

PAINT THESE PARTS FIRST

Take part 4 and paint the crankcase silver. The cylinders are dark grey, the pushrods silver. The flat face of part 5 is grey. Wheel tyres are very dark grey. Part 18 is light grey, part 17 dark grey. Part 25 is light brown, with a grey centre boss. Part 7 is light brown.

FUSELAGE AND UNDERCARRIAGE

Apply cement to inner edges of part 1 and join to part 2. Cement part 3 underneath, locating it over the central tongue on parts 1 and 2.

Insert the shaft of part 4 through the hole in part 5, slip part 6 over the protruding shaft, and secure with a drop of cement.

Cement part 5 into the front of assembled parts 1 and 2.

Cement part 7 into place inserting the peg into the hole and the two struts lying each side of the locating rib across the fuselage.

Cement part 8 to part 5 and cement the peg on part 8 into the rear hole in part 1. Repeat this operation with part 10, at the same time inserting part 9 into the axle holes in parts 8 and 10. Then cement part 11 in position between the lower ends of the undercarriage legs.

Slip parts 12 and 13 onto the axle ends, and secure with a drop of cement.

Cement part 17 to part 18, then slip the arms over the fuselage sides till they clip into the holes just forward of the rear undercarriage legs.

Cement the shaft of part 25 into the hole in part 4.

WINGS AND TAIL

Cement part 19 to part 20, pressing the peg under the wing tongue into its locating hole. Cement also part 21 to 20 in the same manner.

Cement part 22 down over the wing tongues of parts 19 and 21. Then cement this assembly down into the opening on the front of the fuselage.

Cement part 14 into the slots in part 2. Repeat with part 15. Then cement 16 down into place.

Cement parts 23 and 24 into place on part 22.

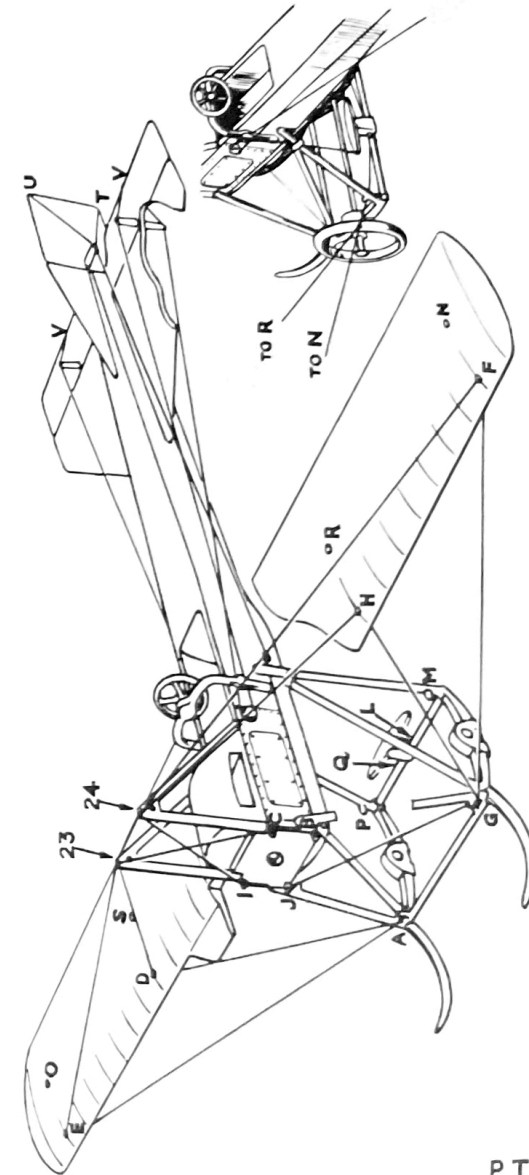
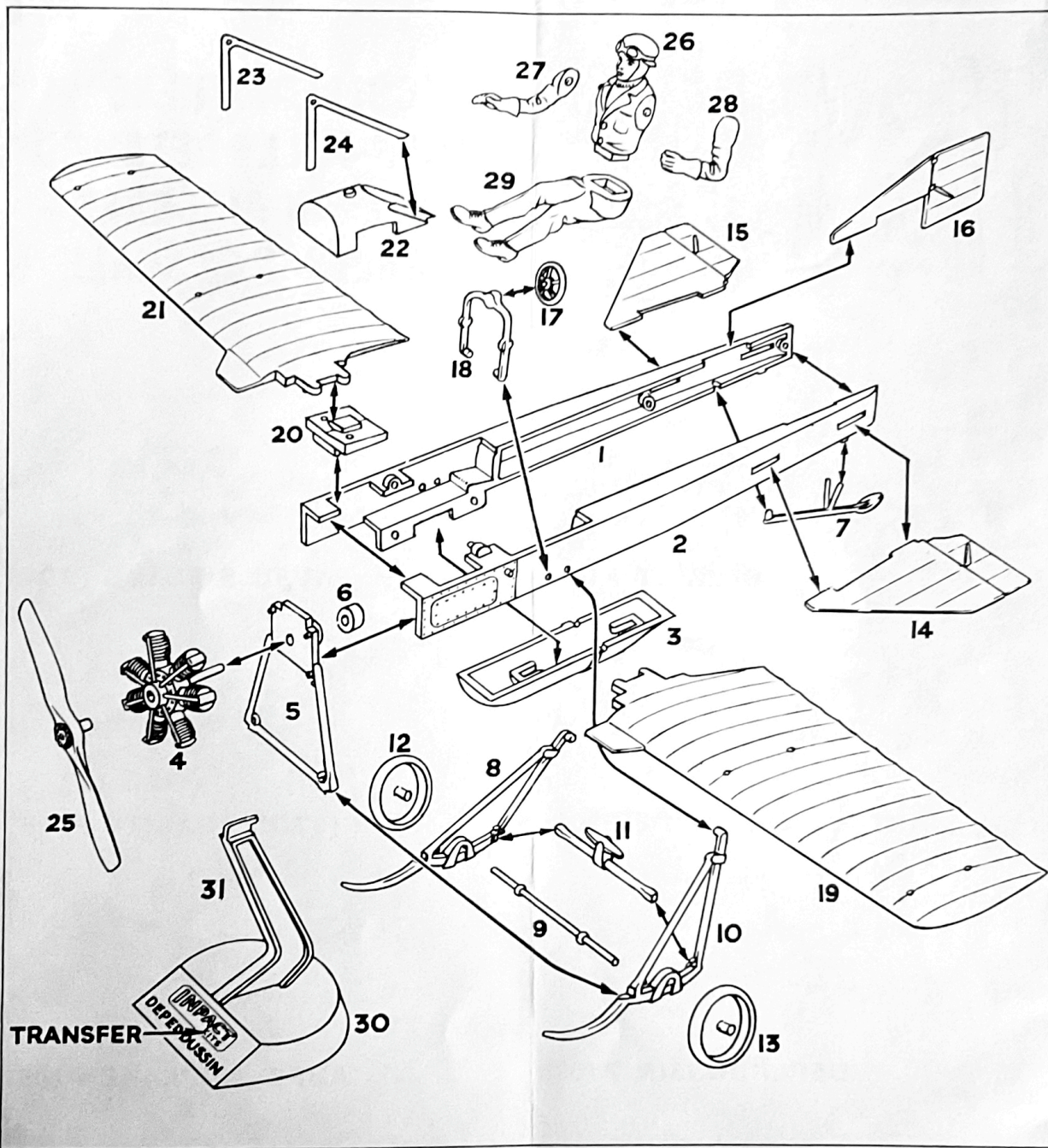
Assemble pilot parts 26, 27, 28 and 29.

FINAL PAINTING

Paint the projecting oil guards on the front of the wings silver. Also the side panels of the fuselage under the wings, and part 22. The fuselage can be left natural colour, or painted light brown. Part 3, the undercarriage and parts 23 and 24 are light brown. The axle part 9 and rocker arm on part 11 are grey. The pilot's clothes can be coloured to your choice.

STAND

Cement the stand arm part 31 into part 30. Apply the transfer by soaking it in water for a minute. Place in position on part 30, then slide the backing paper from under it. Press with a cloth to fix down. The stand arm can be inserted into the slot under the fuselage when it will hold your model in flying position.



RIGGING

Front of Wings

Take a piece of thread 27" long. Tie one end to the eyelet hole at A. Take the thread across outside pip B, up past pip C, across to the top of strut 23. Fix at this point and at the pips with cement. Continue down through hole D, through eyelet hole A, up through hole E, across the wing to hole F, and down and through eyelet hole G. Then through hole H, up to the top of 24 where it is fixed with cement. Then take the thread down outside pips I and J, across to eyelet hole G, and tie and cement.

Rear of Wings

Take a piece of thread 17" long. Tie one end at point L and fix with cement. Take the thread under pip M and up through hole N. Then through the holes in 24 and 23, down through hole O, under the pip at P, and tie and cement at point Q. Put a small dab of cement on pips M and P to keep thread in place.

Now take a piece of thread 6" long and tie one end $\frac{1}{4}$ " away from the pip M, and cement the knot. Take the thread through hole R, through the hole in part 24 and cement to the hole. Cut off surplus thread when dry. Repeat on the opposite wing through hole S.

Rudder

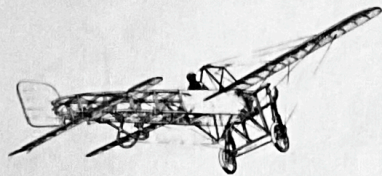
Cut two pieces of thread 6" long. Take the end of one and cement it into the small hole in one side of part 3. Repeat on the other side with the remaining thread. Then pull one thread taut and cement at the rudder horn. Repeat with the other thread. When cement has set, cement the thread to the lower corner of the rudder at T. Add a short piece of thread from the control horn to the other corner of the rudder at U. Then repeat this process with the other thread.

Elevators

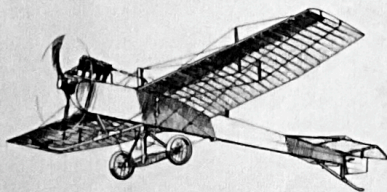
Cut two pieces of thread 12" long. Double one piece and push the loop behind the steering frame 18, slipping the loop over the small peg on the fuselage side. Secure with a small dab of cement. Then cross the threads. Take them behind the elevator, one above, one below, and tie the thread at the trailing edge V, fix with cement. Then lift each thread onto the control horns and secure with cement. Repeat this on the other side of the fuselage with the other piece of thread.

Short pieces of thread can be attached from the steering column 18 to the wing warping rocker on part 11.

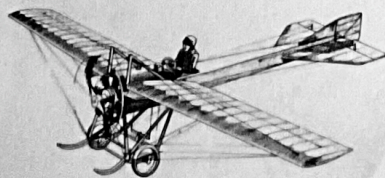
Those Magnificent Flying Machines



BLERIOT P101



MARTIN HANDASYDE P102

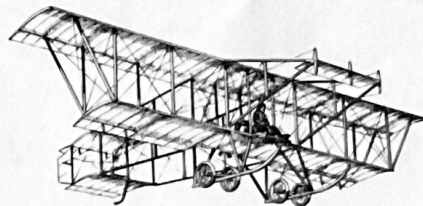


DEPERDUSSIN P103

COLLECT THESE OTHER FULLY DETAILED VETERAN AIRCRAFT MODELS IN $\frac{1}{48}$ SCALE



AVRO BIPLANE P104



BRISTOL BOXKITE P105



AVRO TRIPLANE P106

IMPACT
KITS

$\frac{1}{48}$ or $\frac{1}{4}$ = 1 FT. SCALE DEPERDUSSIN 1911

Veteran Series
P 103

This nicely designed aeroplane, made by the Deperdussin Company, was entered for all the big racing and cross country competitions, gaining popularity and proving the soundness of the design. Many flying schools in Belgium, France and England used the Deperdussin, which was powered with either an Anzani radial motor, or as on your model, the 50 H.P. rotary Gnome motor. A notable feature was the extremely shallow fuselage, which was only 12" deep. The racing type had a lifting tailplane, which made the machine more lively to the controls, and contributed to the structural strength of the tail.

IMPORTANT

Use cement sparingly to avoid ugly marks on unpainted parts. Painting instructions have been included but the wings and tail have been moulded in natural colour and texture, and therefore will look better unpainted. On parts which are painted before assembling, check that the cementing areas are free of paint, or weak joints will occur.

INSTRUCTIONS FOR ASSEMBLING YOUR MODEL

