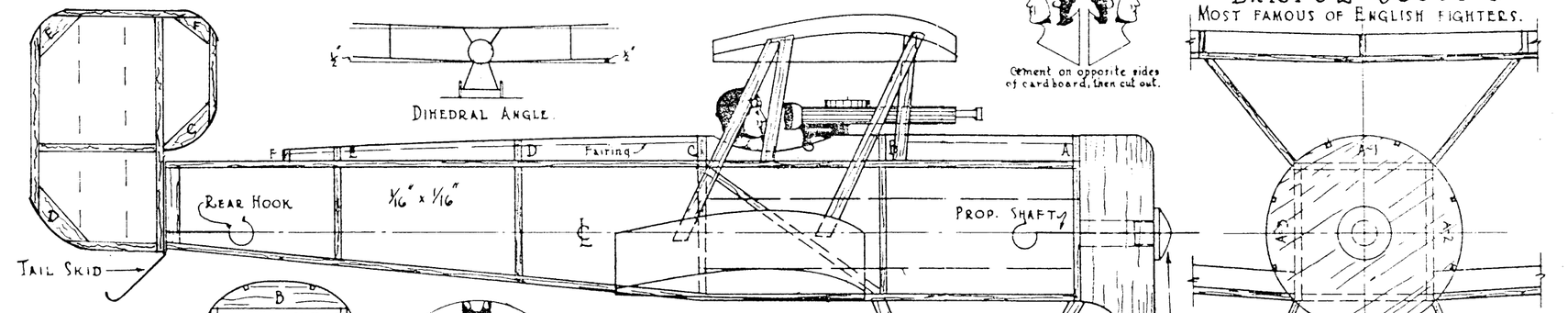
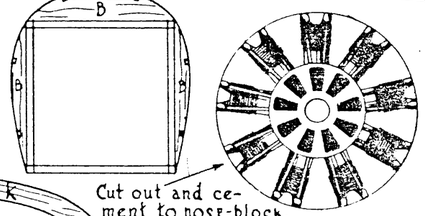
COLOR SCHEME
BODY – ORANGE. WINGS & TAIL – WHITE.

MEGOW'S PLANS
• BRISTOL SCOUT "D" •
MOST FAMOUS OF ENGLISH FIGHTERS.

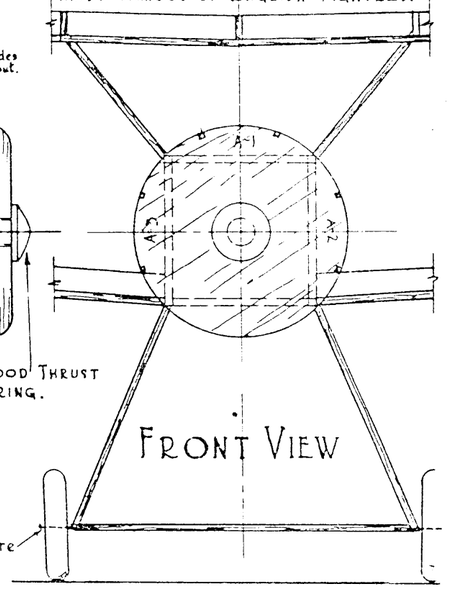


Cement on opposite sides of cardboard, then cut out.

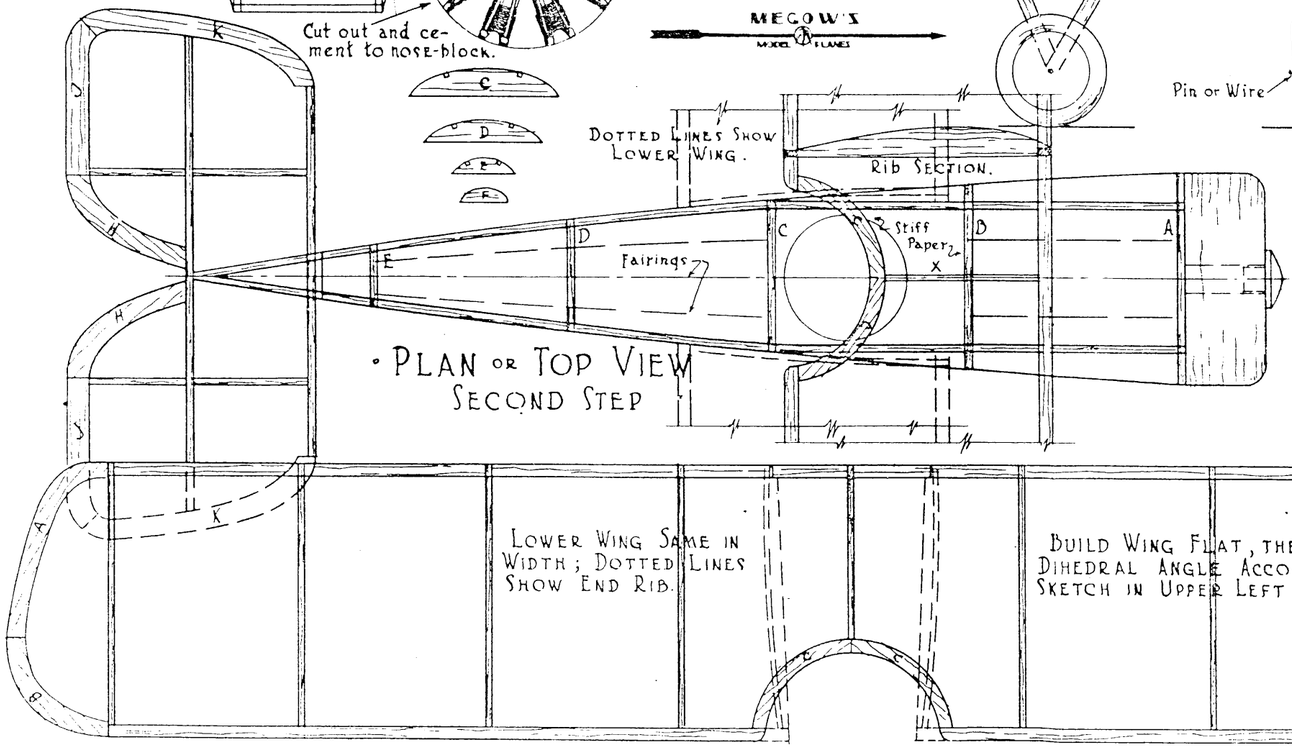
SIDE VIEW
• START BODY HERE.



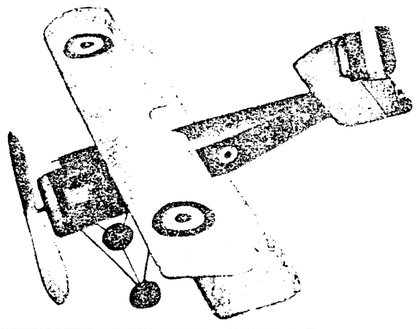
MEGOW'S MODEL FLYERS



FRONT VIEW

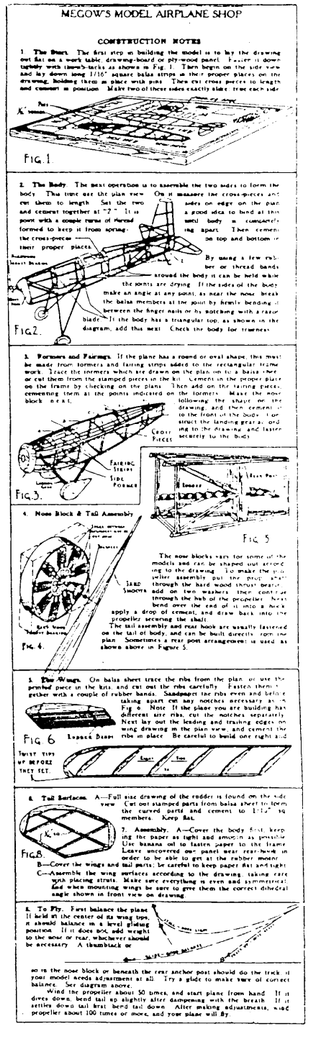


• PLAN OR TOP VIEW
SECOND STEP



LOWER WING SAME IN WIDTH; DOTTED LINES SHOW END RIB.

BUILD WING FLAT, THEN BEND DIHEDRAL ANGLE ACCORDING TO SKETCH IN UPPER LEFT CORNER.



MEGOW'S MODEL AIRPLANE SHOP

CONSTRUCTION NOTES

1. The Start. The first step at building the model is to lay the drawing out flat on a work table, drawing-board or ply-wood panel. Cover it down tightly with sheets-tacks as shown in Fig. 1. Then begin on the side view and lay down long 1/16" square balsa strips at their proper places on the drawing, holding them in place with pins. Then cut these pieces to length and cement or pin-join. Make two of these sides exactly alike. Join each side

Fig. 1

2. The Body. The next operation is to assemble the two sides to form the body. This time use the plan view. On it measure the cross-pieces and cut them to length. Set the two sides on edge on the plan and cement together at "2". It is a good idea to bend at this point with a couple turns of thread formed to keep it from spring- ing apart. Then cement the cross-pieces in their proper places. Bend the rear end of body to a compact- ness and lay down on top and bottom re-

By using a few rub- ber or thread bands around the body it can be held while the joints are drying. If the sides of the body make an angle at any point as near the nose break the balsa members at the point by kinks- bending between the finger nails or by notching with a razor blade. If the body has a triangular top as shown in the diagram, add this next. Check the body for trueness

Fig. 2

3. Formers and Fairings. If the plans has a round or oval shape, this must be made from formers and fairing strips added to the rectangular frame- work. Trace the formers which are drawn on the plan on to a balsa sheet or cut them from the stamped pieces in the kit. Cement on the proper plate on the frame by checking on the plan. Then add on the fairing pieces, cementing them at the points indicated on the formers. Make the nose- block next, following the shape as set in drawing, and then cement it to the front of the body. Add or subtract the landing gear, and glue in the drawing and fasten securely to the body.

Fig. 3

Fig. 5

4. Nose Block & Tail Assembly. The nose blocks vary for some of the models and can be shaped and arranged according to the drawing. To make the pro- peller assembly put the propeller shaft through the hard wood thrust bearing, add on two washers then insert the shaft through the hub of the propeller. Next bend over the end of it into a hook, apply a drop of cement, and draw back into the propeller securing the shaft.

The tail assembly and rear hook are usually fastened on the tail of body, and can be readily seen on the plan. Sometimes a rear post arrangement is used as shown above in Figure 5.

Fig. 4

5. The Wings. On balsa sheet trace the ribs from the plan, or use the punched pieces in the kits, and cut out the ribs carefully. Fasten them together with a couple of rubber bands. Sandpaper the ribs even and bevel- taking apart cut any notches necessary as in Fig. 6. Note: If the plans you are building has different size ribs, cut the notches separately. Next lay out the leading and trailing edges on wing drawing in the plan view, and cement the rib in place. Be careful to build one right and

Fig 6

6. Tail Surfaces. A—Full size drawing of the rudder is found on the side view. Cut out stamped parts from balsa sheet to form the curved parts and cement to 1/16" sq members. Keep flat.

Fig 8

7. Assembly. A—Cover the body first, keep- ing the paper as tight and smooth as possible. Use banana oil to fasten paper to the frame. Leave uncovered one panel near rear hook in order to be able to get at the rubber motor.

B—Cover the wings and tail parts, be careful to keep paper flat and tight.

C—Assemble the wing members according to the drawing, taking care when placing struts. Make sure everything is even and symmetrical. And when mounting wings to body to give them the correct dihedral angle shown in front view on drawing.

8. To Fly. First balance the plane by hold on the center of its wings, it should balance in a level gliding position. If it does not, add weight to the nose or rear, whichever should be necessary. A thumbtack or

so to the nose block or beneath the rear anchor post should do the trick if your model needs adjustments at all. Try a glide to make sure of correct balance. See diagram above.

Wind the propeller about 50 times, and start plane from hand. If it dives down, bend tail up slightly after dampening with the breath. If it settles down tail first bend tail down. After making adjustments, wind propeller about 100 times or more, and your plane will fly.