



QUICK PROJECT



AUTHORIZED AMA
STE(A)M PROGRAM

PAPER MODEL PLANES SPITFIRE



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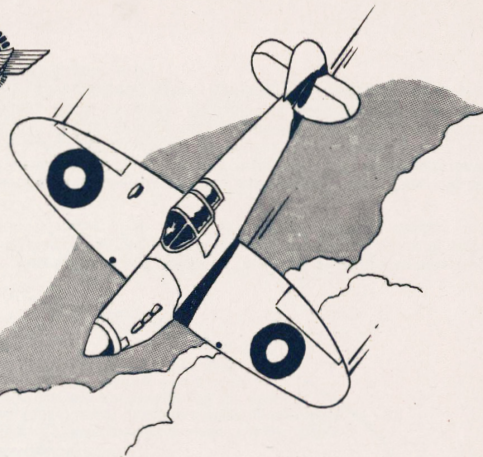
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How to build your model SUPERMARINE SPITFIRE V



Considered one of the world's best high altitude fighting planes, the British "Spits" can travel 400 miles per hour carrying two 20 mm cannons and 4 machine guns. Powered by a Rolls-Royce "Merlin" engine, the "Spits" did much to save England in the dark days of the war.

FOLLOW DIRECTIONS CAREFULLY

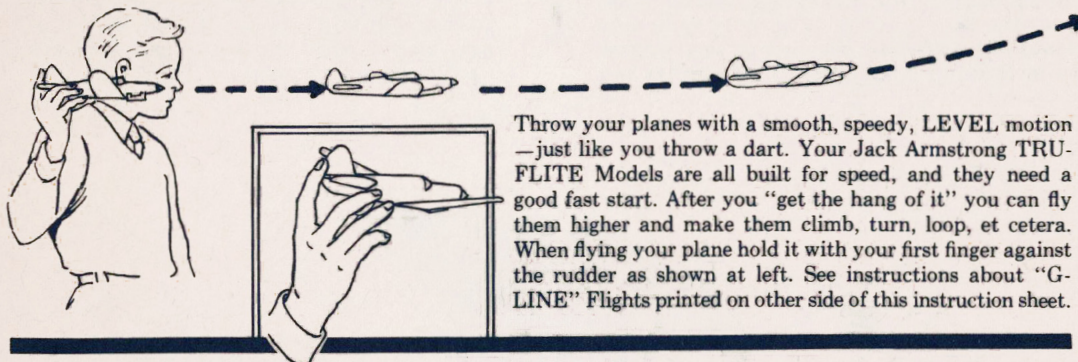
ALL YOU NEED is a sharp knife or razor blade, and some glue or airplane model cement (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

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


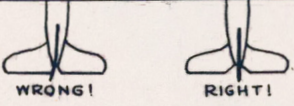

- 1 Cut all parts out CAREFULLY. Cut only on solid outlines. Cut all slots out COMPLETELY. See fuselage slots A, B, C, D, E, F, G, H, L and M. Also the slots in the cones. Be especially careful when cutting the three long slots in tail of fuselage and the one long slot in the rudder.
- 2 Fold ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane.
- 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.

ADJUSTING YOUR PLANE FOR FLIGHT

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

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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!

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1 FOLD FUSELAGE AS SHOWN.

GLUE THE BOTTOM SURFACES OF FUSELAGE TOGETHER AS SHOWN.

OVERLAP FRONT OF FUSELAGE AND GLUE. BE SURE TO HOLD IN PLACE UNTIL DRY!

WHEN GLUE IS SET, CUT OFF TABS A, B, C, D, E, F, G, AND H.

FUSELAGE

2 FOLD AS SHOWN.

SLIDE HOLDER INTO FUSELAGE THEN GLUE TABS IN PLACE ON FUSELAGE.

BE SURE BOTH SIDES OF PENNY ARE GLUED TO HOLDER!

WARNING! DO NOT FOLD TABS ON FRONT OF FUSELAGE!

WEIGHT HOLDER

3

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. HOLD CONE AGAINST NOSE OF PLANE UNTIL THOROUGHLY DRY!

INSIDE CONE

4

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

OUTSIDE CONE

5

RUDDER SLOT

TAILPLANE SLOT

SLIDE TAILPLANE INTO SLOT AND FOLLOW WITH THE RUDDER AS SHOWN.

6

BE SURE SLOTS ARE CUT OUT COMPLETELY!

ROLL DO NOT FOLD TOP.

GLUE TABS TOGETHER.

SLIDE TABS L AND M INTO SLOTS L AND M. GLUE WHERE INDICATED.

COCKPIT COVER

7

GLUE

GLUE

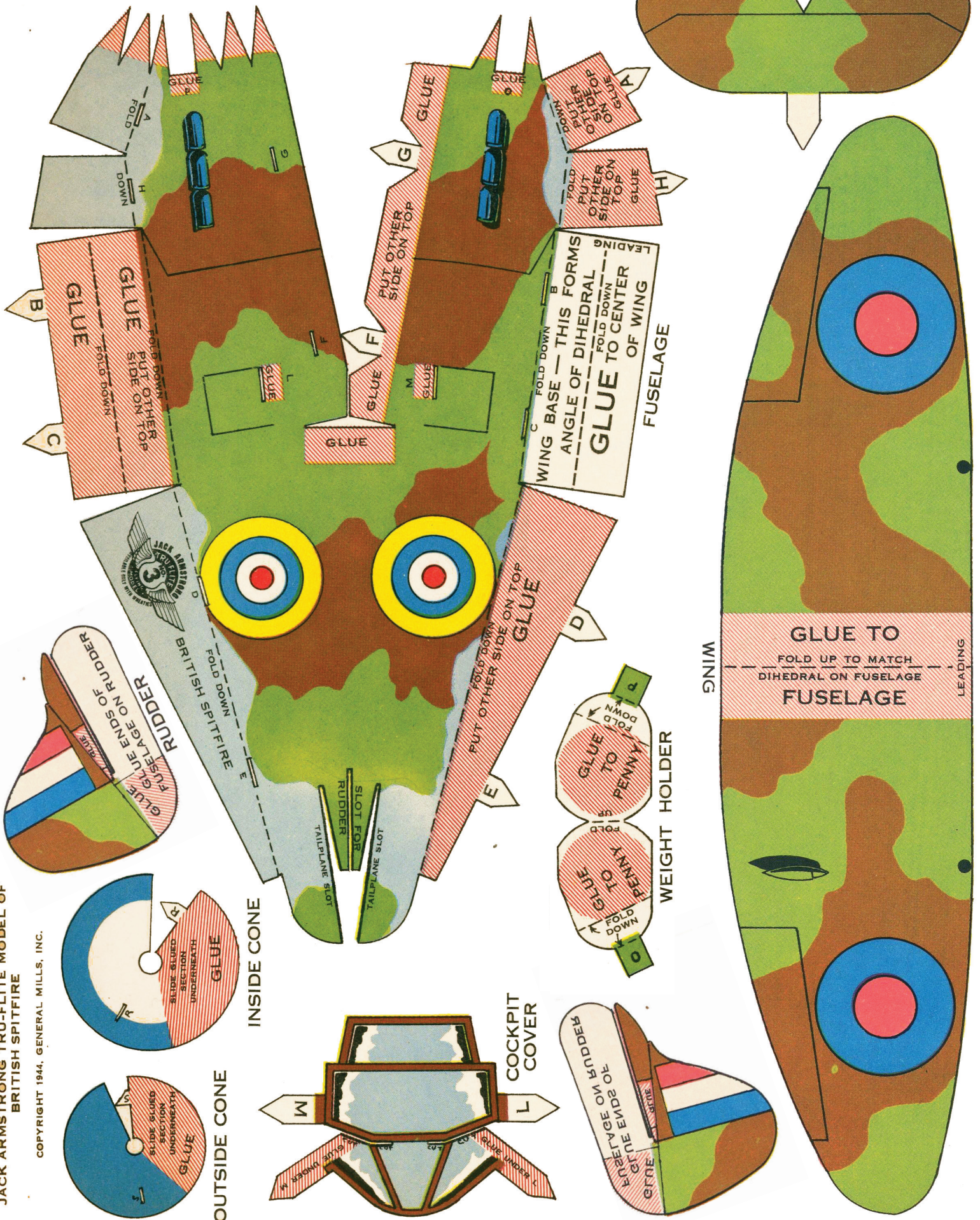
FOLD WING EXACTLY ALONG DOTTED LINE IN CENTER OF GLUE AREA.

THEN GLUE WING TO WING BASE ON BOTTOM OF FUSELAGE. USE PLENTY OF GLUE AND HOLD IN PLACE UNTIL THOROUGHLY DRY!

WING

**JACK ARMSTRONG TRU-FLITE MODEL OF
BRITISH SPITFIRE**

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