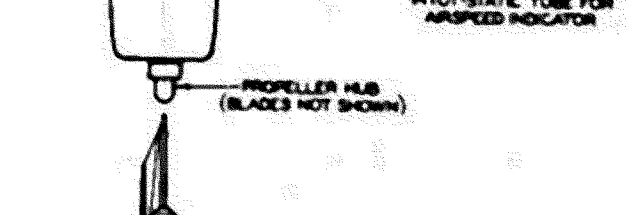
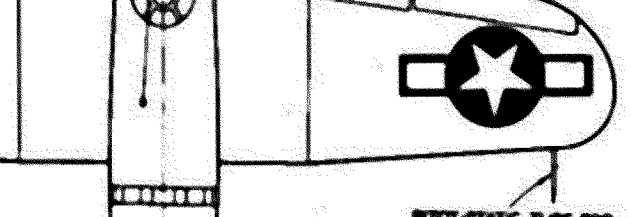
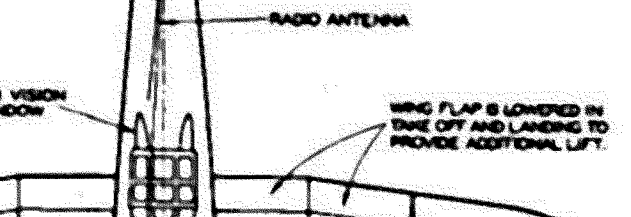
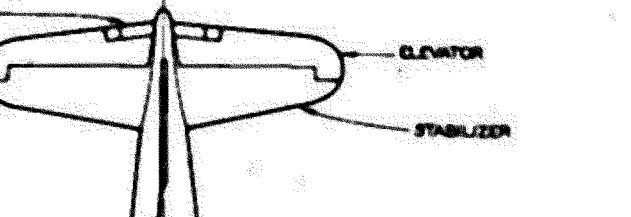
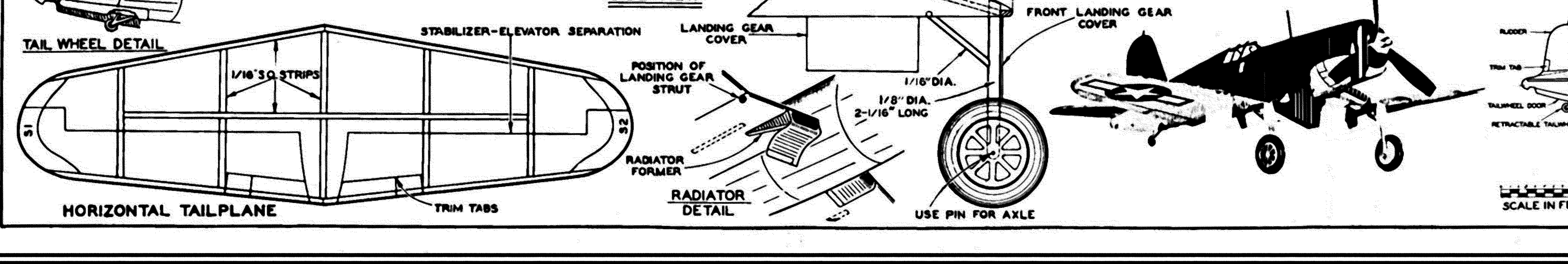
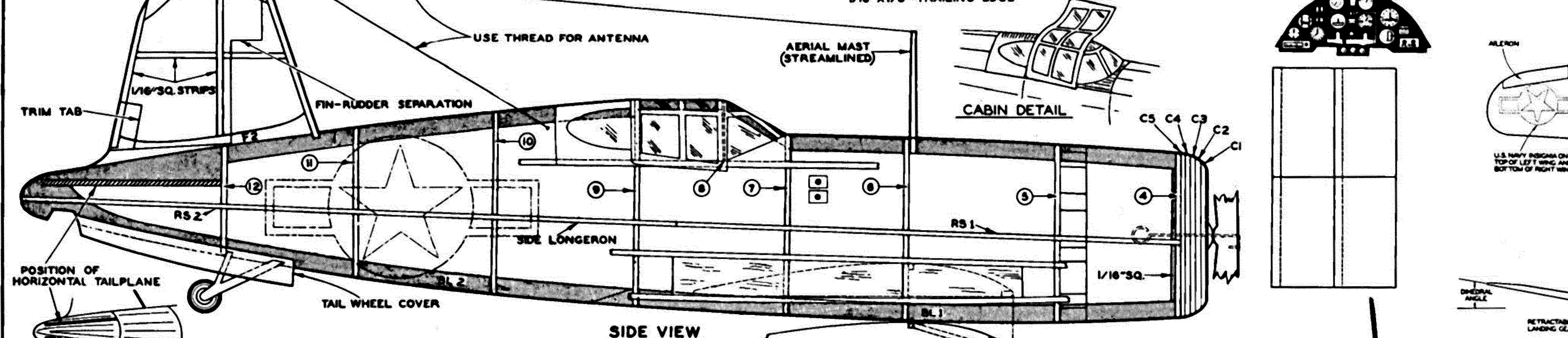
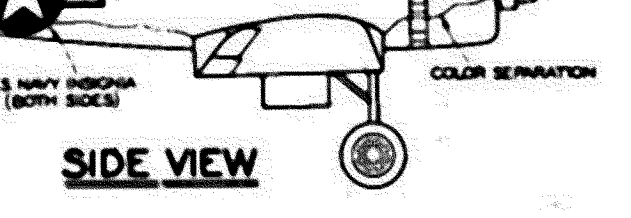
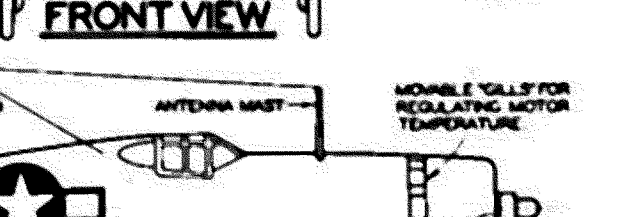
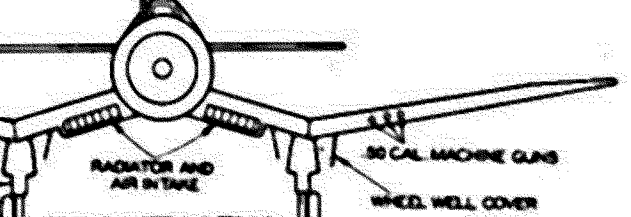
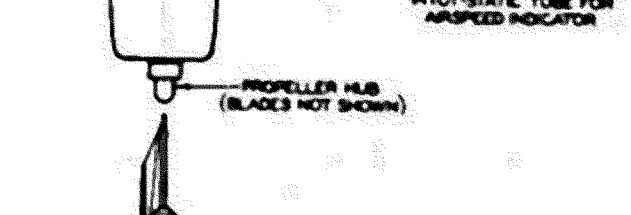
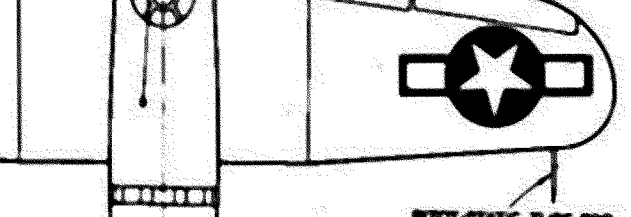
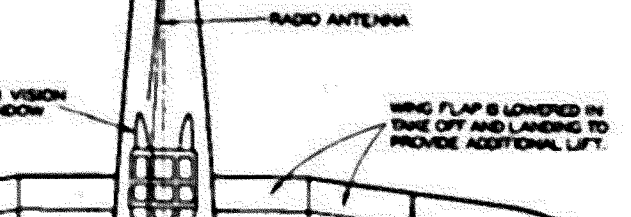
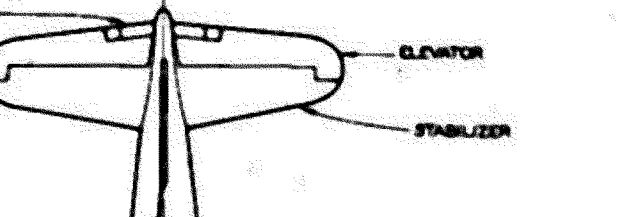
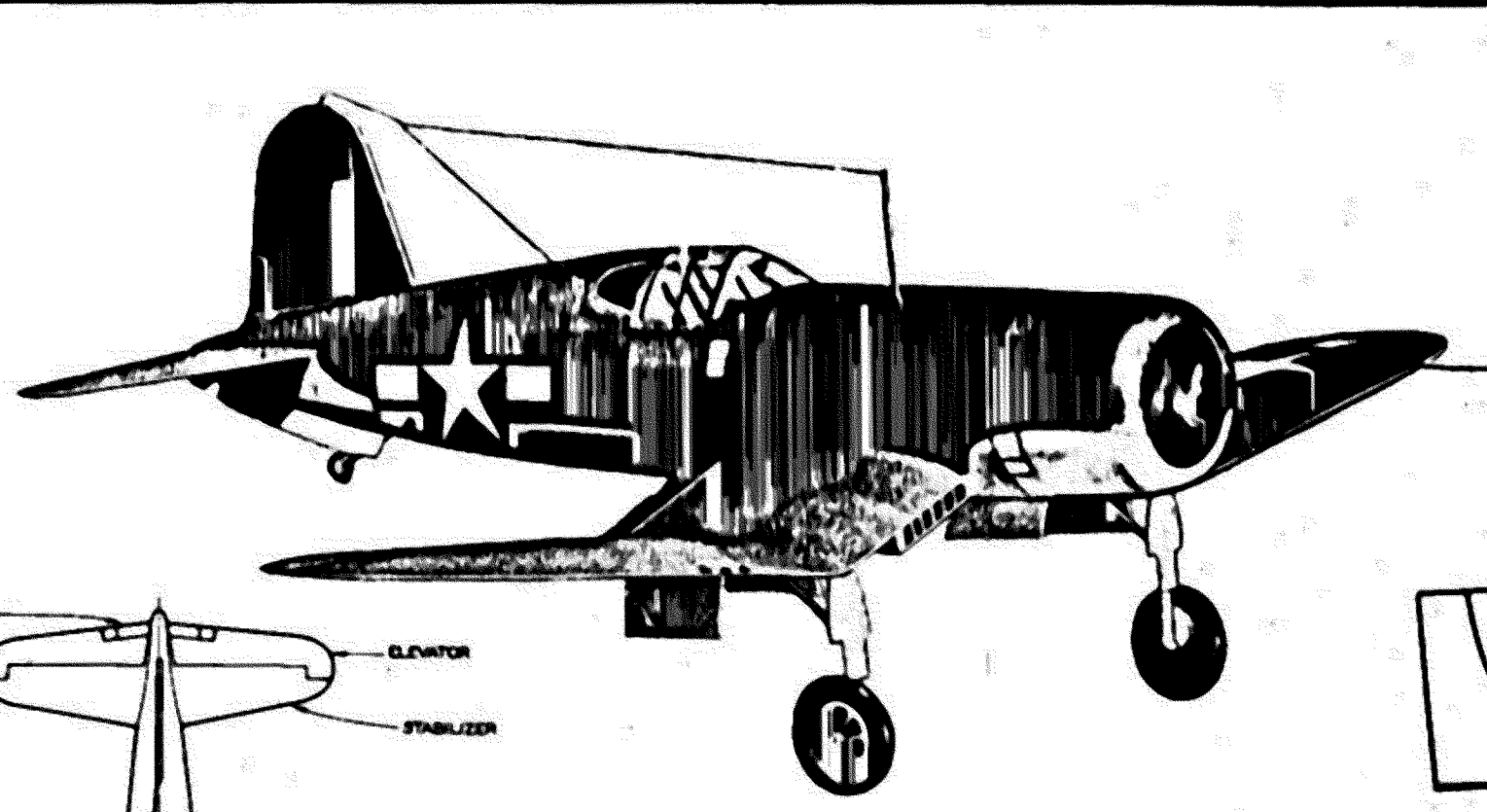
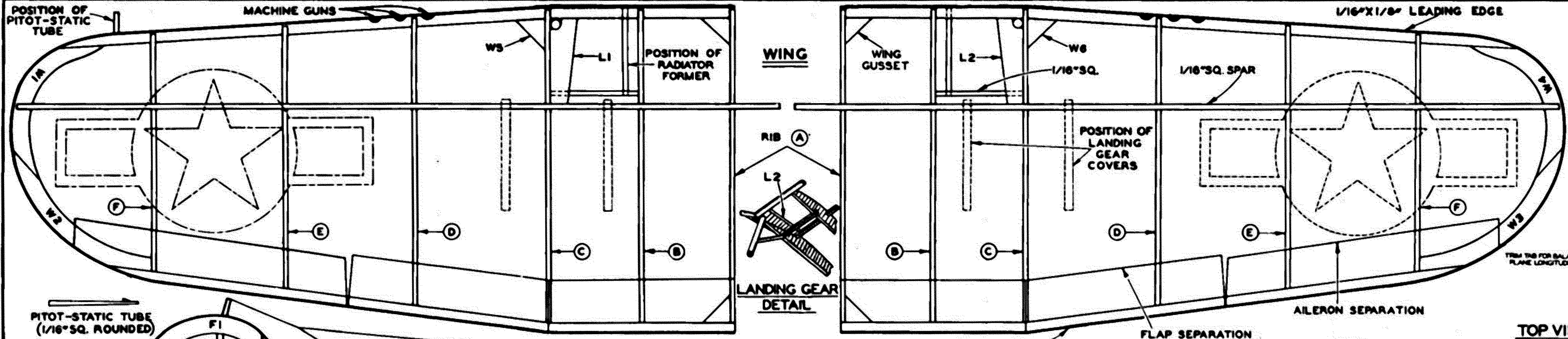
**FLYING**  
To insure good flight, the wing and tail surfaces must be without warp. Balance them carefully and if any have developed, straighten these out over heat.

Add clay or small lead to nose of model until it balances at a point about 1/2" back from leading edge of wing (Fig. A). Glue the model a few times. If it still adds weight to the nose, or if it gives steeply, remove some of the weight (Fig. B). Then try power flight.

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 plane by whirling or leaving your hand. Perfect take-offs and landings are fun and educational. Spot landing and starting controls can be had.

Experiment may also be made by re-launching the model into the air with a length of thread.



**VOUGHT 'CORSAIR' F4U-1**  
Scanned and restored Jan., 2011 pd1  
WINGSPAN 20 INCHES LENGTH 16 1/2 INCHES  
KIT NO. 3404 DRAWN BY *Walter Eckhart*  
COMET MODEL HOBBYCRAFT INC., CHICAGO, ILL.

