

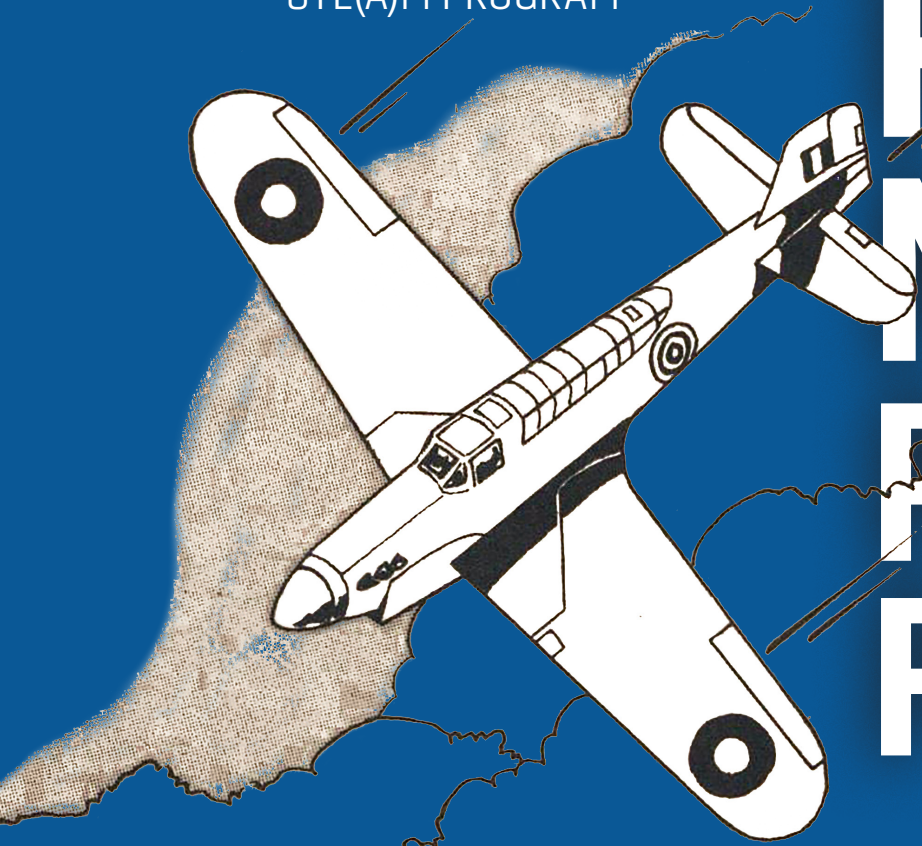


QUICK PROJECT



AUTHORIZED AMA STE(A)M PROGRAM

PAPER MODEL PLANES FULMER



SPECIAL THANKS TO:



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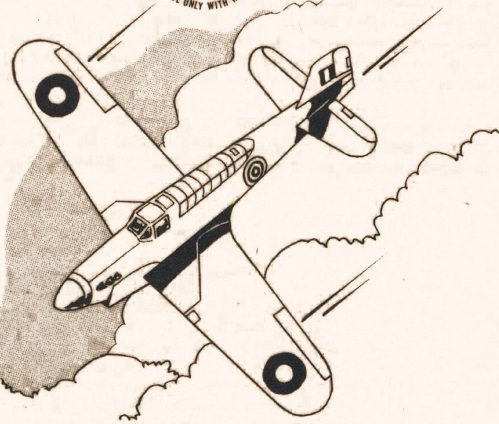


AN OFFICIAL PROJECT OF THE ACADEMY OF MODEL AERONAUTICS EDUCATION DEPARTMENT

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How to build your model

BRITISH FAIREY "FULMAR"



A two place carrier based fighter, the Fairey "Fulmar" has made the Germans feel the sting of its eight machine guns wherever the British Navy has operated. Known as England's best naval fighter plane. Powered with a Rolls-Royce "Merlin" engine of 1145 h.p. Wing span, length, speed, range and ceiling restricted.

FOLLOW DIRECTIONS CAREFULLY

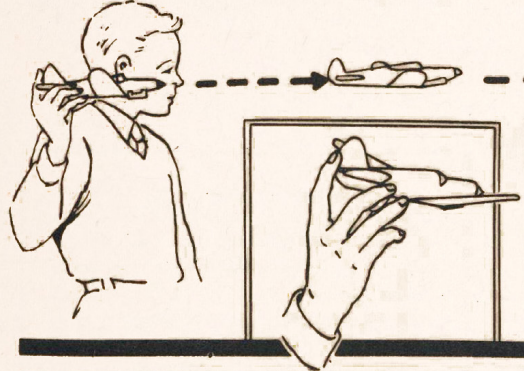
ALL YOU NEED is a sharp knife or razor blade, and airplane model cement or some glue (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

Follow these 3 simple directions and TAKE YOUR TIME! The more carefully you cut and fit the parts, the better your MODEL will fly! If you don't understand these instructions, ask your Father or Mother to explain them to you.

- 1 Cut all parts out CAREFULLY. Cut only on solid outlines. Cut all slots out completely. See fuselage slots A, B, C, D, E, F, G, H and I. Also slots in the cones. Be especially careful when cutting the three long slots in tail of fuselage, the slots in the rudder and tailplane, and the four slots in the radiator.
- 2 Fold ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane. (Before folding parts, lay a ruler along the dotted lines. Then draw the dull side of a table knife firmly along dotted line. This will insure a real straight fold.)
- 3 NOW ASSEMBLE PARTS AS SHOWN ON DIAGRAMS. When gluing parts together, put glue on BOTH surfaces before placing together. THEN HOLD FIRMLY IN PLACE UNTIL DRY.

FLY PLANE LIKE YOU THROW A DART!



Throw your planes with a smooth, speedy, LEVEL motion —just like you throw a dart. Your Jack Armstrong TRU-FLITE Models are all built for speed, and they need a good fast start. After you "get the hang of it" you can fly them higher and make them climb, turn, loop, et cetera. When flying your plane hold it with your first finger against the rudder as shown at left. See instructions about "G-LINE" Flights printed on other side of this instruction sheet.

<p>1. When properly made, your Jack Armstrong TRU-FLITE Model is correctly adjusted for long, smooth gliding. Silhouette above shows proper dihedral (angle) of wings and correct position of rudder and tailplane.</p>	<p>2. Make sure rudder is <i>not</i> twisted or bent. It should be exactly vertical to bottom of fuselage and in alignment with fuselage. Check its position and that of tailplane after every few flights.</p>		<p>3. When plane hits objects with leading edge of wing, smooth dents thus caused by pinching firmly between thumb and fingers. Otherwise, such irregularities in leading edge of wing will cut down flight efficiency. Keep wings FLAT. Do not curve or bend them.</p>

SUPPLIES

Printer & Printer Paper
(heavier weight paper works best)

Rubber Cement *(or tape/CA)*

Scissors or knife

Penny

LEARN MORE

Check out this blog post on General Mills and their aircraft promotions! blog. generalmills.com/2011/12/our-airplane-legacy/

GET SOCIAL

Hashtag your paper model!

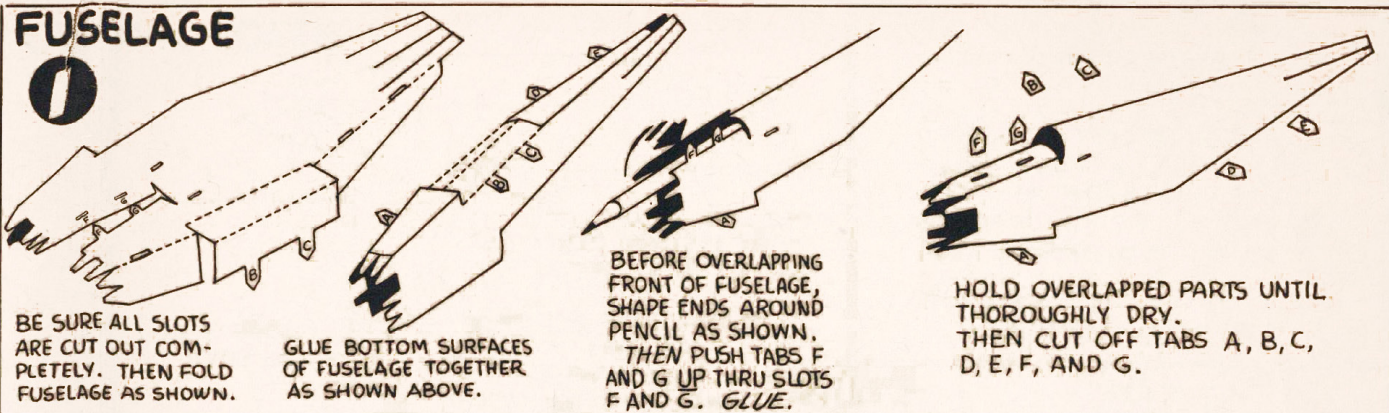
#iflyama

#gmairplane

#generalmills

FUSELAGE

1



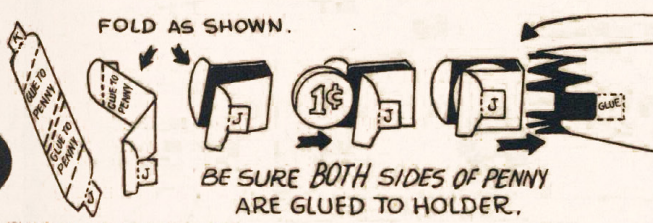
BE SURE ALL SLOTS ARE CUT OUT COMPLETELY. THEN FOLD FUSELAGE AS SHOWN.

GLUE BOTTOM SURFACES OF FUSELAGE TOGETHER AS SHOWN ABOVE.

BEFORE OVERLAPPING FRONT OF FUSELAGE, SHAPE ENDS AROUND PENCIL AS SHOWN. THEN PUSH TABS F AND G UP THRU SLOTS F AND G. GLUE.

HOLD OVERLAPPED PARTS UNTIL THOROUGHLY DRY. THEN CUT OFF TABS A, B, C, D, E, F, AND G.

2



FOLD AS SHOWN.

BE SURE BOTH SIDES OF PENNY ARE GLUED TO HOLDER.

SLIDE HOLDER INTO FUSELAGE AND

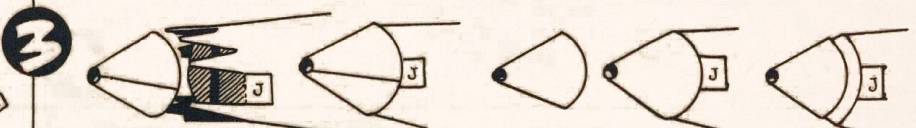
THEN GLUE TABS IN PLACE ON FUSELAGE.

WARNING! DO NOT FOLD TABS ON FRONT OF FUSELAGE!

WEIGHT HOLDER



MAKE BOTH CONES AS SHOWN. PUSH TAB THRU SLOT, ROLL CONE TIGHT, GLUE.



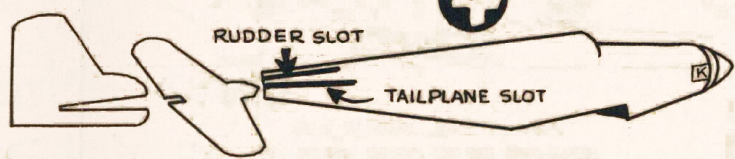
PUT PLENTY OF GLUE IN THE INSIDE OF CONE. FORCE TABS INTO CONE. BE SURE TO HOLD CONE TIGHT AGAINST NOSE OF PLANE UNTIL THOROUGHLY DRY!

GLUE "OUTSIDE" CONE FIRMLY OVER "INSIDE" CONE.

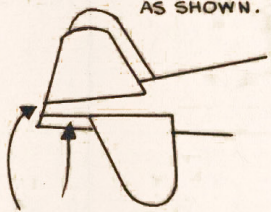
CONES

RUDDER-TAILPLANE

4



SLIDE TAILPLANE INTO SLOT AND FOLLOW WITH RUDDER AS SHOWN.



THEN GLUE ENDS OF FUSELAGE TO RUDDER.



BE SURE BOTH SLOTS ARE CUT OUT COMPLETELY!



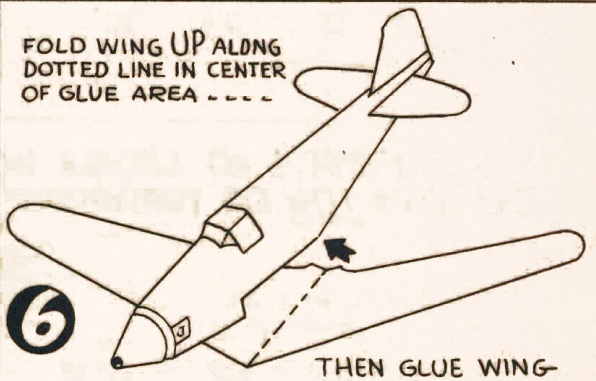
FOLD ON DOTTED LINES AS SHOWN. FIT TABS TOGETHER AND GLUE.



SLIDE TABS H AND I INTO SLOTS H AND I. GLUE WHERE INDICATED.

COCKPIT COVER

FOLD WING UP ALONG DOTTED LINE IN CENTER OF GLUE AREA ----



THEN GLUE WING FIRMLY TO FUSELAGE. HOLD UNTIL DRY!

WING

7



FOLD RADIATOR AS SHOWN ABOVE.

THEN SLIDE RADIATOR SLOTS INTO WINGS AS SHOWN. GLUE WHERE INDICATED.

RADIATOR

