

WHIP-FLYING YOUR REVELL MODEL

THINGS YOU MUST REMEMBER:

1. Be careful. Fly the airplane only in an area that is unobstructed.

2. If the model is assembled with the landing gear in place, do not attempt landings. It is best to bring the model in by shortening the flying line, hand over hand, keeping the model off the ground.

3. When building the model, make sure that all of the joints are securely cemented. Allow cement to dry completely.

HOW TO FLY:

- 1. Measure off ten feet of string and tie to the plastic bar, as shown above. This will serve as a marker to indicate that you are flying in a 20-foot circle.
- 2. On the other end of the string tie the metal ring with a firm knot.

3. Spring the end of the metal ring open and pass through the hole in the wing.

Start the airplane in a small circle, paying out the line slowly as the speed picks up, and stopping when you feel the plastic bar.

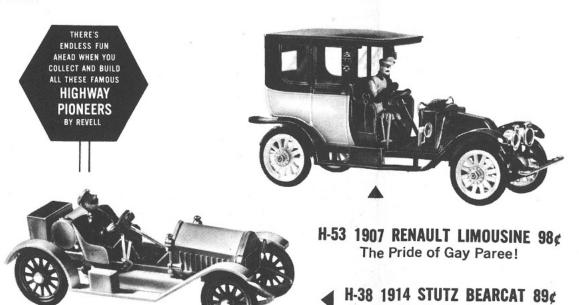
5. Care must be taken once the plane reaches its flying speed. When it swings into the wind, it will tend to climb, but as it turns downwind, it will tend to sink, and a little harder swing on the line is needed to overcome this.

HOW FAST WILL IT GO?

In order to calculate the speed of your model, you must become acquainted with the formula for the circumference of a circle. C = Pi D, or Circumference equals 3.1416 times the diameter. Now, since the diameter of a circle is twice its radius, and the length of your string is ten feet to the marking knot, the diameter of the circle will be 20 feet. So it follows that the distance around the circle will be 20 times 3.1416, or 62.83 feet. Next, have a friend with a watch time you for a minute, while you count the number of laps your plane completes in that time.

Take this number and multiply it by 62.83 feet. This will give you the number of feet traveled

This number multiplied by 60 will give you the number of feet traveled in an hour and when this is divided by 5,280 (the number of feet per mile) you will have the speed of your model in miles per hour.



Dapper Dan's Early Sports Car



ASSEMBLY INSTRUCTIONS FOR YOUR



BELL P-39 AIRACOBRA

INTERESTING FACTS ABOUT YOUR BELL P-39 AIRACOBRA

Bell Aircraft Corporation was founded in 1935 by Lawrence Bell, who had been Vice President and General Manager of Consolidated Aircraft Company. The first aircraft of importance to be produced by this company was the YFM-1, known as the AIRACUDA. This was a low winged, twin engined, multiplace, pusher type plane. An order for thirteen of these planes was received from the Army Air Corps in the summer of 1940. It is interesting to note that Bell also built a sizeable number of B-29s.

The AIRACOBRA was developed in 1939 and was an aircraft that became famous for its engineering innovations. The Allison engine, which developed 1150 horsepower at 3,000 RPM, was mounted in back of the pilot, driving the propeller by means of a lengthened drive shaft through a reduction gear box which was mounted on the forward section of the fuselage. The cooling radiators of this V-type, 12-cylinder, liquid cooled engine were mounted in the leading edge of the port wing root and oil radiators were mounted in the starboard wing root.

The propeller shaft was hollow, and a 37mm. cannon was mounted in such a manner that it fired through the shaft. Other armament included a battery of .30 and .50 caliber machine guns, mounted in the wings and fuselage, and firing through the propeller.

The AIRACOBRA was produced in large numbers, and was used by both the U.S. Air Force and the Royal Air Force. The R.A.F. called it the CARIBOU. It was also used by the Russians as a tank destroyer. By the summer of 1941 there were two plants engaged in the manufacture of the P-39. One plant, in Buffalo, New York, was building them exclusively for the R.A.F., while the plant in Niagara Falls was building them for the U.S. Air Force.

The wingspan of the P-39 was 34 feet, the length 29 feet, nine inches, and its overall height was 9 feet. three inches. Its top speed was rated at 400 miles per hour, and its cruising speed was 335 miles per hour. With flaps down it landed at 77 miles per hour. The combat range is listed as 1000 miles, and the celling at 36,000 feet. The plane carried full oxygen equipment.

The AIRACOBRA was one of the outstanding aircraft of World War II, and saw service in almost all theatres of war. It was a very versatile aircraft and an important factor in the early stages of the war.

FOR BEST RESULTS READ THIS FIRST

- 1. All parts are numbered for easy identification, or the numbers are engraved on the bar next to the part. Break each part from its bar only when that part is to be
- 2. For the best fit, carefully trim any excess plastic from parts before assembling.
- 3. Since this kit is molded of Styrene Plastic, use only REVELL TYPE (S) CEMENT. Do not let cement touch your eyes or clothing.
- 4. Apply cement sparingly. Excess cement may run and damage the details on your model.
- 5. With REVELL PAINT SET COLORS, paint all parts where indicated and allow them to dry before assembling.
- 6. Directions for applying decals are on the back of the Decal Sheet.
- 7. NOW CAREFULLY FOLLOW THESE NUM-BERED STEPS FOR EASE IN BUILDING YOUR MODEL.

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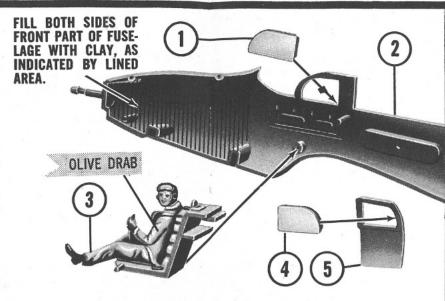
Pat. No. 2,551,340

PAINT ALL PARTS, AS SHOWN, BEFORE ASSEMBLING.

A. Cement the Right Clear Window, Part 1, to the inside of the Door on the Right Fuselage Half, Part 2.

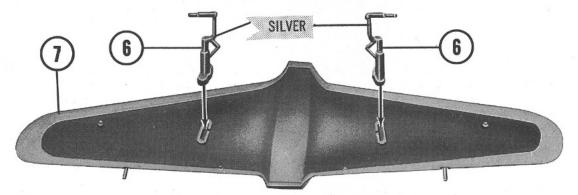
B. Cement the Pilot, Part 3, to the Pins on the Right Fuselage Half, as shown.

C. Cement the Left Clear Window, Part 4, to the inside of the Left Door, Part 5. Set aside to dry.



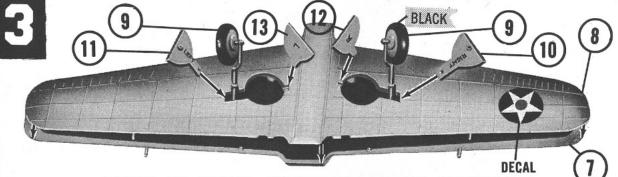
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NOTE: If you plan to whip-fly your model, we suggest you do not assemble the Wheels and Struts, but cement all the Landing Gear Doors in a closed position. Otherwise, continue with the following steps.



PAINT ALL PARTS, AS SHOWN, BEFORE ASSEMBLING.

A. If you wish your Landing Gear in a down position, cement the two Main Landing Gear Struts, Parts 6, to the locators in the Upper Wing Half, Part 7. Set aside to dry.



PAINT ALL PARTS, AS SHOWN, BEFORE ASSEMBLING.

A. Now, carefully cement the Lower Wing Half, Part 8, to the Upper Wing Half, Part 7.

B. Place the Large Wheels, Parts 9, onto the Axles of the Main Landing Gear.

C. Cement the Right and Left Main Landing Gear Doors, Parts 10 and 11, into the slots in the Bottom Wing Half, carefully locating the Pins on the Axles into the locators in the Doors.

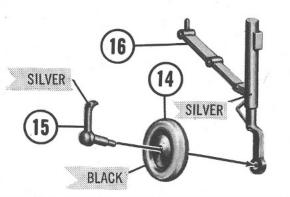
D. Cement the Right and Left Small Main Landing Gear Doors, Parts 12 and 13, into place. Apply decals and set aside to dry.

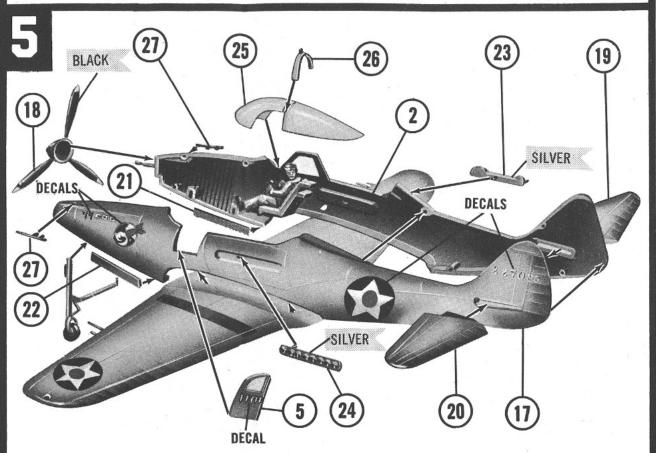
PAINT ALL PARTS, AS SHOWN, BEFORE ASSEMBLING.

A. Place the Nose Wheel, Part 14, onto the Nose Wheel Axle, Part 15, if you wish the Wheel to turn freely; if not, cement it on.

B. Now, cement the Nose Wheel Axle to the slot in the Nose Wheel Landing Gear Strut, Part 16, as shown. Set aside to dry.

NOTE: If the Main Landing Gear is not in a down position, do not cement the Nose Wheel Landing Gear into place.





PAINT ALL PARTS, AS SHOWN, BEFORE ASSEMBLING.

A. Cement the Right Fuselage Half, Part 2, to the Left Fuselage Half, Part 17.

B. Cement the completed Wing into the slot on the underside of the Fuselage.

C. If you wish the Propeller, Part 18, to turn freely, press firmly into place over the Cannon.

Do not cement.

D. Cement the Right and Left Horizontal Stabilizers, Parts 19 and 20, into the slots in the rear of the Fuselage.

E. Now, cement the Right and Left Nose Landing Gear Doors, Parts 21 and 22, into place under the front of the Fuselage. (Doors would be closed if the Landing Gear is not in place.)

F. At this point (if cementing Landing Gear in position), cement the completed Nose Landing Gear Strut into the slot in the Fuselage.

G. Cement the Right and Left Exhaust Ports, Parts 23 and 24, into the slots in the Fuselage. H. You may cement the Left Fuselage. Door open, to display the Pilot, or closed.

I. Now, cement the Clear Canopy, Part 25, onto the Fuselage. Cement the Canopy Frame, Part 26, to the Canopy and Fuselage.

J. Cement the Two Machine Guns, Parts 27, into the slots on the Nose.

K. To form a Radio Antenna, attach a piece of black thread to the pin on the Canopy Frame and the pin on the Rudder. Next, attach a second piece of thread to the pin on the Left Fuselage Side by the Star, and then attach to the first thread.

L. Now, place all decals in position.