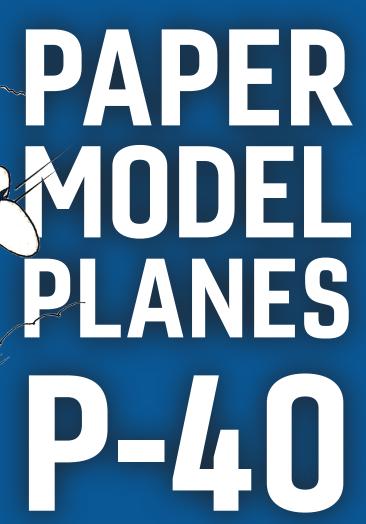


QUICK PROJECT





SPECIAL THANKS TO:

Sold for 1831



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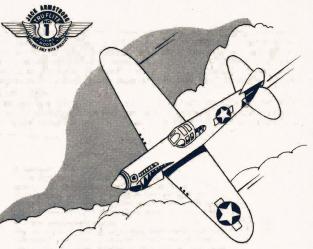


How to build your model

AMERICAN

P-40 FLYING TIGER

The American P-40, along with many other deadly American fighters, has earned the gratitude of our country since the first days of the war. Famous as the "Flying Tiger" under General Chennault in China, this plane did much to rid the skies in China and throughout the Pacific battle areas of many a Jap ZERO. The P-40 is powered by a Packard-built, liquid-cooled, Rolls Royce Merlin engine. Wingspan is approximately 37 feet. Overall length is 28 feet 11 inches.



FOLLOW DIRECTIONS CAREFULLY

ALL YOU NEED is a sharp knife or razor blade, and some glue or airplane model cement (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 American P-40 will fly! If you don't understand these instructions, ask your Father or Mother to explain them to you.

- 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, I, J, K, L, and M. Also slots M and L in the cones. Be especially careful when cutting the three long slots in tail of fuselage, the long slot in the rudder and the short slot in the tailplane.
- Fold ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane.
- 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.

SUPPLIES

Printer & Printer Paper

(heavier weight paper works best)

Rubber Cement (or tape/CA)

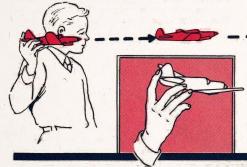
Scissors or knife

Penny

LEARN MORE

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

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.

ADJUSTING YOUR PLANE FOR FLIGHT



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.





2. Make sure rudder is not 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.



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.

Handle your Jack Armstrong TRU-FLITE models with care and they will give you hundreds of thrilling flights.

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