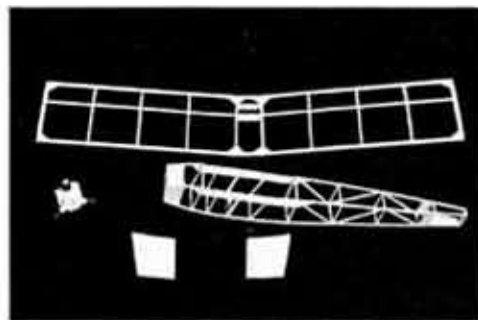




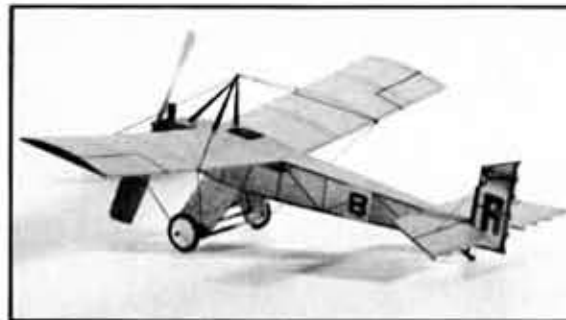
Tape plan to building board and cover with plastic wrap. This will keep glue from sticking everything to the plans!



Framework should look like this. Brush on a couple of coats of dope; sand smooth, and tissue cover each part before final assembly.



A view of the Farman before covering with tissue. Model is just held together with scotch tape for picture.



Your finished model should look like this!

INSTRUCTIONS

The Farman is a fairly simple model to build, and most modelers won't require many instructions. We would like to stress that, because of the short nose moment, the tail must be kept light. The Farman takes a lot of nose weight to balance properly and clay in the nose is not enough. A window-frame type of box should be built from wood left over from the trailing edge piece of the wing and glued to the back of the removable nose block. Fill this with small diameter solder and then fine trim it by adding clay in the nose.

Another important note—the stab and rudder will warp if the tissue is not shrunk first and then applied to these parts. Only one thin coat of Micro Coat or nitrate dope should be applied to stab and rudder.

BODY STRUCTURE

Start building the body by pinning F-M to the plan (with F-S and F-R), then pin the longerons in next and the uprights last. Hold strips in place by using pins on both sides of strip. Do not pin through the strips. The nose stringers from F-S to F-M may be moistened slightly with water on the outside of the bend in order to bend them more easily. The two body sides are glued together with the cross pieces as shown on the top view, starting at center (by the wing.) Then glue struts toward the tail side. Next, insert top and bottom of nose F-T (fuselage top) and F-B (fuselage bottom). Glue struts in carefully to make sure body is not crooked. The stringer shown on the top view as dotted lines is a bottom longeron that fits in F-B at the front, then crosses outside of the bottom cross pieces and butt glues to the cross piece behind the wing. This can be left out if you are a beginning modeler, but does add scale realism. However, it has to be put on after landing gear is glued to the body.

The motor crankcase outline is shown on the nose base. Glue hexagonal (6-sided) crankcase on this in three parts: First, the vertical grain 1/20" hexagonal; then, the 3/16" thick piece; and last, the 1/20" horizontal-grained piece. Glue the rounded 3/16" sq. cylinder pieces to the top (standing upright) and two sides (facing slightly downward) to have a three-cylinder engine on the nose block (nose base), all removable in one piece to allow for easy winding.

TAIL PARTS

The stab and rudder are built in the usual manner on the plan using 1/20" sq., except that the trailing edge is scalloped. We did this by shaping it with a dowel that we had rolled sandpaper around. This can be done the easiest by shaping the scallops before cutting the parts out of the printwood completely. They have been printed on the edge of the printwood to allow you to do this! Remember, when cutting parts out of printwood, cut them oversized; then sand the individual parts down to the line. The post in front of the rudder is 1/16" sq. that is sanded round and is the mount for the rudder on the full-size aircraft. Another 1/16" sq. sanded round is also added to body bottom, extended to tail skid. Paint these pieces black, as well as engine cylinders

(fin part). Where the plan shows fins on cylinders, wrap with black thread. The rocker arms and pushrods are best left off, but they can be made from scraps. You may paint crankcase and cylinders to the fins silver. Do not shrink tissue on tail parts as they will surely warp if you do!

LANDING GEAR

Bend wire to outline shown on plans. Sandwich the wire between two gear brace parts and install in fuselage from bottom between the wide uprights marked "GS" (Gear Strut). Sand landing gear struts to fit body bottom. These will be glued on after everything is papered and model is assembled.

WHEELS

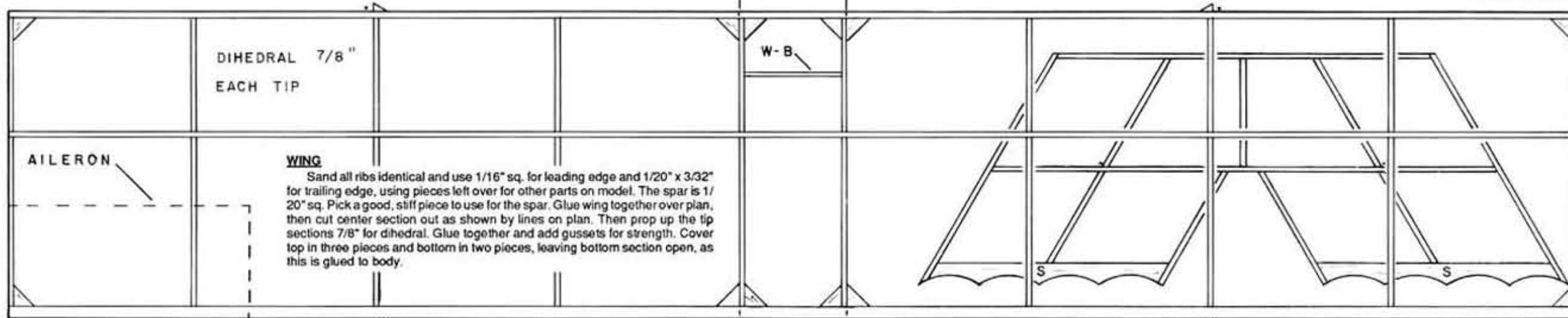
Glue balsa wheels together (2 pieces each) cross grain for strength. Sand smooth, paint black, and cut paper hubs out of plan. Inside of each wheel (facing inside of model) is flat. Outside hub is sliced to the center, pulled together and glued overlapped to the dashed line to form a slight cone. Glue these to outside of wheels (side facing wing tips). A 1/16" sq. is glued between gear struts at front, center, and rear bottom. Remember—struts, wheels, and landing gear cross pieces (spreader bars) are added after model is papered and assembled!

COVERING AND FINISH

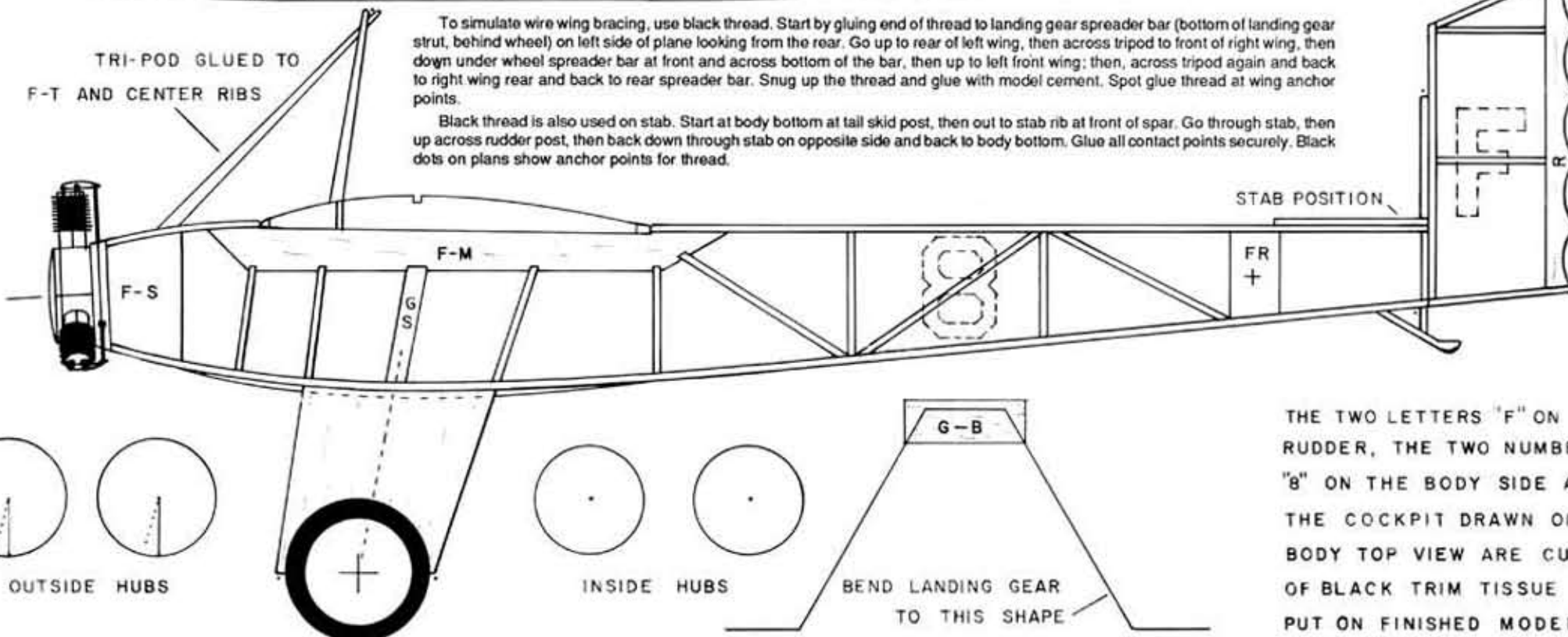
Check each joint visually and by feel (sometimes a sharp glue joint can stick out and ruin a good covering job). When you are sure that everything is smooth, coat frame work with one coat of dope, let dry, sand smooth, and apply another coat. Let dry and you are ready for covering with tissue. Use the third coat of dope to apply tissue. Put tissue on snugly, and when dry spray with fine water mist to shrink tissue. Do not soak the tissue. Use small light bulb (desk lamp, hi-intensity lamp, or other heat source) to help shrink tissue with control, being sure to check for warps as each part dries. Don't shrink stab and rudder. When tissue is dry, apply one to two thin coats of dope, then assemble model.

ADJUSTMENTS FOR FLYING

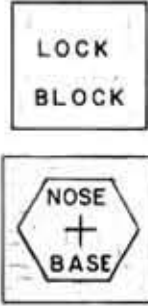
Start with a little down thrust and right thrust (for right turn). Leave rudder straight. Use right thrust (do this by adding a small shim of scrap balsa behind nose block) to keep it in right circles. Use a 15" loop of .070" to .080" rubber (piece of rubber strip is actually 30" long). Apply rubber lube, install in model. To wind, leave off nose block and have a friend hold model by rear motor peg. Then wind approximately 250 turns with a geared winder. Add clay in nose to obtain smooth flight—No stalls or dives. Add more power on each flight, and if it stalls at beginning of flight when more power is used, add down thrust to cure this problem (power stall). This is all the adjustments you need beside a little wash-in in the right wing tip. Always use wash-in on the wing on the inside of the circle. ("Wash-in" means the leading edge of the wing with the wash-in is twisted up a little higher than the rear and prevents the model from spiral diving.) If you change to a little larger motor or a longer motor, you will have to add a little clay to the nose for balance to stop stalling, and possibly add more down-thrust if the rubber is more powerful.



THREAD ANCHORS
MAKE FROM SCRAPS
AND GLUE TO
FINISHED MODEL



THE TWO LETTERS "F" ON THE
RUDDER, THE TWO NUMBERS
"8" ON THE BODY SIDE AND
THE COCKPIT DRAWN ON
BODY TOP VIEW ARE CUT OUT
OF BLACK TRIM TISSUE AND
PUT ON FINISHED MODEL



FARMAN MOSQUITO
by Gerald Skrjanc

MICRO

Farman Mosquito 1 of 1

1/20 sheet

