



BEUE NOSE, BIRDS OF BOOMER





BEUE NOSE BIRDS OF PARTY

A/C Type	P-51D-15, s/n 44-15041.
Pilot & Unit	Flown by Lt. Col. John C. Meyer, 487 F.S.
Camouflage & Markings	Standard Natural Metal with Dk. Blue nose and rudder. Black ID stripes on wings and horizontal tails and two D-Day Black bands around the lower fuselage.
Remarks	No rear view mirror.

A/C Type	P-51D-10, s/n 44-14237.
Pilot & Unit	Flown by Capt. William T. Whisner, 478 F.S
Camouflage & Markings	Standard Natural Metal with Dk. Blue nose and rudder. Panel where the name sits, should be Med. Blue. Seems the A/C was repainted but painter did not want to reapply the name again.
Remarks	Black 15" horizontal tail bands, on lower surfaces only. No mirrors.

A/C Type	P-51D-10, s/n 44-14696.
Pilot & Unit	Flown by Capt. E.L. Heller, 486 F.S.
Camouflage & Markings	Standard Natural Metal with Blue nose and Yellow rudder.
Remarks	No Black ID stripes. A/C had an unusual external rear view mirror attached to the sliding canopy, not to the windshield. See sheet IP 4808 for early P-51B A/C.

A few facts about the 352 nd F.G.

This Fighter Group, better known as The Blue Nose Bastards Of Bodney, was one of the most colorfull and famous of the 8th A.F.

Based at Bodney, Norfolk, UK in 1944, it had some of the best nose art artists of any airforce during W.W.II. as this series of decals will prove. Most of their A/C (never say all) were charcterized by a Blue Nose, and acording to our contributors, three very specific shades were used.

The dark shade matches German Imperial Infantry Blue(floquil's 303080) and it had a reddish tint to it. This color was used on most D's arriving after September 44 and on replacement aircraft, or repair jobs.

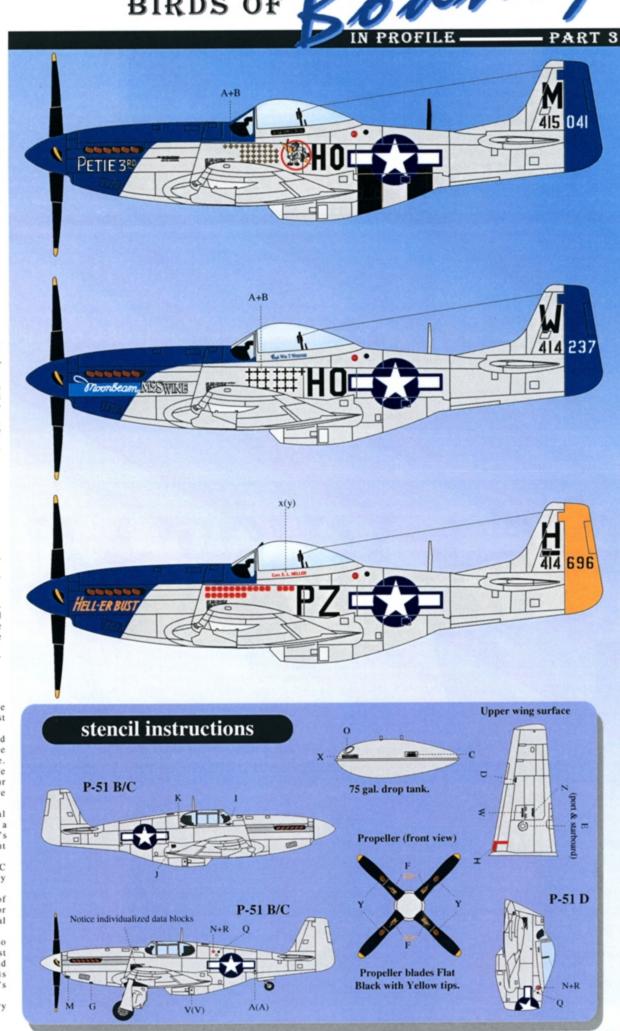
The medium blue has been identified as USAAC Blue 23(floquils 303275) and very likely the early B's and D's may have received this color.

The third color might have been an oxidation of these two colors. We suggest you add a drop or two of White or very Light Gray to the original shade if you must depict this weathering process.

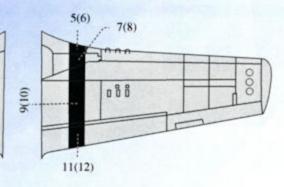
shade if you must depict this weathering process.

Crew chief Art "Snoots" Snyder who was also the squadron barber, was one of their most talented artist, hence the barber pole and White/Red/Blue decorations. Two of his masterpieces were "Snoot Sniper" and Preddy"s Cripes A' Mighty.

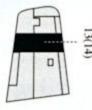
We hope you enjoy this decal series on this very famous Fighter Group. Do not miss it!!



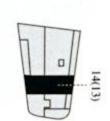
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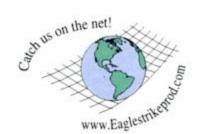




YELLOW



LT. BLUE





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(786) 2936859 fax (786) 293-9286. 2nd av

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Suggested Kits:

-We suggest that modellers use the Tamiya P-51 Family in 1/72 and 1/48 scale. The Academy kit is recommended for the 1/72 P-51B.

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-Notice that many other good kits of the Mustang exist, and they may also be used.

Research by Norris Graser.

References:

- 352 FG Association.
- Robert Punchy Powell, Sam Sox, Marc Hamel (photos and information).
- 352ndfightergroup.com (photos and infomation).

Decaling: Apply decals only to a glossy surface.

- 1. With a sharp scissors or knife, carefully cut item to be used, being careful of not cutting off the clear film around it or that belonging to an adjacent item.
- 2. Submerge in clean tap water for over 10 seconds and lay over an absorbent paper towel. Decal will slide freely in about 20 seconds. Do not leave decal on water bowl over ten seconds, or adhesive quality will suffer.

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- 3. With a clean brush, apply a setting solution to the area where the decal will finally lay. (Micro, Super or Aero Set will do). With a clean pointed brush slide the decal on to the final area. Allow the setting solution to dry for about 3-5 minutes.
- 4. With another clean brush, apply a solvent solution over the decal (Micro, Super or Aero Sol will do). Do this if possible in one stroke since your decal will soften up and wrinkle immediately. This is an important step in the process, whatever you do DO NOT TOUCH THE DECAL, after this process until it is totally dry, preferably overnight.
- 5. When thoroughly dry, rinse your model with tap water and mild soap to wash of excess glue.
- 6. Finish your model with the desired final coat (gloss, flat, or semi-gloss).