

de Havilland Chipmunk T.10



The DHC-1 Chipmunk is a tandem, two seat, single engine trainer designed and developed by Canadian aircraft manufacturer de Havilland Canada. It was the company's first all Canadian venture after the war. Chipmunks typically replaced the aging de Havilland Tiger Moth biplane as the primary trainer for many Air Forces around the world. The first flight was on May 22nd 1946 with production following soon afterwards at the Downsview location in Toronto, Ontario. de Havilland Canada would produce 217 units mostly for the RCAF and a few were exported to Egypt, Lebanon and Thailand. de Havilland in the UK was licenced to build the Chipmunk as well as OGMA in Portugal. In total 1284 units were built. Canadian built Chipmunks differed from their British counterparts featuring full bubble canopies. UK built units used a multi-panelled sliding canopy and had anti-spin strakes attached on the rear of the fuselage for better stability. Repositioning of the undercarriage legs as well as landing lights are some of the noticeable differences.

The construction was mostly aluminum with fabric covered flight surfaces. Power was provided by the de Havilland Gipsy Major 10 producing around 145hp. Except for the few first production units, the Chipmunk is a fully capable acrobatic plane.

A large number of the Chipmunks produced are still flying and many being used in the same role for which it was designed.

The markings included in this kit are from airframe Wb550. This aircraft operated out of RAF Benson from 1958-1995. Like most Chipmunks it was used as a primary introductory aircraft. Wb550 operated with No. 6 Air Experience Flight allowing many future RAF pilots their first experience of flight. The aircraft currently is on display at the National Air force Museum in Trenton Ontario Canada.

de Havilland T10 Chipmunk Specifications

Length	25' 5"
Wingspan	34' 4"
Power	Gipsy Major 10 145HP
Performance	Max speed 138mph
Armament	None, Trainer

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Wooden Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED


FOR AGES 8 AND UP
SKILL LEVEL 1
Contains One Model Kit




KIT-6061

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

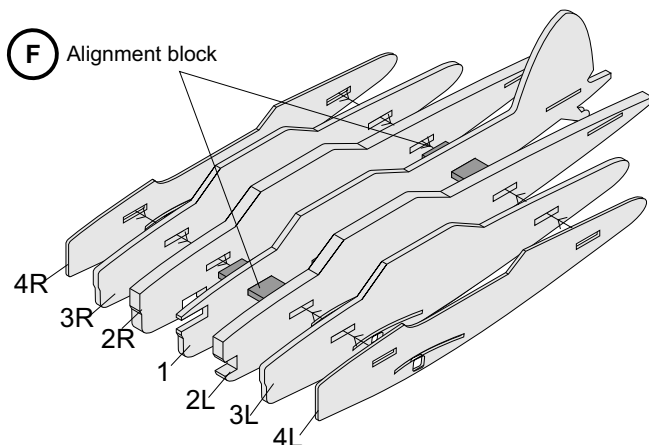
 (F) Indicates part is a friction fit in order to hold in place

Recommended Tools:

Hobby Knife, Scissors, White Glue, 220 grit sandpaper

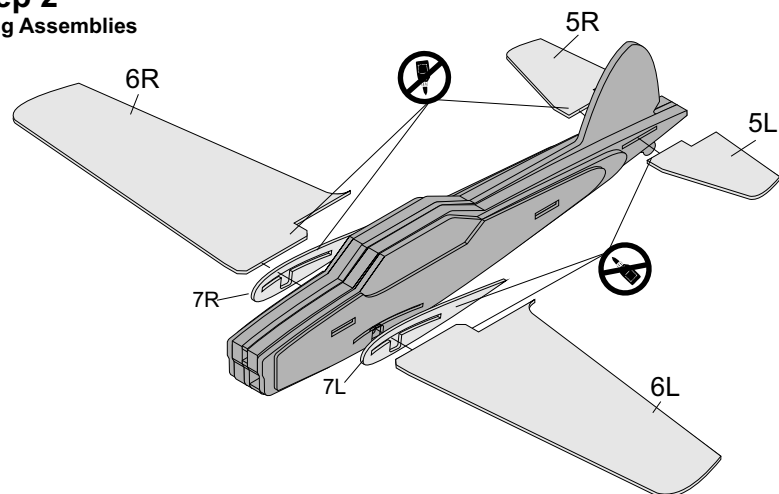
Step 1

Fuselage



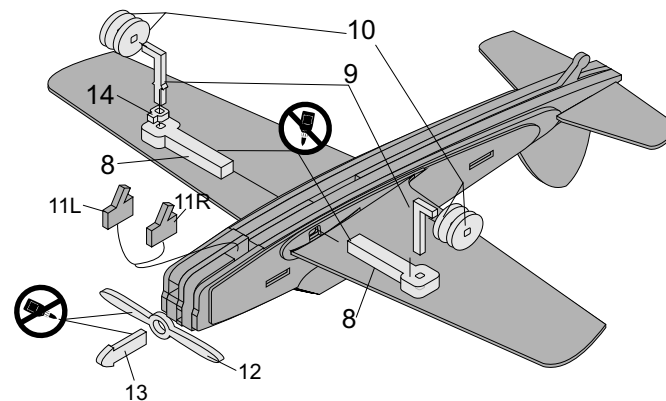
Step 2

Wing Assemblies



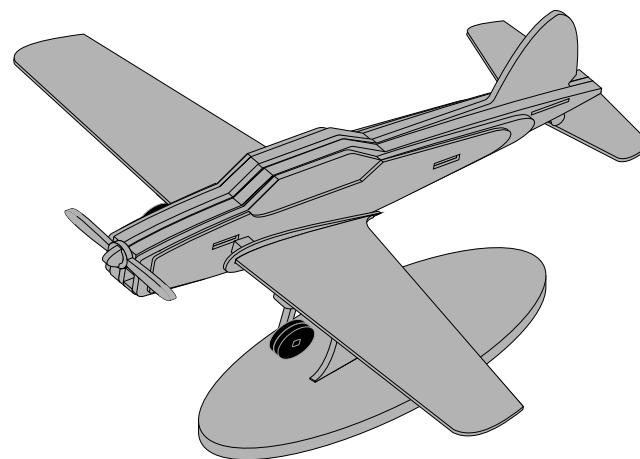
Step 4

Landing gear and Propeller



Step 3

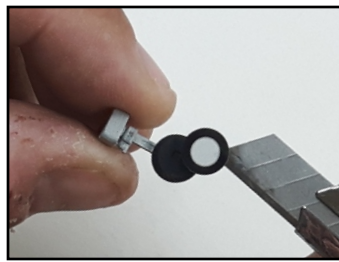
Stand and display



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



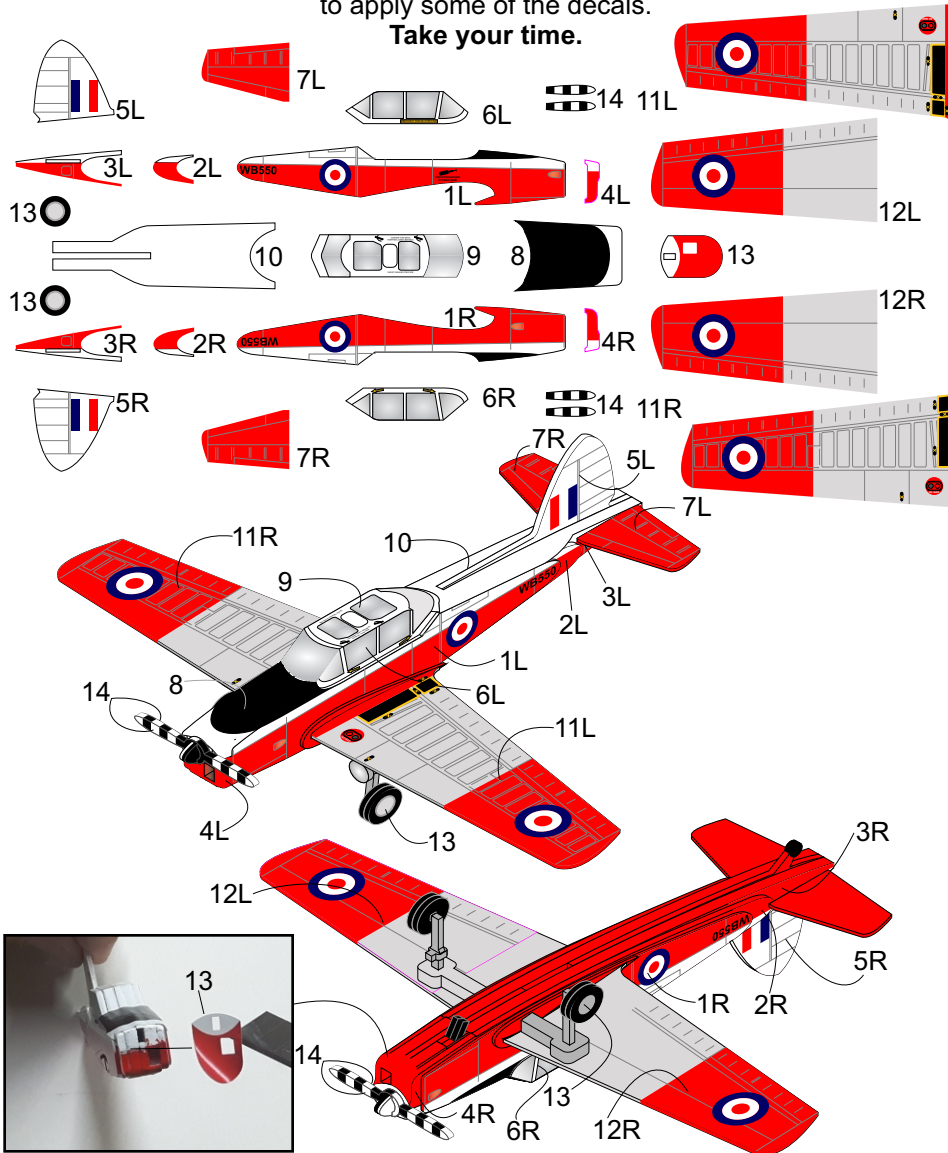
For small decals use a utility knife to place in position.



Make sure decal is centred on wheel

Decals should be placed into position in numerical order. You will need to remove the main wing and rear stabilizer, propeller assembly, landing gear 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:

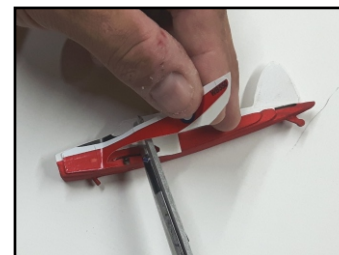
Paint entire aircraft white before applying decals.



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.



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

Colour scheme de Havilland Chipmunk T.10 WB550

Suggested colours by Tamiya Model Paints

1 White XF2

Upper fuselage
Propeller spinner

2 Red X8

All lower fuselage
Leading edge wing tips
Rear stabilizers

3 Light Grey XF66

Wings
Landing gear

4 Black XF1

Wheels
Tail wheel
Exhaust
Propeller

Note:

Top part of fuselage should be painted white and the red lower part red

