There are several notes I need to provide to aid you with the enclosed package. The original kits used 1/16" balsa. Since I wanted to print these directly on balsa sheet I developed the parts for 1/32" balsa sheet. My printer will handle up to 1/20" sheet, but I find 1/32" is a little easier to handle in the printer. As a result, some of the parts have been drawn to allow for cross grain laminations. The fuselage formers are a good example. The fin as also been drawn with a mirror image to allow for markings on both sides. This works fine as long as you are using 1/32" sheet stock.

I like to use a removable nose for winding. The parts have been drawn with this in mind. The nose former has been drawn so a removable nose plug can be used. A colored nose plug has also been drawn. For the Spitfire, you need a thick nose plug to get the thrust bearing in the proper location for the prop and spinner. Back the colored nose piece with cross grained laminations provided in the drawings. Use enough laminations to allow the prop to clear the fuselage. This assembly will then plug into the opening formed by the fuselage structure. I like to use a Peck thrust bearing for 1/32" prop shafts in the removable nose plug.

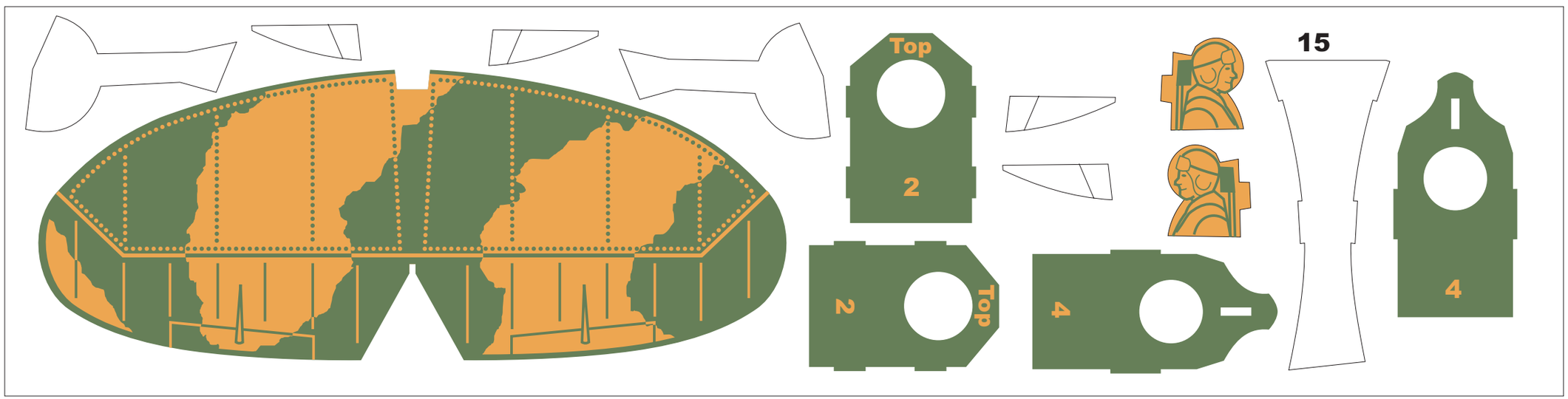
When using 1/32" sheet for the fuselage sides, I was concerned about the load of a fully wound motor on the rear motor peg. I like to use a piece of 3/32" aluminum tubing for the rear peg. Makes holding the model in a winding stooge very easy. To create a bit more strength at the rear peg, I apply a 3/8" diameter disk of 1/64” plywood to the inside of each fuselage side at the peg location. This has proven to be plenty strong for a fully wound motor of 1/8" Tan II rubber. A piece of 3/32” OD aluminum tubing is used for the rear motor peg.

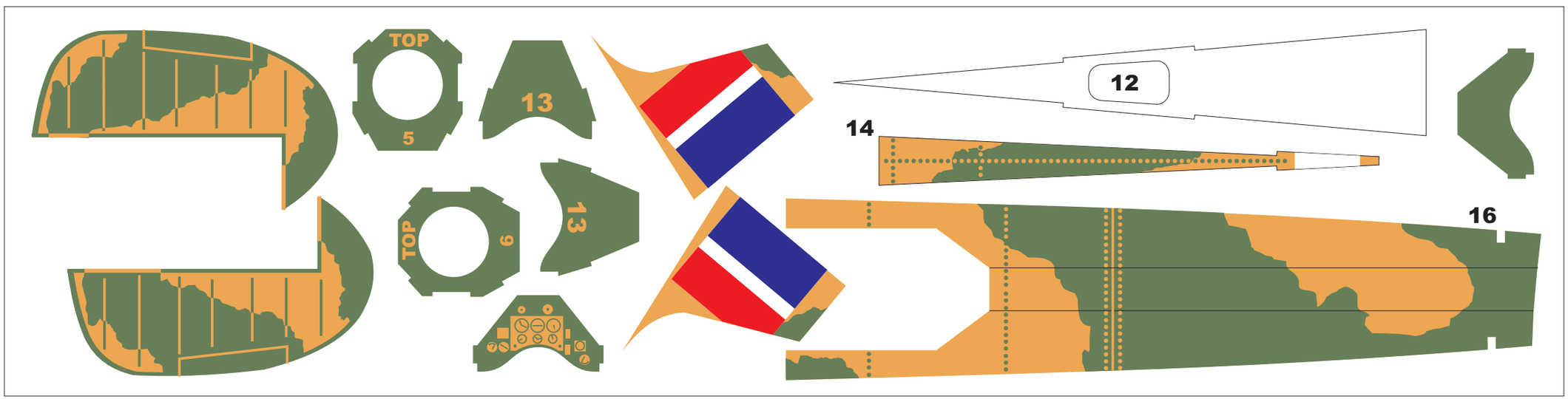
The landing gear parts for the Spitfire have been drawn per the original kit. Mirrored parts have also been drawn to allow sandwiching the landing gear legs between the 1/32” balsa parts. This makes a nicer looking installation and is quite strong. The location of the gear legs has been printed on each wing panel. You will see a line with a circle on one end. Push the landing gear wire through the printed circle. The bent wire will line up with the printed line.

The original kits came with a vacuum canopy and an injection molded spinner. A drawing has been provided that will allow you to develop forms for making your own vacuum formed parts. The original kit spinner came in red plastic.

I do hope you build and enjoy a model from this plan package.

Paul Bradley


Top
2
2
Top
4
15
4


TOP
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13
TOP
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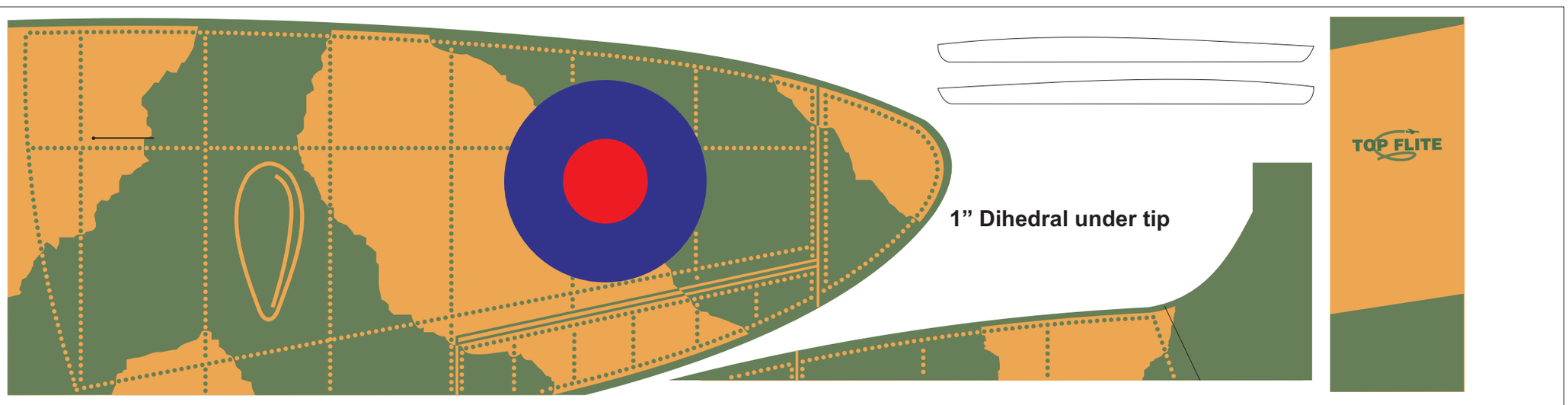
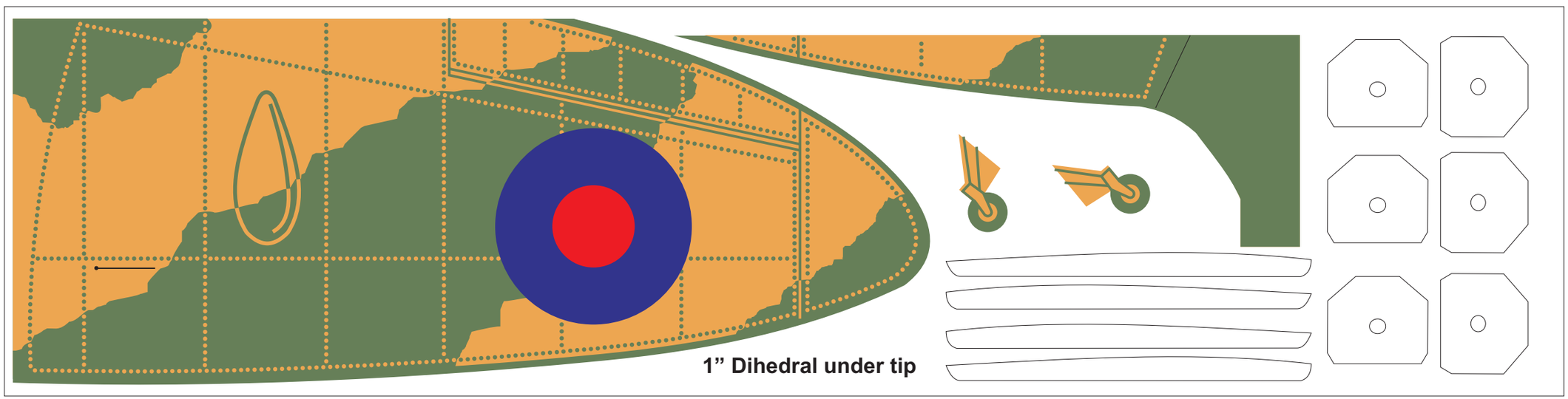
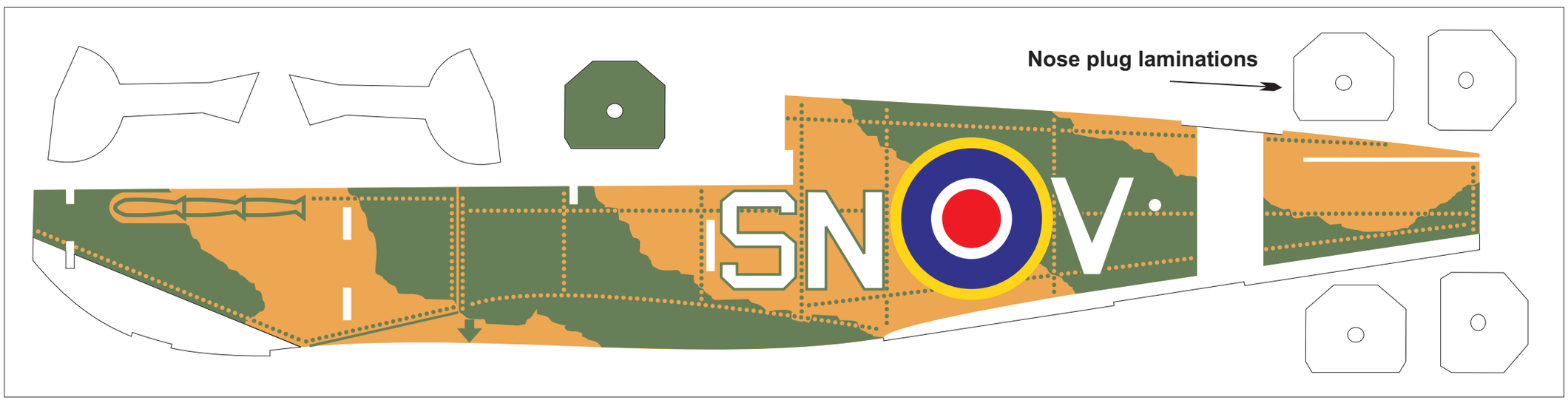
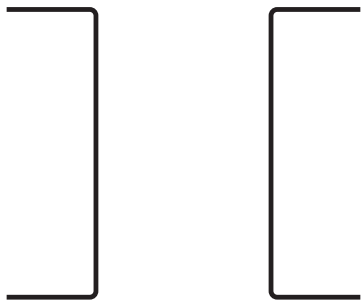

1” Dihedral under tip
TOP FLITE

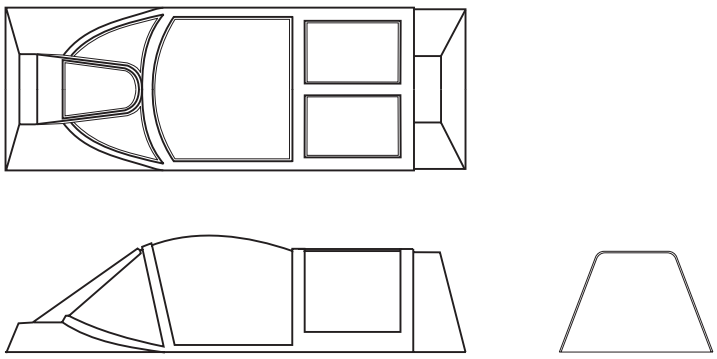

1” Dihedral under tip

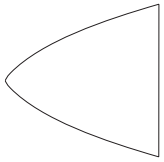

VOSN
Note: Right side nose is
shorter for right thrust


Nose plug laminations



Landing Gear
Make from .025 music wire
Wheels are .75” diameter

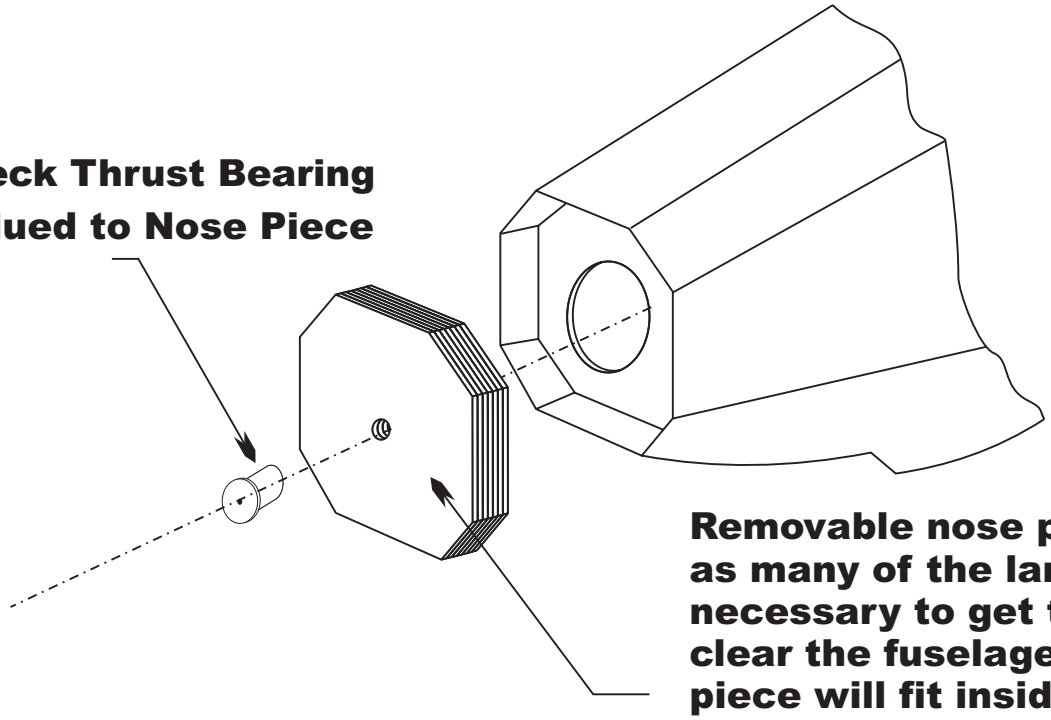




Spinner

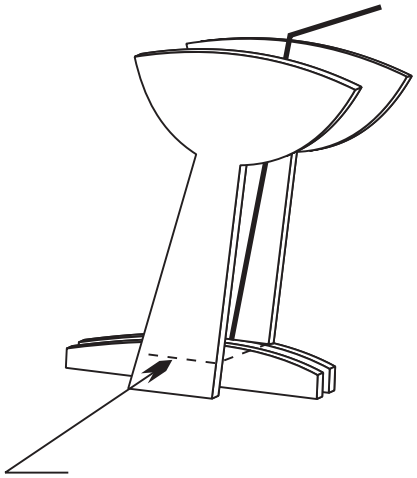
Spitfire

Modification to the nose to allow for a removable noise piece for stretch winding. (Same as Me-109 shown here)



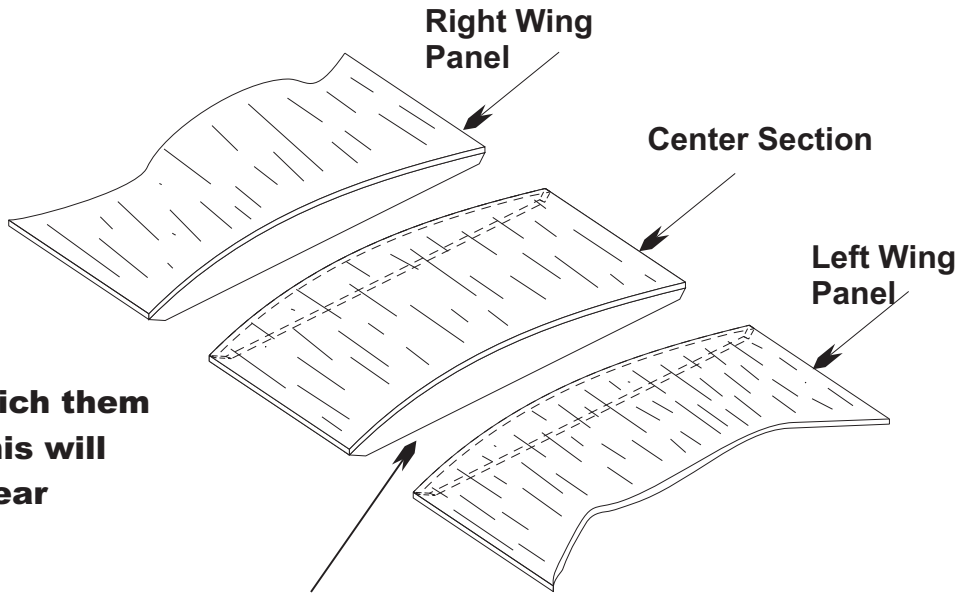
Removable nose piece. Use as many of the laminations as necessary to get the prop to clear the fuselage. The nose piece will fit inside the nose shell.

Landing Gear Covers



Trim the covers here and sandwich them around the landing gear legs. This will give a cleaner looking landing gear assembly.

Wing Center Section

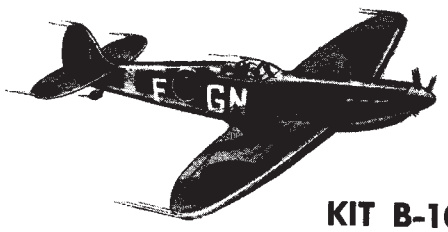


Glue ribs to each end of the center section. Glue a rib to the root end of each wing panel and the mid span location noted on the wing drawing. Block up the tip of each wing panel 1 inch and sand the root vertical using the edge of the work bench as a guide. Glue each wing panel to the center section. Each tip should be elevated 1 inch from the building board.

FOR A WELL-BUILT M

TOP FLITE
MODELS INC.

2635-45 SOUTH WABASH AVE. CHICAGO 16, ILL.



KIT B-10

SPITFIRE

This Top Flite JIGTIME model is guaranteed to fly when the builder follows the instructions and diagrams accurately. Please comply closely with all directions and your model is sure to fly.

In case of difficulty, consult an experienced modeler or your dealer for possible adjustments. If you have made the model accurately, and it still cannot be made to fly satisfactorily, the dealer is authorized to refund your purchase price upon surrender of the finished model.

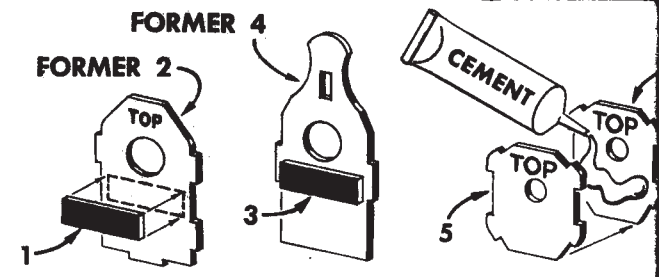
1 HANDY HINTS

Use regular model airplane cement. Use enough to hold well, and wipe off extra cement.

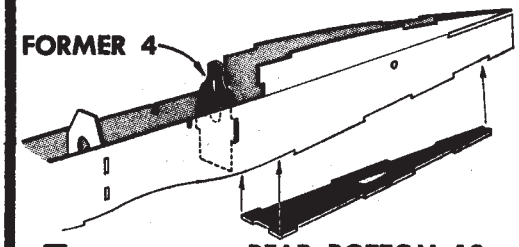
Use a paper towel or napkin to wipe cement off your fingers.

Take parts out of sheets only when you need them. Put scrap in a separate pile.

Be sure to teach your model to fly by following the instructions on "How To Fly."

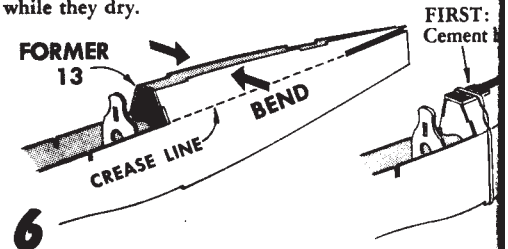


2 Cement brace 1 onto former 2, and 3 onto form
Cement nose pieces 5 and 6, making sure holes m

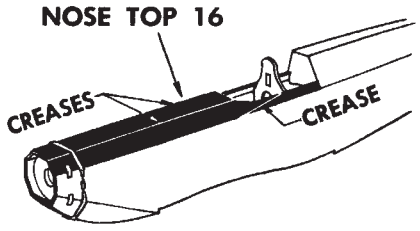


5 Cement former 4 into fuselage. Then cement rear bottom 12 into place.

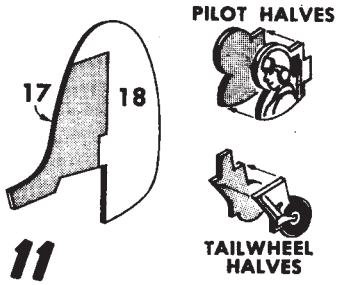
HANDY HINT: Use small rubber bands to keep fuselage parts snug while they dry.



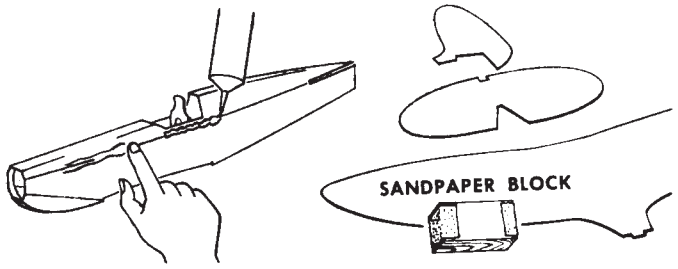
6 Bend fuselage sides inward along crease former 13 as shown. Then cement rear t



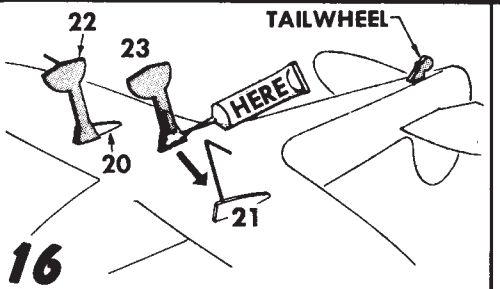
10 Now bend nose top 16 at creases. Cement into place, starting at nose. Bend and fit carefully at cockpit.



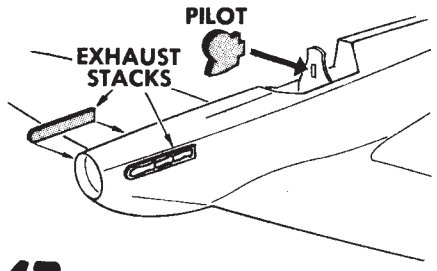
11 Cement together rudder parts 17 and 18, and pilot and tailwheel halves.



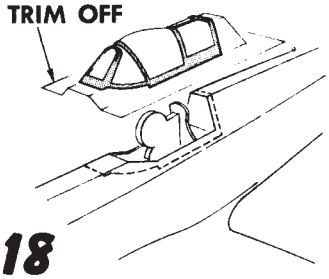
12 Run a ribbon of cement into all fuselage seams. Rub in, then wipe off extra cement. Then use a sanding block to round off edges of all parts.



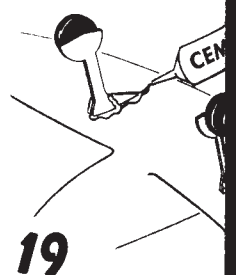
16 Cement landing gear cover 22 to brace 20, and 23 to 21. Leave wire free to spring, by cementing only where shown. Cement tailwheel into place.



17 Cement pilot into slot in cockpit former. Cement exhaust stacks to printed marks on nose sides.

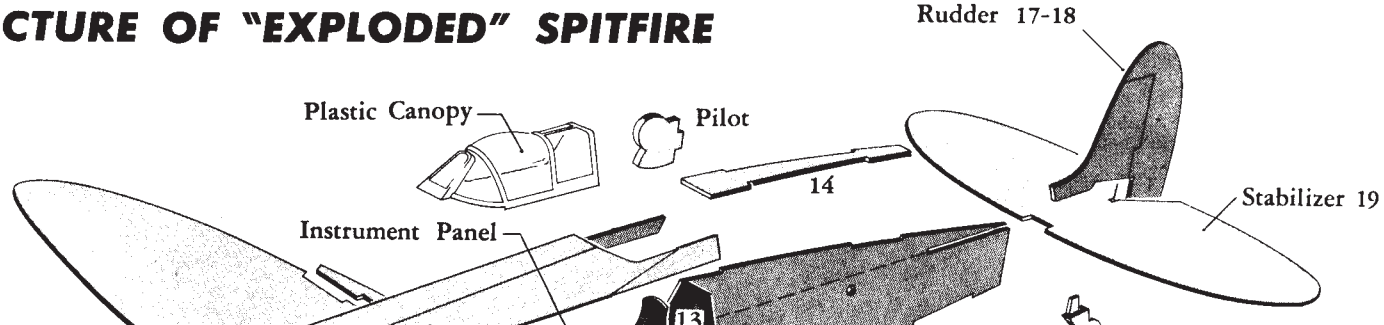


18 Trim plastic canopy with scissors. Cement into place over cockpit.

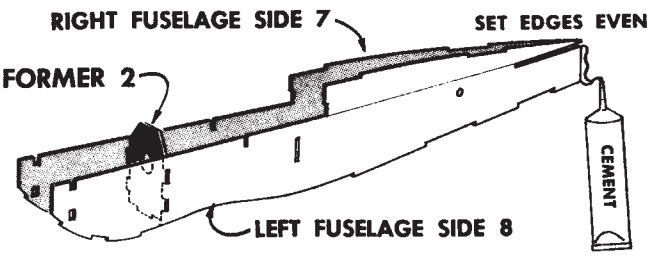


19 Slip wheels onto axl drop of cement on t heavy coat of cement a

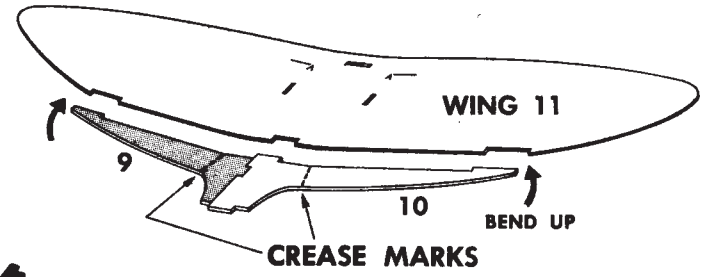
PICTURE OF "EXPLODED" SPITFIRE



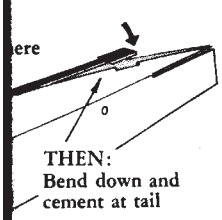
...ODEL, FOLLOW THESE EASY STEPS!



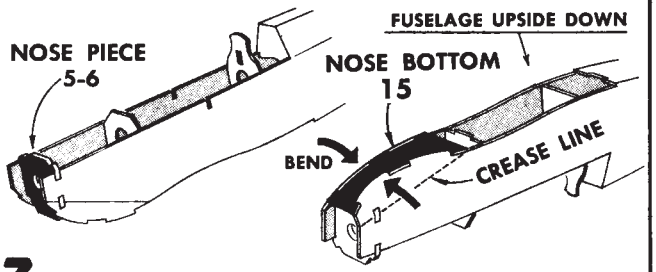
3 Cement fuselage sides 7 and 8 to former 2. Cement rear end of fuselage sides together, setting rear edges exactly even.



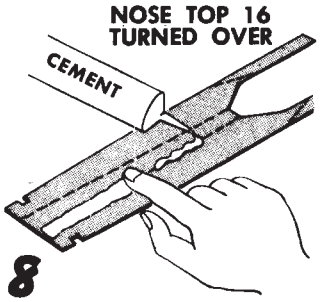
4 Cement together wing parts 9 and 10. Let dry flat, then carefully bend upwards at crease marks shown until edge fits against wing 11. Cement to wing.



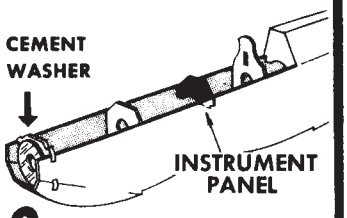
...line. Cement in ...op 14 into place.



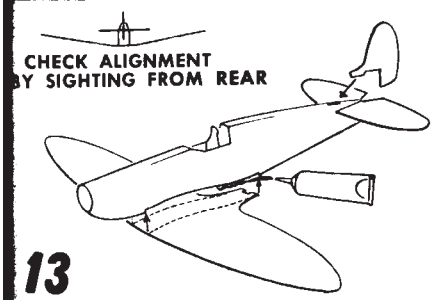
7 Cement in nose piece 5-6. DO NOT straighten it as it is set at an angle to give the best flying. Now turn fuselage over, bend in nose sides, and cement nose bottom 15 into place.



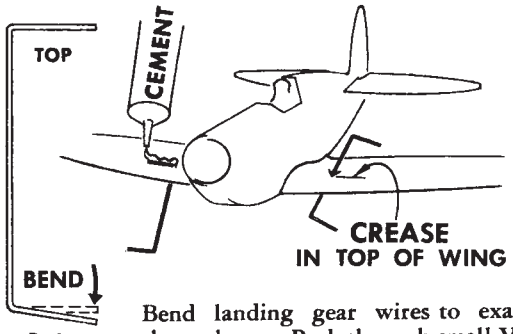
8 To make piece 16 easier to bend, turn it over and rub cement into back of creases.



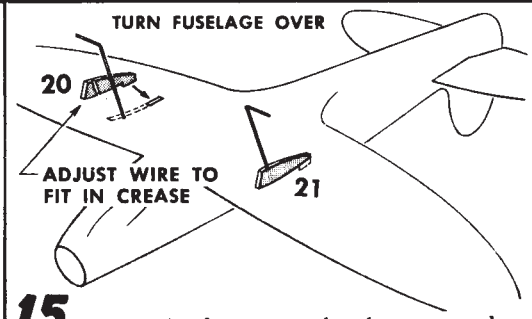
9 Cement balance weight washer to FRONT of nose piece. Make sure nose piece hole is not blocked. Then cement instrument panel into place.



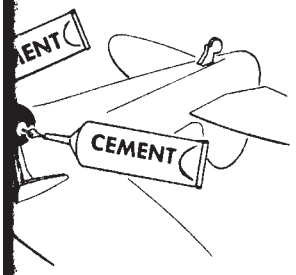
13 Cement wing and tail surfaces to fuselage. Straighten up tail before cement sets.



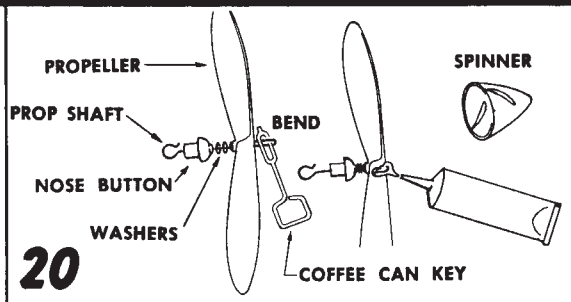
14 Bend landing gear wires to exact shape shown. Push through small V's in wing and cement to TOP of wing.



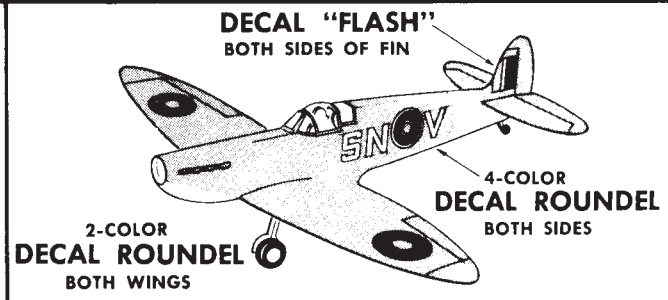
15 Cement landing gear bracket 20 under left wing, on OUTSIDE of wire. Do the same with bracket 21 on right wing.



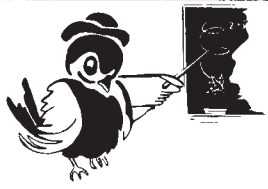
...es. Hold them on with a ...tip of wire. Now, run a ...around landing gear joints.



20 Slip nose button, 2 washers, and propeller on the prop shaft. Bend and cement shaft to prop. Cement spinner to prop.



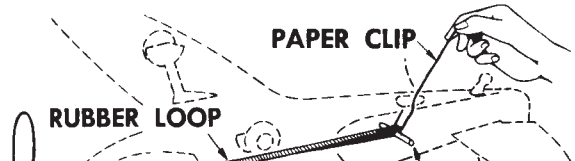
21 Apply decal insignia as shown. See back of decal sheet for instructions.

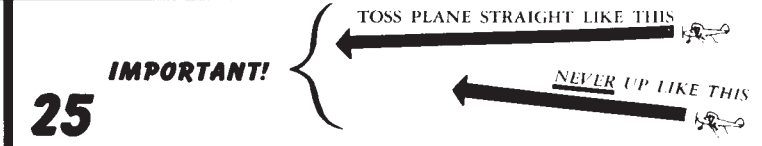


HOW TO FLY

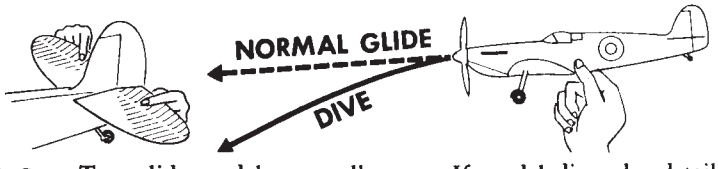
22

Even little birds must be taught how to fly, so be sure to teach your model to fly by carefully following these suggestions.





25



26 Test glide model over tall grass. If model dives, bend tail up a little at a time until a smooth flat glide is obtained.

SPITFIRE

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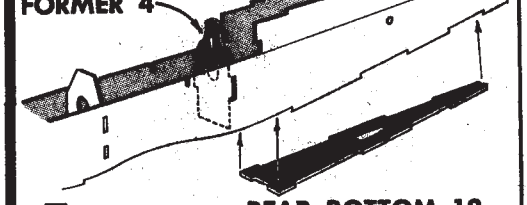
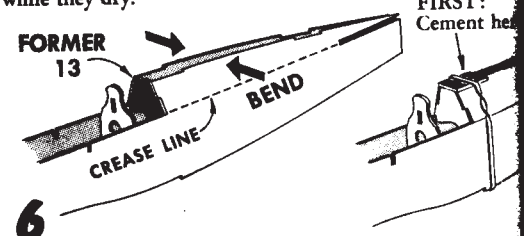


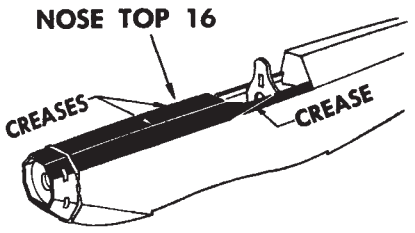
5

Cement former 4 into fuselage. Then cement rear bottom 12 into place.



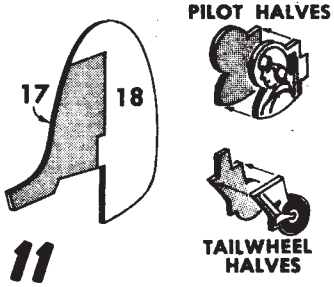
6

Bend fuselage sides inward along crease li former 13 as shown. Then cement rear top



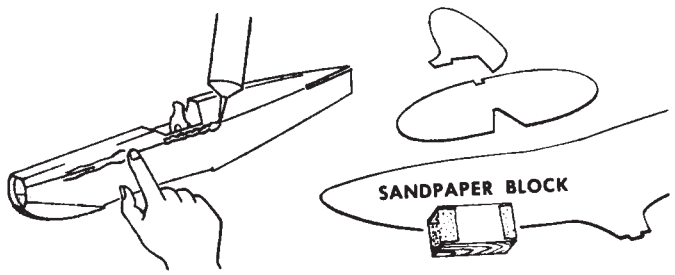
10

Now bend nose top 16 at creases. Cement into place, starting at nose. Bend and fit carefully at cockpit.



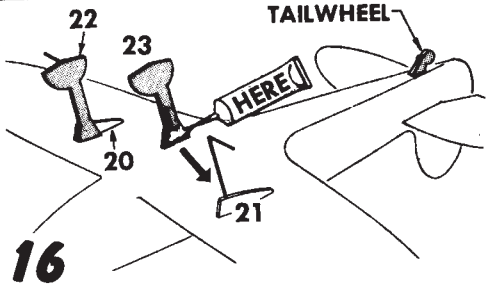
11

Cement together rudder parts 17 and 18, and pilot and tailwheel halves.



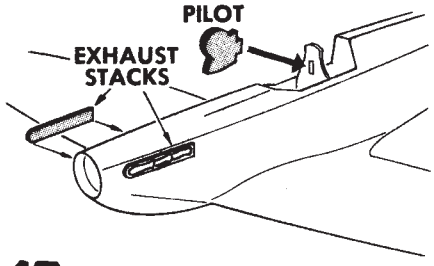
12

Run a ribbon of cement into all fuselage seams. Rub in, then wipe off extra cement. Then use a sanding block to round off edges of all parts.

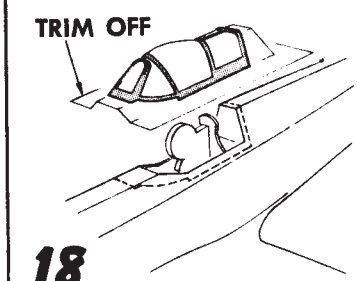


16

Cement landing gear cover 22 to brace 20, and 23 to 21. Leave wire free to spring, by cementing only where shown. Cement tailwheel into place.

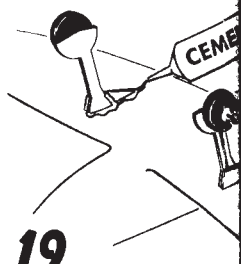


17 Cement pilot into slot in cockpit former. Cement exhaust stacks to printed marks on nose sides.



18

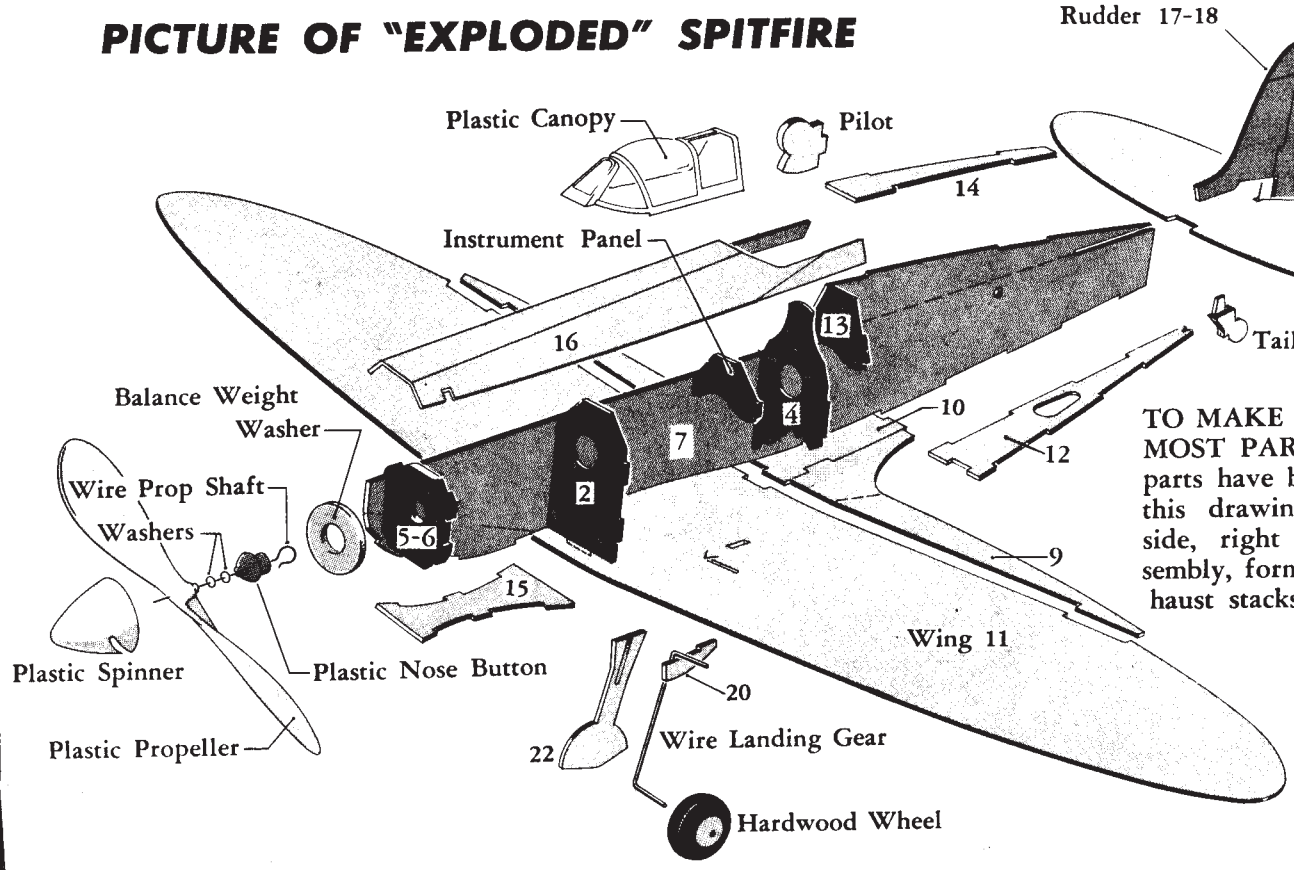
Trim plastic canopy with scissors. Cement into place over cockpit.



19

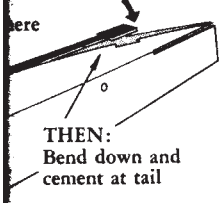
Slip wheels onto axles drop of cement on ti heavy coat of cement ar

PICTURE OF "EXPLODED" SPITFIRE

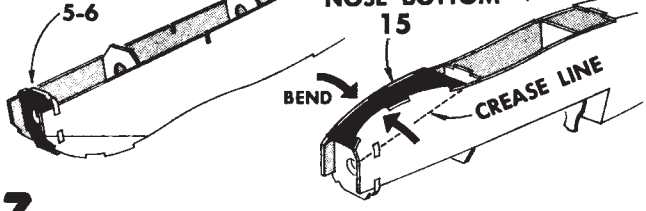


TO MAKE IT EASY TO SEE MOST PARTS, the following parts have been omitted from this drawing: Left fuselage side, right landing gear assembly, former braces, and exhaust stacks.

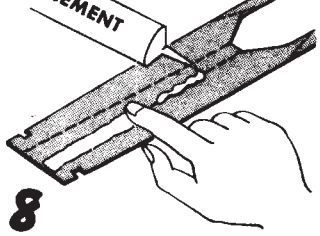
M.A.S.



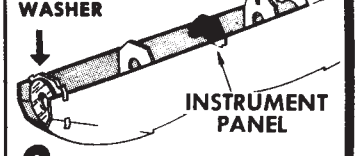
line. Cement in
op 14 into place.



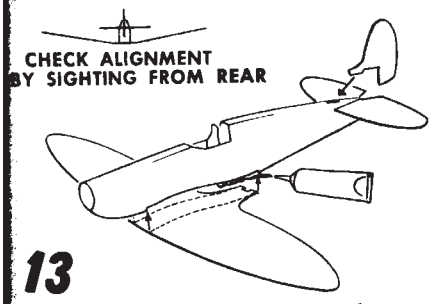
7 Cement in nose piece 5-6. DO NOT straighten it as it is set at an angle to give the best flying. Now turn fuselage over, bend in nose sides, and cement nose bottom 15 into place.



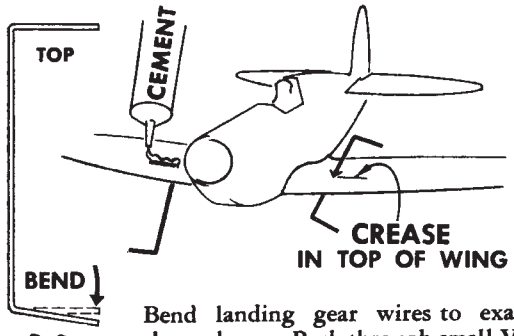
8 To make piece 16 easier to bend, turn it over and rub cement into back of creases.



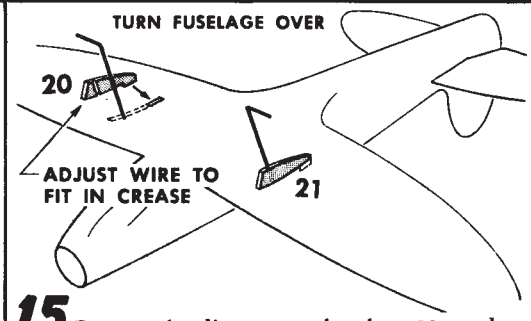
9 Cement balance weight washer to FRONT of nose piece. Make sure nose piece hole is not blocked. Then cement instrument panel into place.



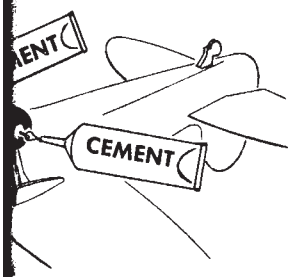
13 Cement wing and tail surfaces to fuselage. Straighten up tail before cement sets.



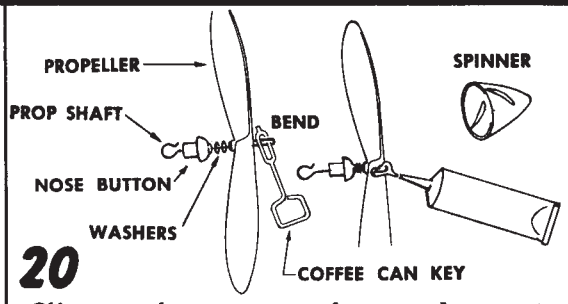
14 Bend landing gear wires to exact shape shown. Push through small V's in wing and cement to TOP of wing.



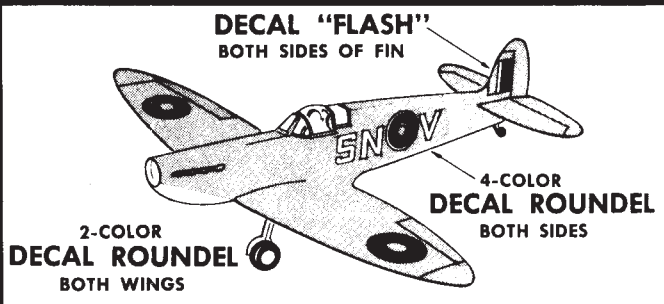
15 Cement landing gear bracket 20 under left wing, on OUTSIDE of wire. Do the same with bracket 21 on right wing.



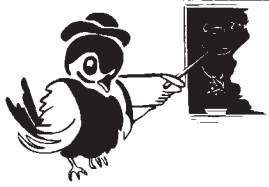
es. Hold them on with a
ip of wire. Now, run a
round landing gear joints.



20 Slip nose button, 2 washers, and propeller on the prop shaft. Bend and cement shaft to prop. Cement spinner to prop.



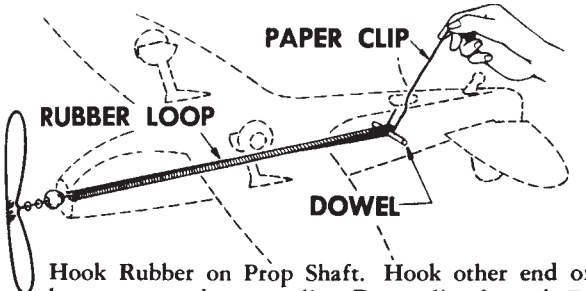
21 Apply decal insignia as shown. See back of decal sheet for instructions.



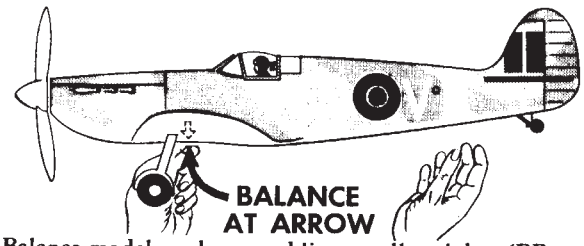
HOW TO FLY

Even little birds must be taught how to fly, so be sure to teach your model to fly by carefully following these suggestions.

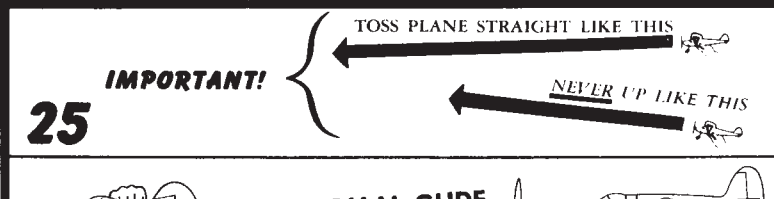
22



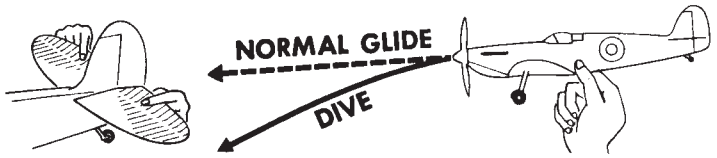
23 Hook Rubber on Prop Shaft. Hook other end of rubber on opened paper clip. Drop clip through Fuselage to opening in Bottom. Slip dowel through Fuselage Side, then through rubber loop and other side.



24 Balance model as shown, adding small weights (BBs or bits of modeling clay) if needed to bring model level.

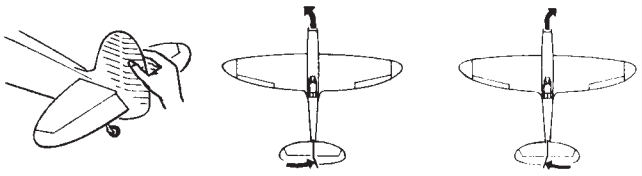


25



26 Test glide model over tall grass. If model dives, bend tail up a little at a time until a smooth flat glide is obtained.

27 If model stalls, (climbs, then dives sharply), bend tail down until glide is smooth and flat.



28 If model turns, bend rudder opposite to direction of turn to get straight flights. Wind motor to 100 turns and check power flight. For extra long flights, rub castor oil into the rubber motor.