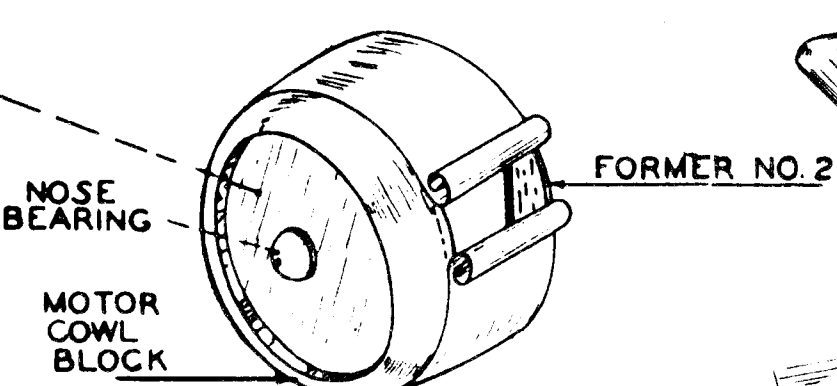




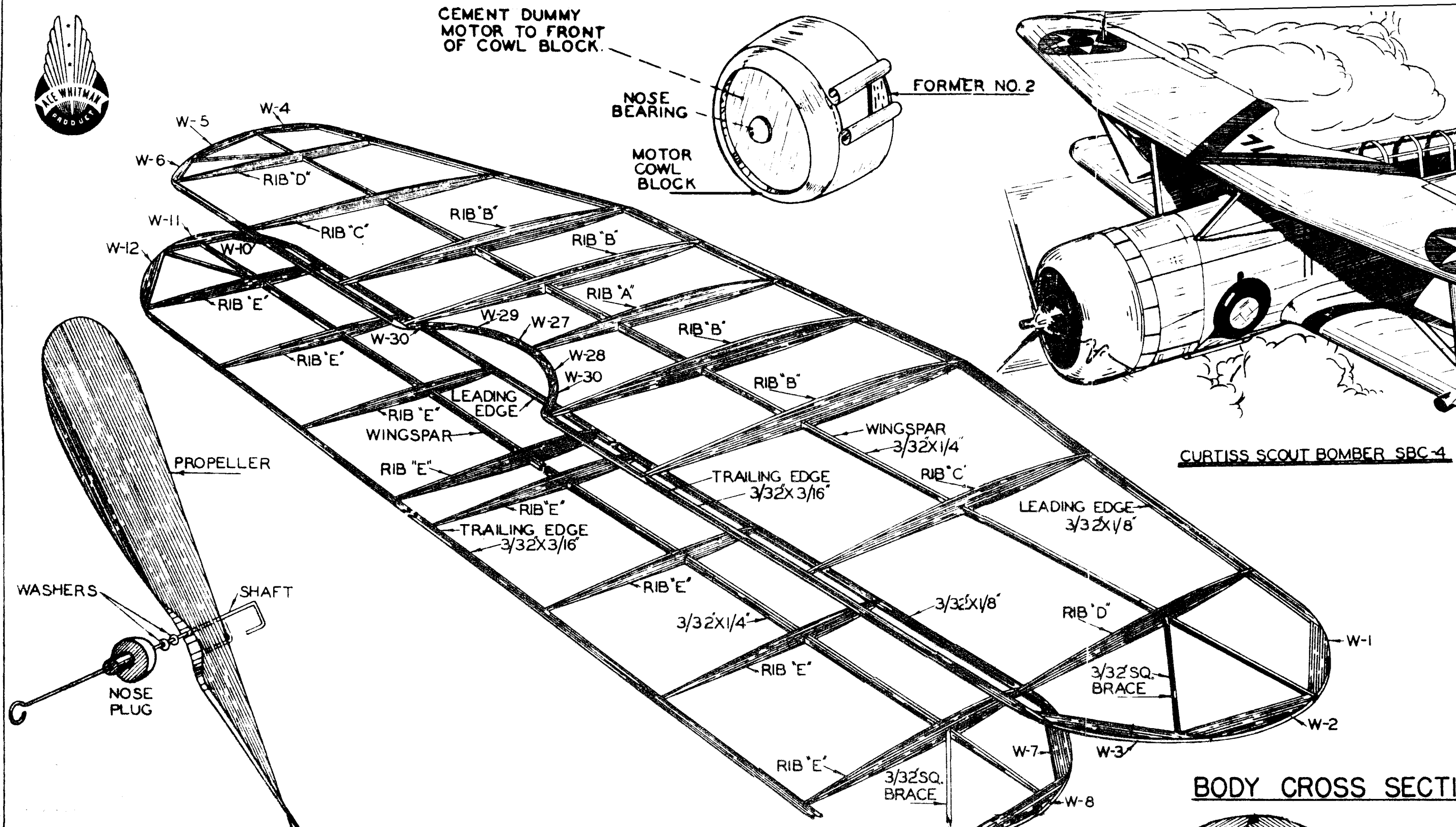




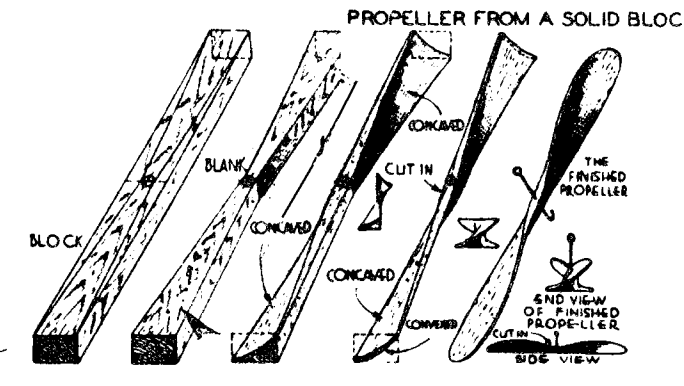
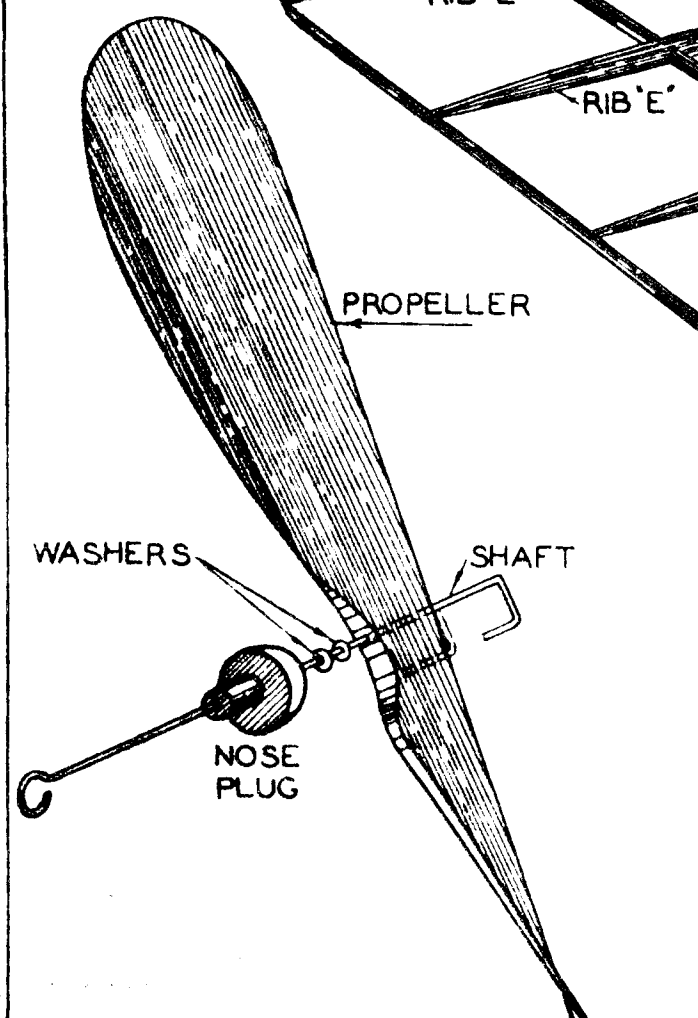
CEMENT DUMMY MOTOR TO FRONT OF COWL BLOCK.



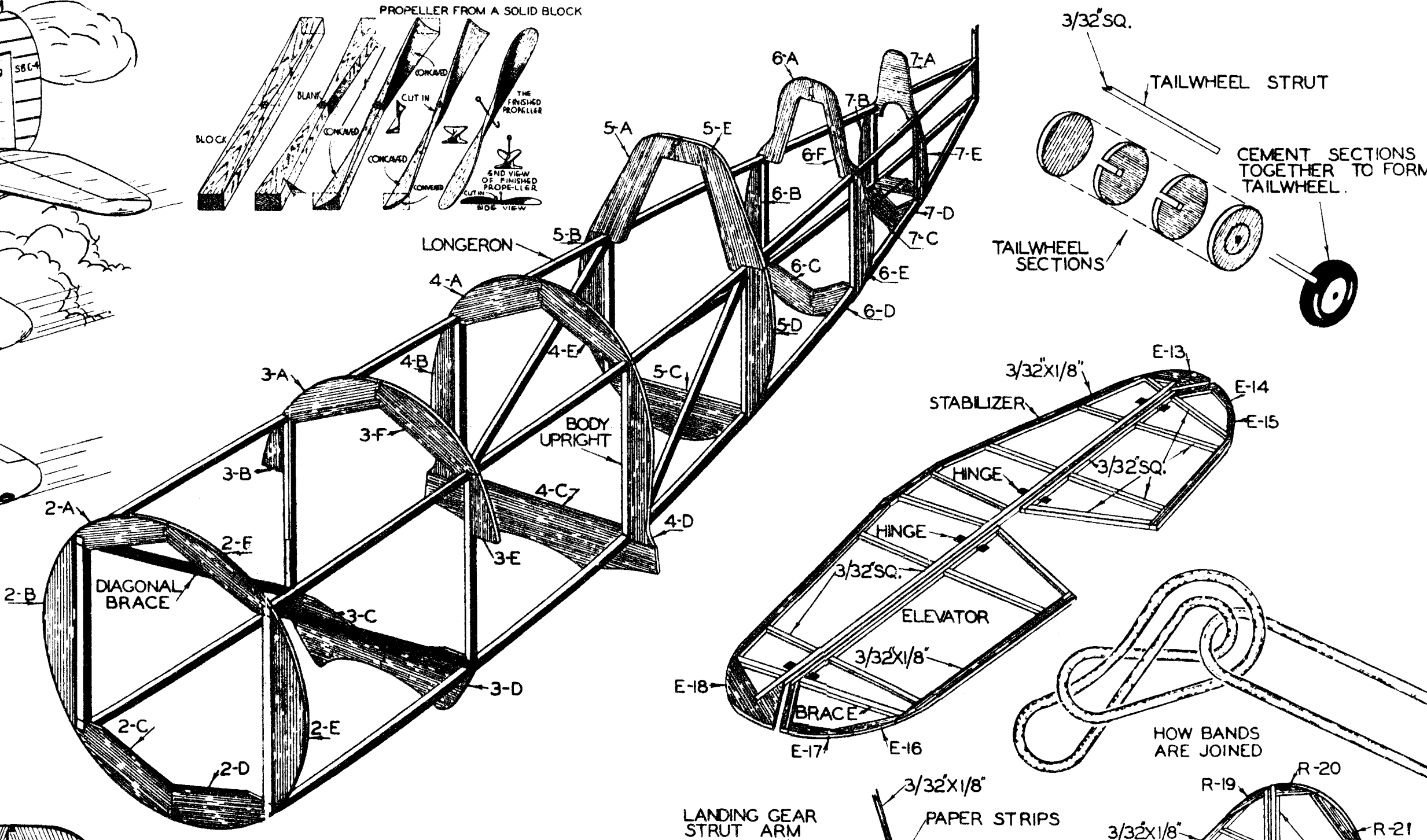
FORMER NO. 2



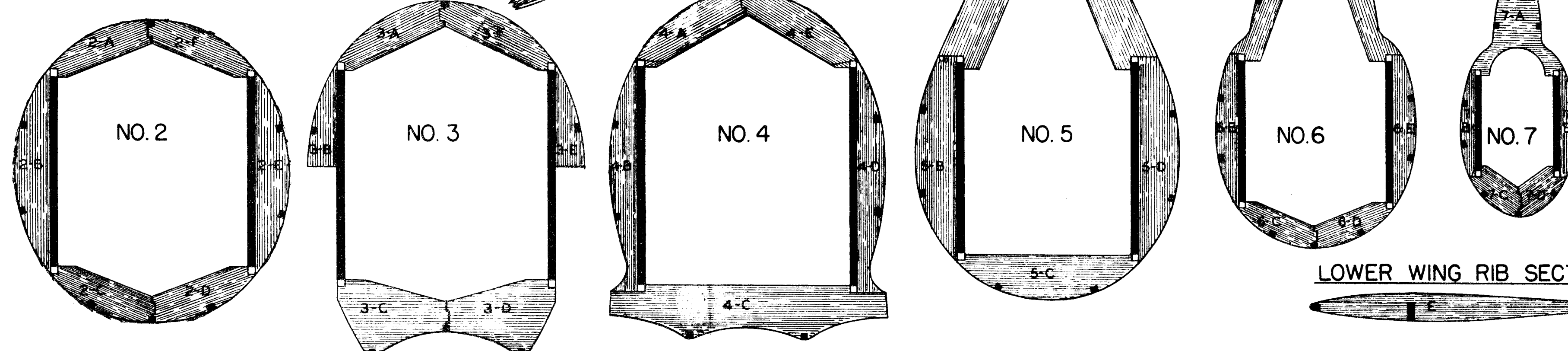
CURTISS SCOUT BOMBER SBC-4



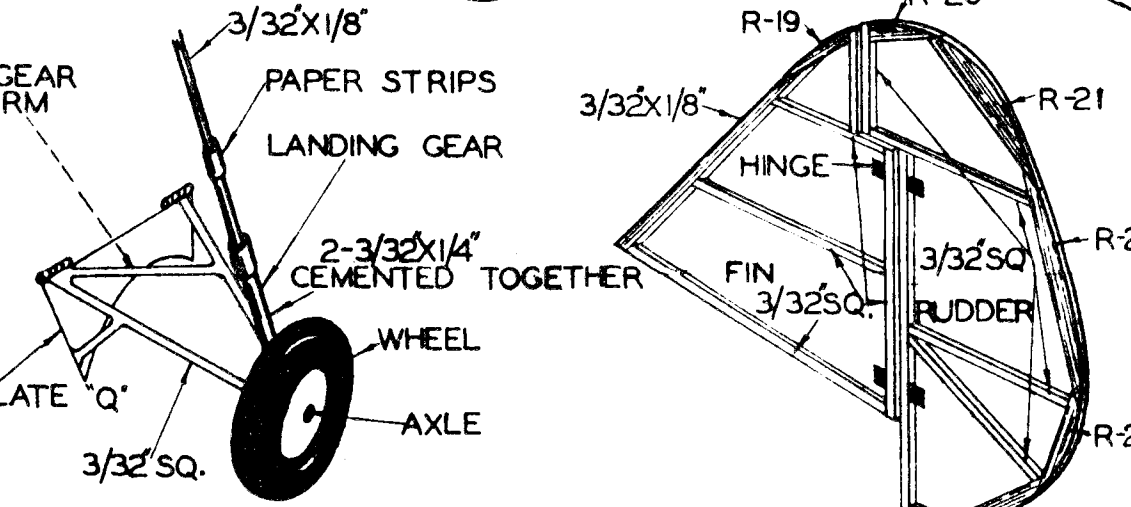
PROPELLER FROM A SOLID BLOCK



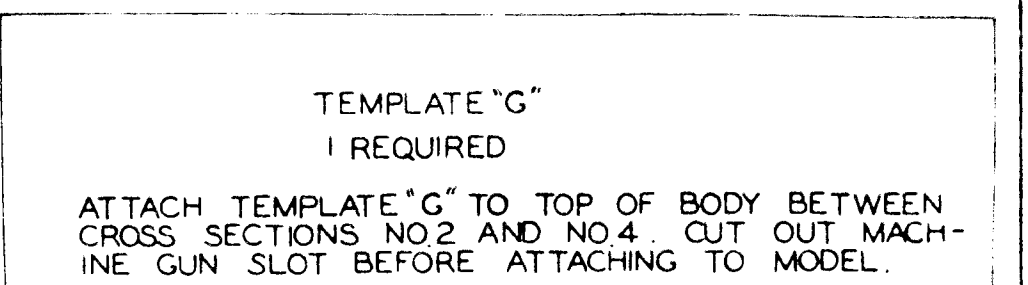
BODY CROSS SECTIONS



LOWER WING RIB SECTION



UPPER WING RIB SECTIONS



TEMPLATE "G" 1 REQUIRED

ATTACH TEMPLATE "G" TO TOP OF BODY BETWEEN CROSS SECTIONS NO. 2 AND NO. 4. CUT OUT MACHINE GUN SLOT BEFORE ATTACHING TO MODEL.

MACHINE GUN SLOT

TEMPLATE "H" 2 REQUIRED ATTACH TEMPLATE "H" TO SIDES OF BODY BETWEEN CROSS SECTIONS NO. 2 AND NO. 4

FOLD ON DOTTED LINE AND ATTACH DURING FINAL ASSEMBLY

WING STRUT TEMPLATE "L" 2 REQUIRED

TEMPLATE "O" 1 CUT LOWER WING FILLET TOP-REAR

ATTACH TO MODEL AFTER LOWER WINGS HAVE BEEN CE-MENTED TO MODEL.

DETAILED INSTRUCTIONS

Study plans, perspective sketches and instructions carefully and thoroughly before attempting model construction. Time and patience are required to make this exact scale model. Always bear this in mind. The following few additional tools and materials, other than those supplied, are necessary to build this airplane model: A razor blade (preferably one with a heavy rounded back); a small board upon which to work and cement parts; about fifty small thin pins; a pair of pliers for bending shaft; some small pieces of sandpaper; and a piece of waxed paper 12 x 36 inches.

STEP 1 • SANDPAPERING Material: Wood Block and Sandpaper (not furnished) For sandpapering obtain a small block of wood and fold sandpaper tightly around it. Rub sandpaper covered block with an outward motion LIGHTLY and SQUARELY on all balsac strips. Avoid rounding edges of square longitudinal pieces.

STEP 2 • SPARS, ETC. Material: Sanded Balsac Strips From the sanded strips select the correct sizes as required on the plan for leading edge, spar and trailing edge. Do this before any notches are cut in the so that fit will be very close or tight. A good close or tight fit requires less cement. Consequently, less weight will be added to the finished model.

STEP 3 • WING-RIBS-WING TIPS Material: Printed Balsac Rib Sheets With a razor blade cut out illustrated ribs and wing tips from rib sheets as they are needed in the process of building the wings. This will prevent pieces from being lost. Begin assembly by working over the wing in the top view. It is advisable to place a piece of waxed paper over plan to prevent wood parts from adhering to and tearing or soiling plan when they are removed.

STEP 4 • ELEVATORS AND STABILIZER Material: Balsac 1/2" sq., 1/2" x 1/4" and Printed Rib Sheets The tail is assembled in two units, namely, stabilizer and elevator. Sandpaper all strips as explained, before cutting to required lengths. Use waxed paper and pins in assembly. Cut cross members and cross braces to required sizes and cut curved tips from rib sheet. First, place cross members and then front and rear edges in position. Pin down firmly. Apply small amount of cement to cross braces and curved pieces before inserting and pinning down into position. When all pieces are in their proper places, allow cement to dry thoroughly before removing from plan. Two black strips are printed on rear of plan. These are to be used for paper hinges. Cut off hinges to required sizes and fit balsac cross members at positions indicated and insert hinges. Apply cement only to outer edges of hinges.

STEP 5 • RUDDER Material: Balsac 1/2" sq. and Printed Rib Sheets Cut required parts from rib sheets. Assemble rudder in two units, namely first the fin and then the rudder. Work over side view. Rudder is assembled in the same manner as stabilizer. Allow cement to dry thoroughly before removing from plan. Paper control hinges can now be inserted.

STEP 6 • BODY SIDES Material: 1/2" sq. Balsac Cover side view of plan with waxed paper. Assemble body sides over side view. First pin down longerons. Next put in upright members. Start at front and work toward rear. Cut uprights to size and apply cement to ends before dropping into their correct positions. Now put in diagonal braces. When thoroughly dry, remove body side from plan. As two such sides are required, replace waxed paper over plan and make another similar body side.

STEP 7 • MOTOR COWL AND COWL COVER Turned Cowl and Template "M" A ready turned cowl is supplied. Sandpaper edge until smooth. Trace cowl over template from plan onto stiff paper. Bend into a cylindrical form, overlap one edge until proper fit is attained. While this part is drying slip it over motor cowl and check size to assure a snug fit. Cement cowl cover to motor cowl. Do not cement cowl to front of ship until body has been completely covered with tissue.

STEP 8 • PROPELLER Material: Cellulophane A machine cut propeller is supplied. However, it is not completely finished. Sandpaper corners and edges round. Propeller must be balanced. Do this by piercing propeller center with a very thin pin which in turn is stuck to the edge of a board thus permitting propeller to revolve FREELY. When propeller is properly balanced it will remain stationary, on its shaft, in any position. Sandpaper heavier blade until balance is attained.

STEP 9 • BODY STRINGERS Material: Balsac 1/2" sq. The same kind of materials are used for both longerons and stringers. Smooth with sandpaper, cut to required lengths and cement into positions indicated BY NOTCHES IN FORMERS as stringers are purposely not shown on plan. They run lengthwise along outside of body to help round out body and support covering.

STEP 10 • TEMPLATES Printed on Plan All stiff paper templates are shown in full size on plan. Use plain white paper about the same thickness as the balsac material. With carbon paper trace these templates onto stiff paper. Cut out traced forms to exact size, bend to required shape and cement into position during the process of assembly. Apply cement to proper edges and hold or pin into position until cement is thoroughly dry.

STEP 11 • LANDING GEAR AND TAIL WHEEL Material: 1/2" sq., 1/2" x 1/4" and Printed Rib Sheets Build up landing gear struts from 1/2" x 1/4" stripwood pieces. Cement two pieces together to form one landing gear strut. Sandpaper round and attach thin paper strips to imitate oleo strut collars. The landing gear strut arms are constructed from 1/2" sq. stripwood. Assemble over full size drawing on front side of plan. Sandpaper round to imitate tubing. Put on all other necessary details before assembling entire landing gear. The tail wheel is made from four separate pieces. Cut them from the rib sheets. Cement the various pieces together, and "cross-grain" every individual piece. This is done to attain extra strength and to avoid warping. The two middle pieces have slots or notches for inserting tail wheel strut. These notches or slots must be matched when building up tail wheel as tail wheel STRUT is inserted into them. After cement is thoroughly dry, round outer edges to a tire shape. Now insert tail wheel strut.

STEP 12 • CABANE AND WING STRUTS Material: 1/2" sq., 1/2" x 1/4" and Template "L" Trace two templates "L" from plan and fold on dotted line. Cut

2 pieces of 1/2" sq. stripwood to correct lengths for wing strut spacers. Cement spacers into position and join the rear edges. The cabane struts are made from pieces of 1/2" x 1/4" stripwood cut to correct length as shown on front of plan. Sandpaper edges round and attach on proper positions on model.

STEP 13 • BEARING, ETC. Material: Furnished The bearing shaft and washers are all furnished ready to use. Note that the shaft is placed first through the bearing then through the washers and next through the propeller. Bend shaft over into a "U" pull back into hub of propeller and cement securely. Be sure shaft is aligned properly with blades so they will revolve truly. As tension of rubber motor will hold nose bearing in position DO NOT cement it to motor cowl. This will permit propeller unit to be readily removable from front of ship. Now insert rear motor hook into position shown in side view. Cement securely.

STEP 14 • COVERING, ETC. All individual complete parts are to be covered all around or on all sides. First sandpaper all rough edges and make all corners slightly rounded. Fit the tissue paper first, a section at a time, then apply cement and finally attach tissue and allow it to dry. Cover all parts completely and apply as much tissue in one section as possible without undue wrinkling. Cover body sections, where stringers are used in narrow longitudinal strips applied between each stringer over entire length of body. This prevents undue wrinkling and produces a much smoother appearance when tissue is tightened by shrinking, as explained. With a very fine atomizer or insect gun, spray entire covering of framework very lightly with water. Allow parts to dry. The tissue shrinks as it dries. This gives the parts a smooth tightly stretched covering.

STEP 15 • WINDSHIELD AND COCKPIT WINDOWS Material: Cellulophane Make windshield and cockpit windows from discarded cellophane used in wrapping various packages. Cut and fit material until proper size and shape are attained. Insert pilots and instrument panel before cementing windshield into position. Apply cement to outer edges of pieces and place into position.

STEP 16 • RUBBER MOTOR Material: Rubber 1/2" x 1/4" x 7" (2 Bands) Two large rubber bands are supplied. Tie them together to form a two strand rubber motor about 14" long. Sketch shows how bands are joined. Attach rubber motor between propeller shaft and rear motor hook. 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. At front of ship nose plug is removable, but at rear of ship a small opening in the covering should be provided for inserting the rubber motor.

STEP 17 • ASSEMBLING-THREAD Material: Balsac (not furnished) A view of the scale propeller is shown on front of plan for those who do not wish to use the machine cut propeller supplied.

STEP 18 • DECORATIONS Material: Printed on Sav-A-Plane Strips Cut various decorations from Sav-A-Plane strips. Apply a thin layer of cement to backs and place in positions. Rudder numbers are printed in small type on Sav-A-Plane strip. Cut out and attach to both sides of rudder. Cement dummy motor into front indentation of cowl block.

STEP 19 • RUBBER MOTOR Material: Rubber 1/2" x 1/4" x 7" (2 Bands) Two large rubber bands are supplied. Tie them together to form a two strand rubber motor about 14" long. Sketch shows how bands are joined. Attach rubber motor between propeller shaft and rear motor hook. 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. At front of ship nose plug is removable, but at rear of ship a small opening in the covering should be provided for inserting the rubber motor.

STEP 20 • SCALE PROPELLER Material: Balsac (not furnished) A view of the scale propeller is shown on front of plan for those who do not wish to use the machine cut propeller supplied.

STEP 21 • FLYING Sav-A-Plane can now be filed away for future reference.

checked for center of gravity balance before a trial flight is attempted. Place the forewings at the midpoint 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 first before. 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 true-ness of propeller rotation. While turning propeller and thus winding rubber motor, hold model firmly by its noseblock. The proper number of turns for rubber motor is attained when its coils or twists are fairly small and tight. For convenience of model builder all ribs, formers, etc., as shown on printed sheets are duplicated on this plan for use in final checking, reporting and for the building of additional models.

STEP 22 • FLYING Sav-A-Plane can now be filed away for future reference.