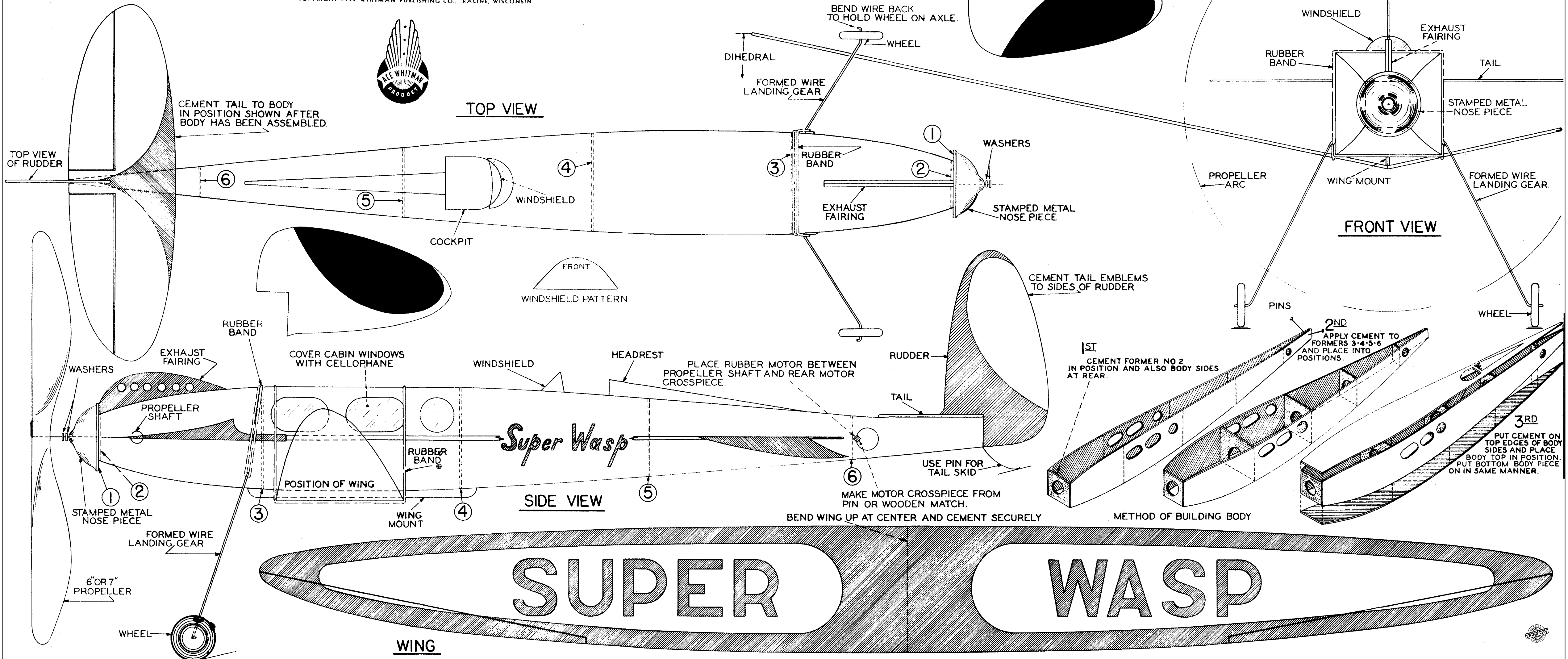
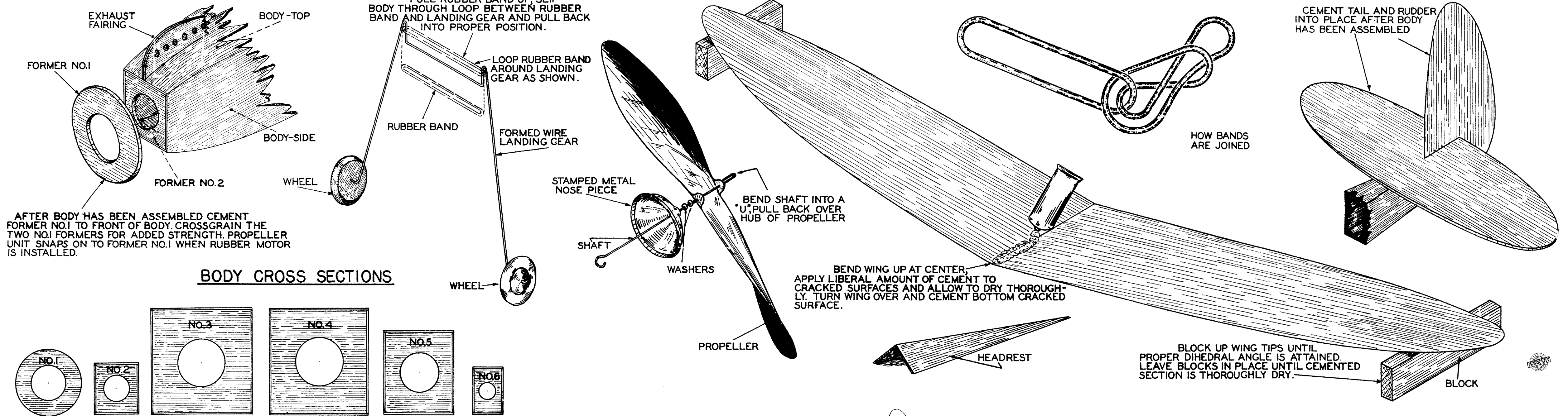


22" WING SPAN SUPER WASP A HIGH PERFORMANCE FLYING MODEL

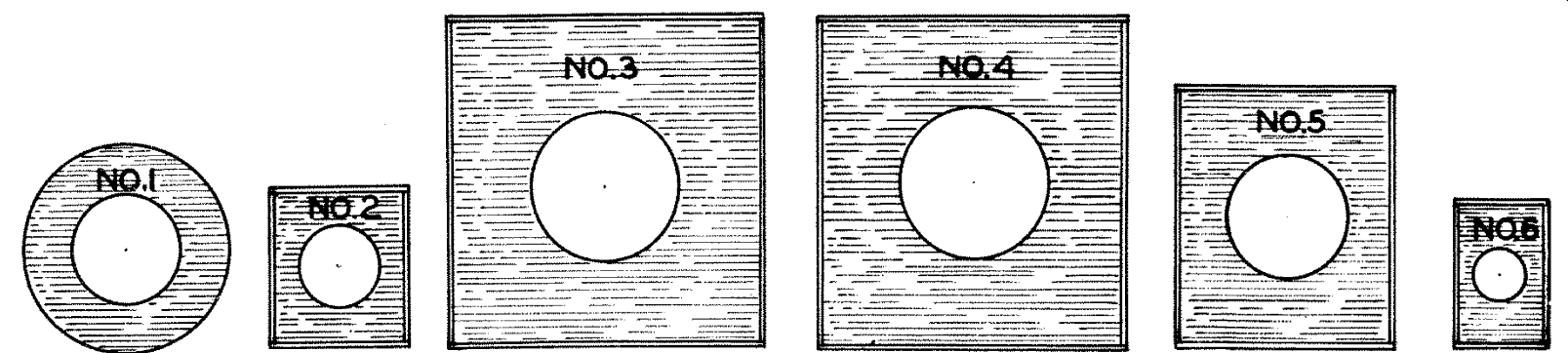
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AFTER BODY HAS BEEN ASSEMBLED CEMENT FORMER NO.1 TO FRONT OF BODY. CROSSGRAIN THE TWO NO.1 FORMERS FOR ADDED STRENGTH. PROPELLER UNIT SNAPS ON TO FORMER NO.1 WHEN RUBBER MOTOR IS INSTALLED.

BODY CROSS SECTIONS



DETAILED INSTRUCTIONS

Study plans and perspective sketches carefully and thoroughly before attempting model construction.

The following few additional tools and materials, other than those supplied, are necessary to build this flying airplane model. A small drawing board upon which to work and cement parts; about fifty small thin pins; a pair of pliers for bending shaft and some small pieces of sandpaper.

STEP No. 1 WINGS
MATERIAL: Die-cut to shape.

Bend wing up at middle and block up wing tips to proper dihedral. Apply a layer of cement to cracked surface and allow to dry thoroughly. Next, turn wing over and apply a thick layer of cement to bottom cracked section.

STEP No. 2 BODY-SIDES
MATERIAL: Die-cut formers and printed body sides.

Press out all discs from the various pieces needed to build the body. Apply cement to rear inside ends of body sides and place together. Hold into position with pins. Next put in former No.2. When these parts are dry place remaining formers into their proper positions and permit to dry. Body top and bottom can now be added. Put a layer of cement on top edges of body sides and place body top into position. Bottom of body is attached in the same manner. Sandpaper edges of body slightly "round." This gives body a finished appearance. Former No.1 must be cemented to front of body after body is completely finished.

STEP No. 3 BODY-DECORATIONS
MATERIAL: Die-cut pieces.

From the die-cut parts pick the various pieces needed to make the decorations. Build up headrest by cementing the two pieces at a 90 degree angle. When thoroughly dry, cement to body.

Two die-cut pieces are required to build the exhaust fairing. Note that these pieces are direct opposites and must be cemented together with printed portions toward the outside before attaching to body. Cement the two parts together to form one piece. Cement to body in proper position. Two wing mounts must be cemented together to form one piece. Cement these parts into positions designated on front of plan.

Bend a straight pin to required shape of tail skid and cement into place.

STEP No. 4 TAIL and RUDDER
MATERIAL: Die-cut parts.

Round outer edges of tail and rudder before cementing into place on body. Cement tail in place and then the rudder. Apply liberal amount of cement to proper surfaces before placing into position. Rudder emblems can now be cemented on both sides of rudder. Cut rudder emblems from front of plan and apply a layer of cement to backs of each. Place on rudder.

STEP No. 5 WINDSHIELD-CABIN WINDOWS
MATERIAL: Transparent material.

Material for windshield is supplied. Cut cellophane to shape shown on front

of plan and cement to front of pilot's cockpit. Cabin windows may be covered from the inside with a strip of cellophane.

STEP No. 6 PROPELLER
MATERIAL: Furnished.

Bend blades of die-cut propeller to desired pitch. Work blades to a cupped or concave shape using thumb and forefinger. Propeller is most efficient when propeller blade tips are at 45 degree angles to each other. Bend tabs up so shaft can be pushed through holes at propeller center.

STEP No. 7 PROPELLER UNIT
MATERIAL: Nosepiece, shaft and washers.

The stamped metal nosepiece, shaft and the washers are finished ready for use. Place shaft through nosepiece, then the washers and last through propeller center. Bend shaft over into a "U," pull back to side of propeller. Be sure shaft is aligned properly with blades so that they will revolve truly. Propeller unit is not attached to body until the final assembly.

STEP No. 8 LANDING GEAR
MATERIAL: Wire (formed).

The landing gear is formed ready for use. Place wheels on axles and bend wire back to hold wheels in place. Place rubber band over landing gear cradle, pull up and slip body through loop formed by rubber band and landing gear cradle. Pull landing gear back into proper position.

STEP No. 9 MOTOR
MATERIAL: Rubber 1/32" x 3/16" x 7" Two Bands.

Two large rubber bands are supplied. Tie them together to form a two strand rubber motor about 14" long. Attach rubber motor between propeller shaft

and rear motor crosspiece. Rubber motor can be easily inserted by threading or pulling into position with a piece of string dropped through body if held in a vertical position. Model is now ready for final assembly.

STEP No. 10 ASSEMBLING

Loop wing rubber band around body and slide wing through the two rubber loops. Center the wing so plane is evenly balanced. Wing may be moved forward or backward for various flight maneuvers. The movable wing feature prevents damage to model when striking any solid obstacle during flight.

STEP No. 11 FLYING

When model has been completely assembled it must be checked for center of gravity balance before trial flight is attempted. Place the forefingers at the mid-point of the wing tips and lift model to see whether it balances. If tail has a tendency to drop it denotes tail heaviness which may be overcome by adding a little weight to nose of ship. If nose has a tendency to point downward, add a little weight to tail. Use this procedure until proper balance is attained. Tacks or pins can be inserted into front or rear of model to produce proper balance. When plane remains horizontal, while suspended on finger tips, it can be considered balanced. A few short trial glides should be made AFTER the model has been properly balanced (not before). Model often can also be balanced by moving wing forward or backward WITHOUT the addition of any weight whatsoever on model. When gliding, if ship has tendency to climb and if it does not make a gradual glide downward, it indicates that tail is still a little too heavy. This must be offset by additional weight at front of model. To be certain that ship is correctly balanced, hold it, unwound, in position for launching and if the glide after leaving the hand is steady and consistent and goes forward 10 or 15 feet, ship can be considered as making a normal glide. Model is now ready for its trial flight. When gliding the ship do not launch it upward. Launch it with the nose pointed slightly downward which permits gravity to take effect. Before trying a powered flight it is advisable to test motor by winding propeller with right forefinger. Permit rubber motor to unwind completely, two or three times. At this time check trueness of propeller rotation. While turning propeller and thus winding rubber motor, hold model firmly by its nosepiece. The proper number of turns for rubber motor is attained when its coils or twists are fairly small and tight.