

PRINTED INSTRUCTIONS
New Type, Read Carefully

In order to build the model correctly, study plans, perspective sketches and read instructions thoroughly. The type of construction is new, different and should be thoroughly understood before any attempt is made to build the model. The following instructions, other than those that are in italics, are for the construction of the model. They are written in a way that you can follow them. They are written in a way that you can follow them. They are written in a way that you can follow them.

STEP 1 - BULKHEADS-RIBS
Material: Whitboard Sheet
Build out all bulkheads. They must be spaced at 1/8" intervals. They must be spaced at 1/8" intervals. They must be spaced at 1/8" intervals.

STEP 2 - FUSELAGE
Material: Whitboard Sheet
Place wadding paper over plan to protect it from cement. Assemble wing panels in two units, namely left and right wing panels. Place main spars, leading and trailing edges and ribs in their proper positions. Bind all ribs at strategic positions at right angles and secure stringers. Cement all joints carefully with Ace Whitman or other good quality model airplane cement. After all stringers have been properly inserted, check entire body for alignment. All bulkheads should be at right angles to the fuselage. If in any way not square, they should be corrected by carefully pulling it out of body from the front. Remove wadding paper as the rig is built and the fuselage is covered and taped. Attach your motor case to the top in perspective sketch to front of plan.

STEP 3 - WINGS, RIBS, WING TIPS (FRAMEWORK)
Material: Whitboard Sheet and Paper
Place wadding paper over plan to protect it from cement. Assemble wing panels in two units, namely left and right wing panels. Place main spars, leading and trailing edges and ribs in their proper positions. Bind all ribs at strategic positions at right angles and secure stringers. Cement all joints carefully with Ace Whitman or other good quality model airplane cement. After all stringers have been properly inserted, check entire body for alignment. All bulkheads should be at right angles to the fuselage. If in any way not square, they should be corrected by carefully pulling it out of body from the front. Remove wadding paper as the rig is built and the fuselage is covered and taped. Attach your motor case to the top in perspective sketch to front of plan.

STEP 4 - TEMPLATES
Material: Heavy Paper
If you are to be used for future reference, all templates must be traced with care on paper. Do NOT REMOVE TAPES from the stencils or your position on bulkheads, ribs or other die-cut parts. These stencils are to be used over all other parts and they provide a ready means of checking and so reference can be made to them later if desired.

STEP 5 - SPARS AND STRINGERS
Material: Sanded Whitboard Sheet
With a dull razor blade or with the razor edge of a sharp knife, cut out the spars and stringers on round corners do not cut at right angles. Cut all sanded and prepared strips in a safe place as provided in the plans.

STEP 6 - ASSEMBLY JIG
The jig is ready for use when it has been formed into a right angle of 90° and received its bulkhead positions. It is to be used as projected from the side view of plan at bottom of page.

STEP 7 - PROPELLER
These propeller blades are provided. Twist all three blades to a balanced shape, and attach to propeller hub which must be made as shown on plan. Next, glue blades firmly to their respective hubs and band with thread or paper strip around in cement. Fasten end of blades to drill block. Front of blades drive and the rear end to the motor case. Now attach short end of motor case to propeller. This propeller serves as both motor and flying propeller.

STEP 8 - RUBBER MOTOR
No rubber motor is supplied due to the war, but model builders can usually obtain sufficient rubber from old tires, stationary or motor store. They can also obtain rubber from old tires, stationary or motor store. They can also obtain rubber from old tires, stationary or motor store.

STEP 9 - FLYING AND ADJUSTING
When the model is completely assembled, it must be checked for center of gravity balance before a first flight is attempted. Place the airplane on the mid-point of the wing tip and tilt the model. It should remain horizontal. If it is too heavy, add weight to nose. If it is too light, add weight to tail. The model is now ready for its first flight. Do not forget to check the motor before you fly. The motor should be checked for proper operation. The motor should be checked for proper operation. The motor should be checked for proper operation.

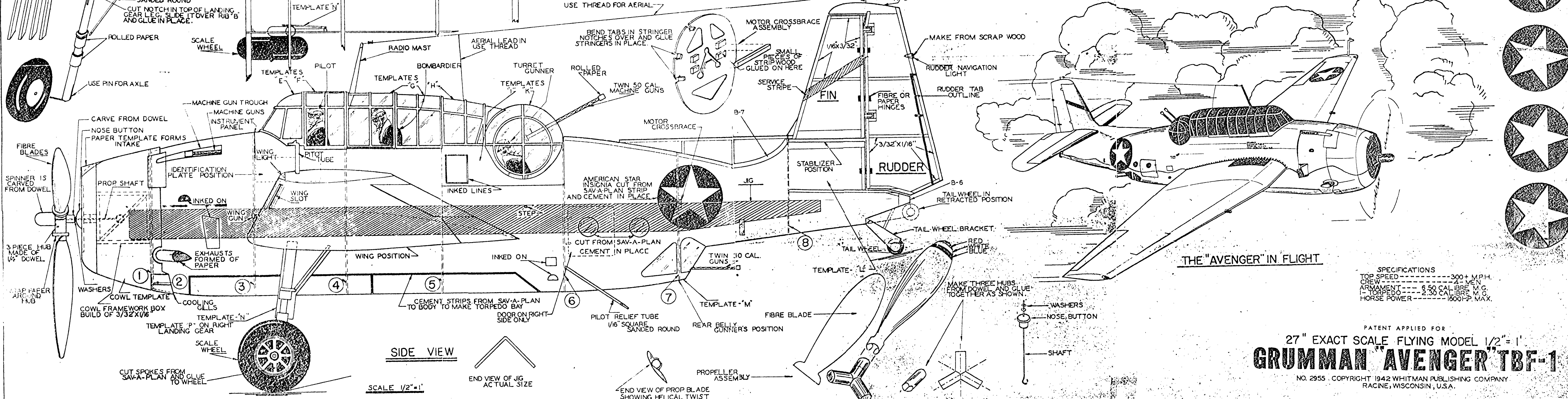
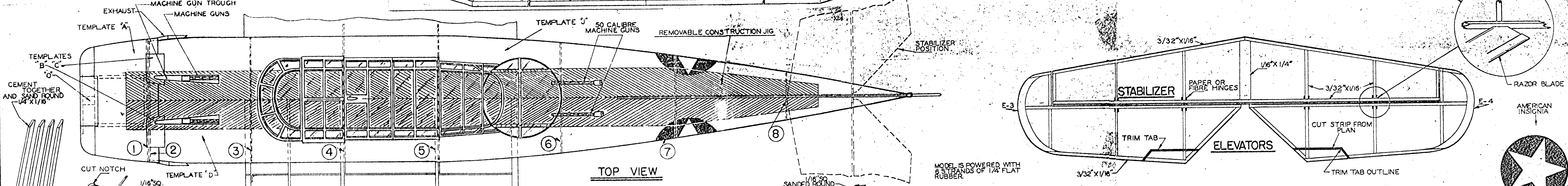
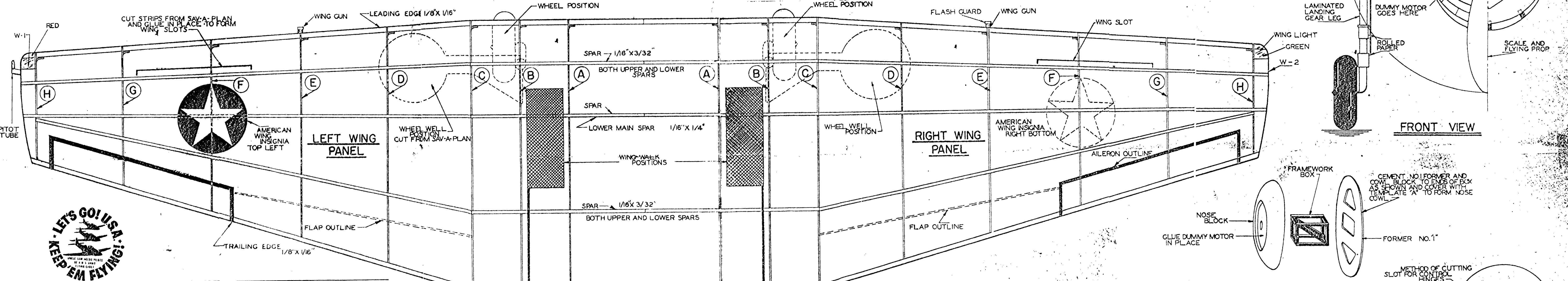
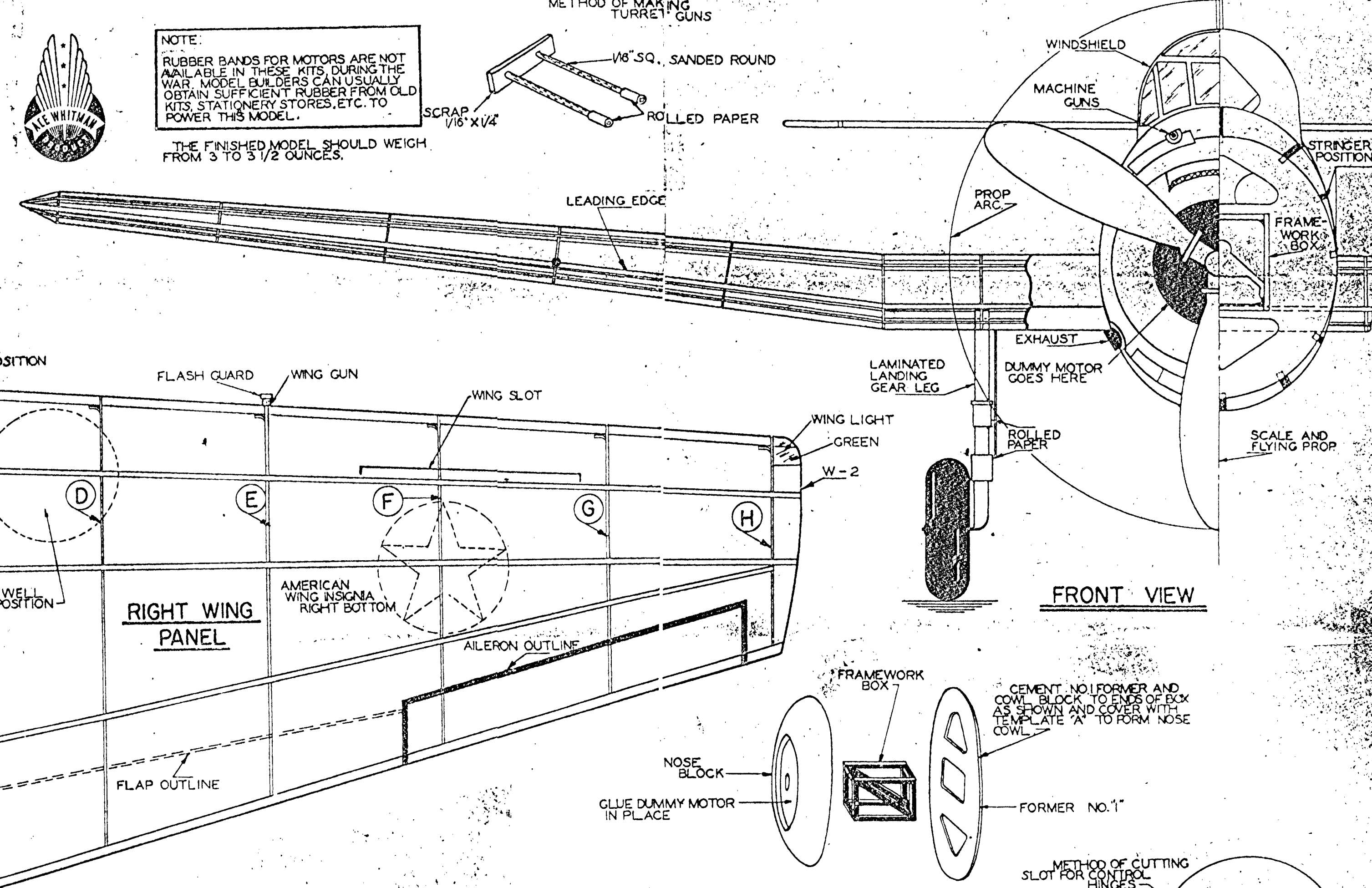
STEP 10 - COVERING
Before covering, sand entire model to remove all rough edges and make all curves slightly round. Lay out fuselage paper on directed on back of plan. If this is done, model can be readily covered with tissue provided. If instructions are not followed, a shortage of tissue may result. Best results will be obtained if tissue is wet when applied, although it may be applied in the dry state. If applied "dry" spray entire framework with water from a very fine spray gun or atomizer. This will saturate the tissue, for use in dry state. It leaves a very fine coating. To prevent this coating, pour the entire model with Ace Whitman model airplane dope or a preparation of similar nature. These coats will give excellent results.

STEP 11 - ASSEMBLY AND DECORATION
Attach tail surfaces to body as shown, be sure they are lined up with fuselage. Cut various templates and decorations from Spar-Plan and attach to model. Use small amounts of cement. Cut star insignia from plan and attach to left top and right bottom of the wing and to both sides of fuselage.

STEP 12 - PROPELLER
These propeller blades are provided. Twist all three blades to a balanced shape, and attach to propeller hub which must be made as shown on plan. Next, glue blades firmly to their respective hubs and band with thread or paper strip around in cement. Fasten end of blades to drill block. Front of blades drive and the rear end to the motor case. Now attach short end of motor case to propeller. This propeller serves as both motor and flying propeller.

NOTE:
RUBBER BANDS FOR MOTORS ARE NOT AVAILABLE IN THESE KITS DURING THE WAR. MODEL BUILDERS CAN USUALLY OBTAIN SUFFICIENT RUBBER FROM OLD KITS, STATIONERY STORES, ETC., TO POWER THIS MODEL.

THE FINISHED MODEL SHOULD WEIGH FROM 3 TO 3 1/2 OUNCES.



THE "AVENGER" IN FLIGHT

SPECIFICATIONS
TOP SPEED ----- 300+ M.P.H.
CREW ----- 2
ARMAMENT ----- 6 .50 CAL. B.R. M.G.
TORPEDO ----- 1
HORSE POWER ----- 1000 P. MAX.

27" EXACT SCALE FLYING MODEL 1/2" = 1'
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