

DHC-2 Beaver



The Beaver was designed and built by De Havilland Canada to meet the needs for a short takeoff and landing aircraft. The specifications required it to be able to carry heavy payloads into bush country and land on water or land. The Beaver has exceptional STOL performance, all-metal construction and accommodates many features sought by the operators of bush planes. It is able to be equipped with floats, landing gear with regular tires, tundra tires and skies. De Havilland had literally created the ½ ton pick up truck of the skies! De Havilland had great success with exports sales to many countries including the United States buying a total of 970 units. Between 1947 and 1967 over 1600 Beavers were produced with many of them still flying today in the same role they were designed to do back in 1947.

The markings in this kit are from the first Beaver ever built. It was used as the prototype until June of 1948 when it was sold to Central British Columbia Airways Ltd of Prince George BC. After 1953, the plane was operated by several owners until 1970 when North Canada Air of Prince Albert, SK (Norcanair) purchased it from B. & B. Aviation Ltd. of Edmonton, AB. Norcanair operated it until March of 1978. In June of 1980, the plane was sold to the National Museum of Science and Technology in Ottawa Ontario Canada. The plane resides today as a museum piece in the Canada Aviation & Space Museum, Rockcliffe, Ottawa, ON. The plane still sports its last owner livery, Norcanair and is considered to be a national aviation treasure.

DHC-2 Beaver

Length	30' 3"
Wingspan	48'
Power	Pratt & Whitney R-985 Wasp Junior radial piston engine, 450hp
Performance	163 mph
Numbers built	1,692

DHC-2 Beaver

Featuring the markings of CF-FHB
The first DHC-2 Beaver built



Wooden Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED

1:66 Scale

FOR AGES 8 AND UP
SKILL LEVEL 2
Contains One Model Kit

OSBORN MODEL KITS
www.osbornmodelkits.com



KIT-6010

Building tips:

All parts will be a tight fit. If you find a part is too tight give it a bit of a sanding with 220 grit sandpaper. **DO NOT FORCE PARTS.** A hobby knife is suggested to cut the pieces from the part tree but most parts will break free easily. We recommend removing the burnt edge left by the laser with 220 grit sandpaper. This makes it easier for painting also it makes for a better appearance, especially if you are going to leave the model in it's natural wood state. Although the model is designed to be assembled without glue, we do suggest gluing your model together. Note indicated parts that are not to be glued. Any black substance that gets on your hands is non toxic and can be removed with soap and water

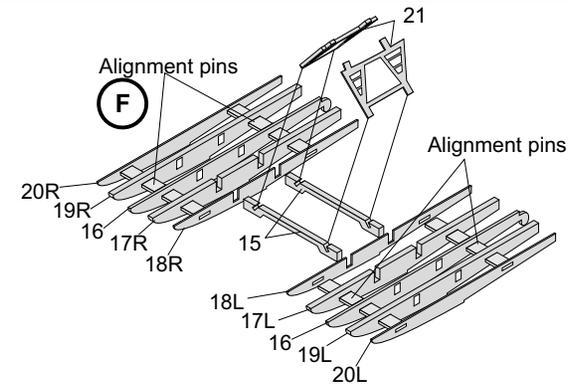
 Indicates do not glue part or assembly

 Indicates part is a friction fit in order to hold in place

Recommended Tools:

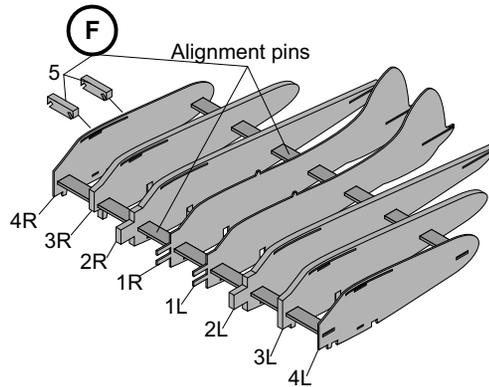
Hobby Knife, Scissors, White Glue, 220 grit sandpaper

Step 3 Floats



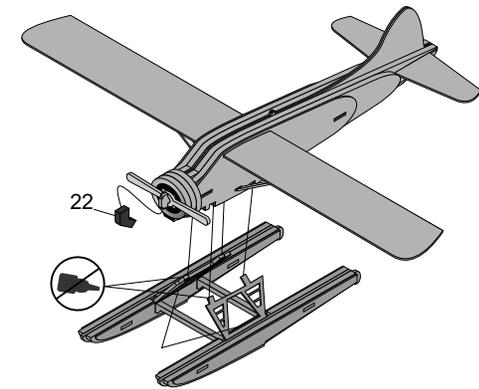
Step 1 Fuselage

Fuselage



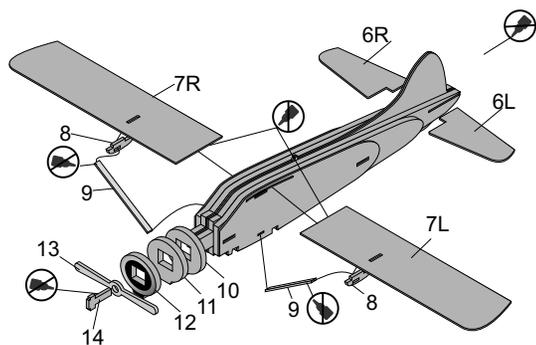
Step 5 Final assembly

Final assembly



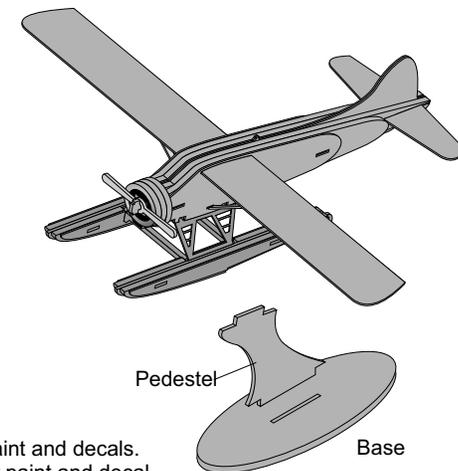
Step 2 Wings, struts, propeller and engine cowling

Wings, struts, propeller and engine cowling

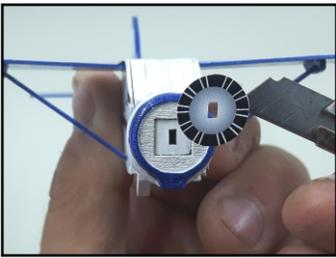


Step 6 Stand

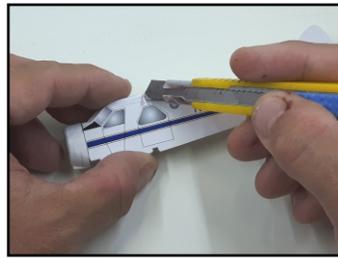
Stand



Completed model ready for paint and decals. Please see separate sheet for paint and decal instructions.



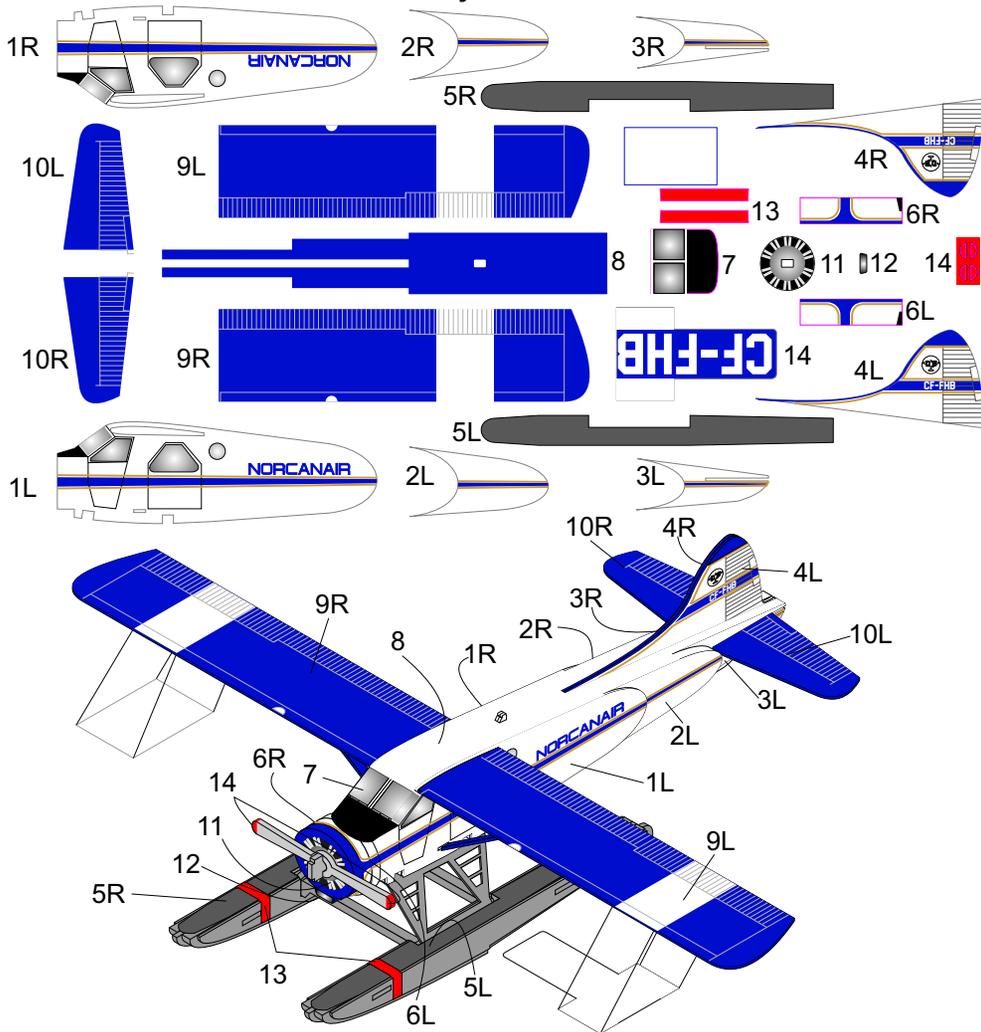
For small decals you may use a small utility knife to remove them from the backing and place in position.



Remove any vinyl that may be covering slots with a utility knife

Decals should be placed into position in numerical order. You will need to remove the main and tail wings, the floats and wing struts, and Propeller to apply some of the decals.

Take your time.

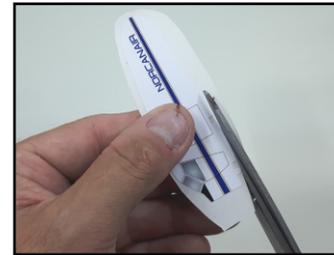


Applying decals

Tools needed to apply decals

- Scissors
- Utility knife

Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to lose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.



Cut out each decals as close to the edge as possible. Only cut out decals as needed.

Note:

Paint fuselage white and flight surfaces blue before applying decals. see paint instructions.



For the large decals, remove about a 1/4" of the backing and cut off with scissors.



Place the exposed section on the surface making sure that your decal is properly aligned on the part. Peel and cut backing off in stages.



Slowly remove the backing making sure the decal is staying aligned on the surface.

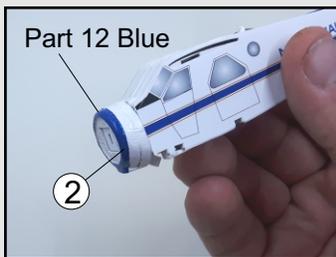
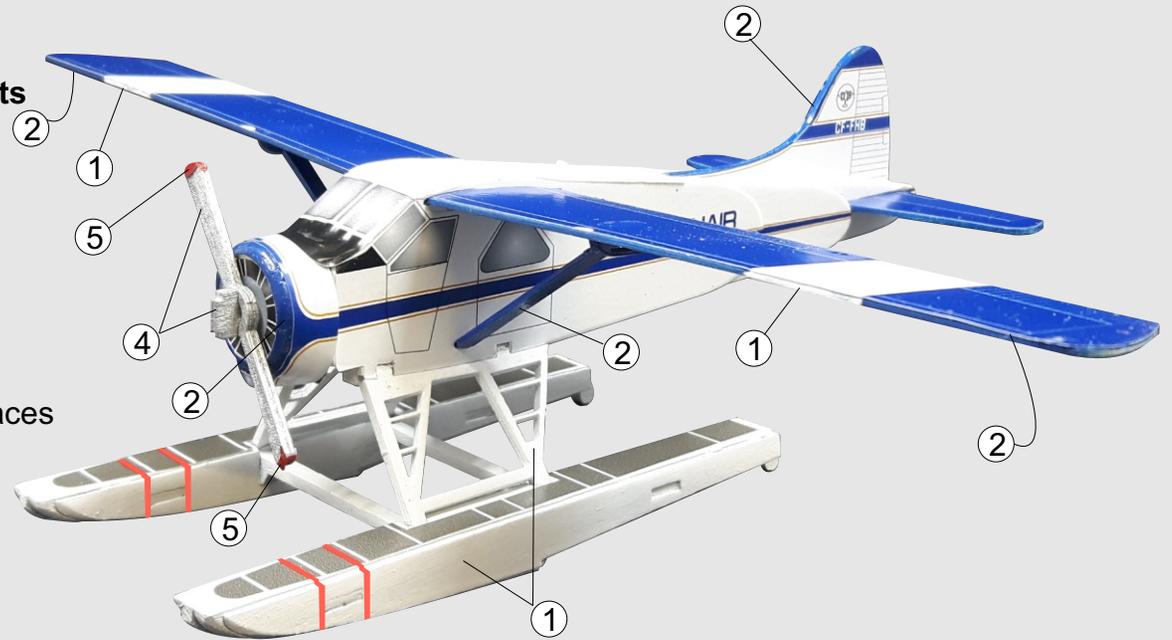
Colour Scheme of DHC-2 Beaver CF-FHB

Suggested colours by Tamiya Model Paints

- 1 White X2**
Fuselage
Floats and struts
Leading and trailing edge of wing strip
- 2 Blue X4**
Wings, wing struts,
front 1/8" of cowl.
All leading and trailing edges of flight surfaces
- 3 Black XF1**
Exhaust
- 4 Aluminum XF16**
Propeller and spinner
- 5 Red X7**
Propeller tips

Note:

Model should be painted white before adding decals.



Paint front 1/8th of engine cowl blue