

DHC-1 Chipmunk



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.

The RCAF would start to phase out the Chipmunk in the 1970's selling off the planes to the private sector where many are still flying. The markings included in this kit are from S/N 18035. It is part of the Canadian Warplane Heritage collection at Mount Hope, Ontario and is flown on a regular bases.

DHC-1 Chipmunk Specifications

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

DHC-1 Chipmunk



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


OSBORN MODEL KITS
www.osbornmodelkits.com




KIT-6014

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

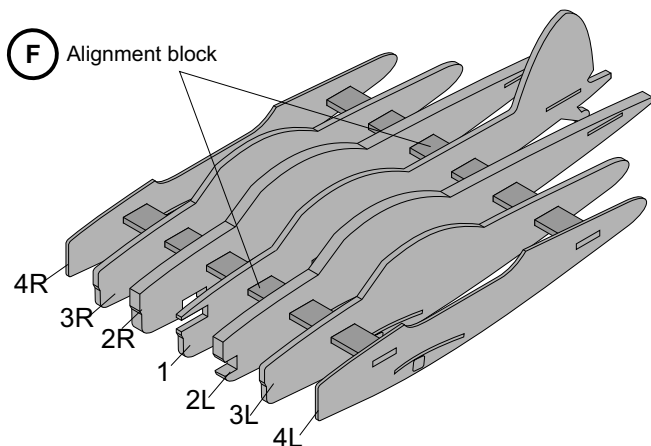
 (F) Indicates part is a friction fit in order to hold in place

Recommended Tools:

Hobby Knife, Scissors, White Glue, 220 grit sandpaper

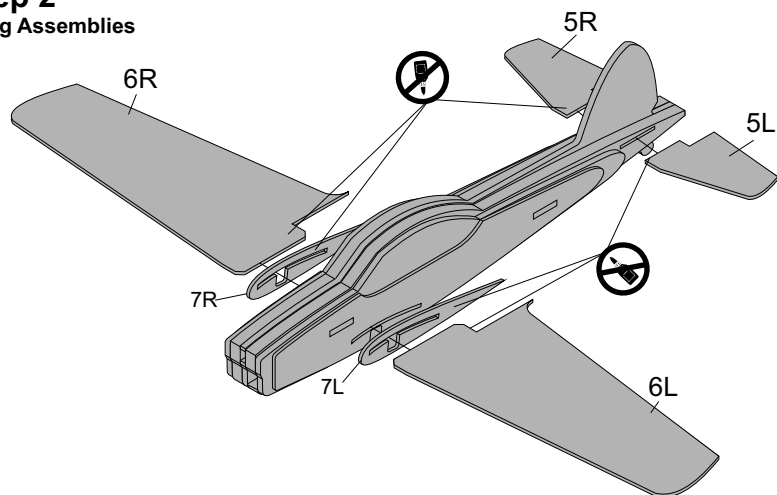
Step 1

Fuselage



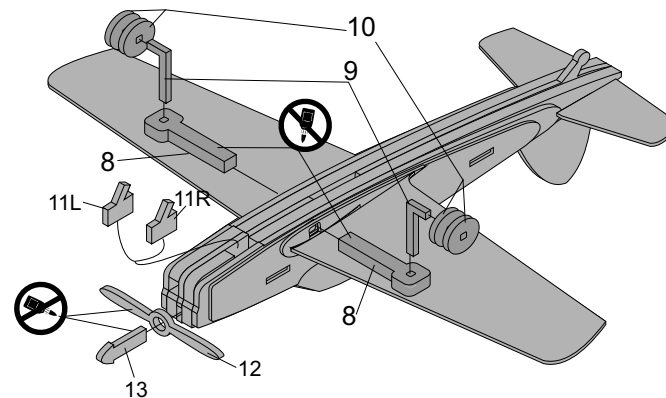
Step 2

Wing Assemblies



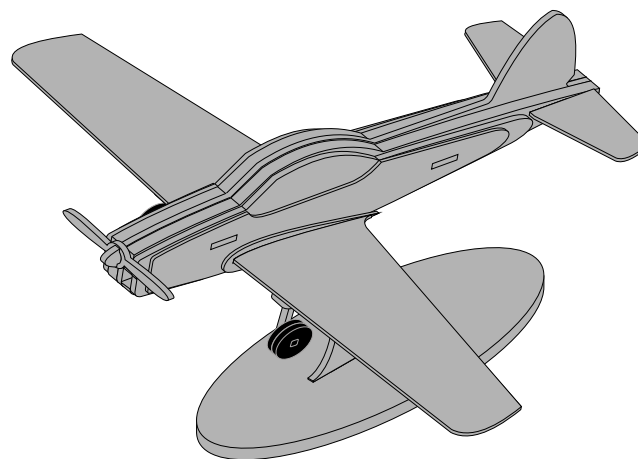
Step 4

Landing gear and Propeller



Step 3

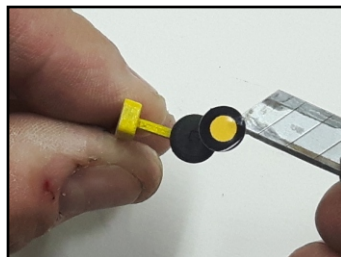
Stand and display



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



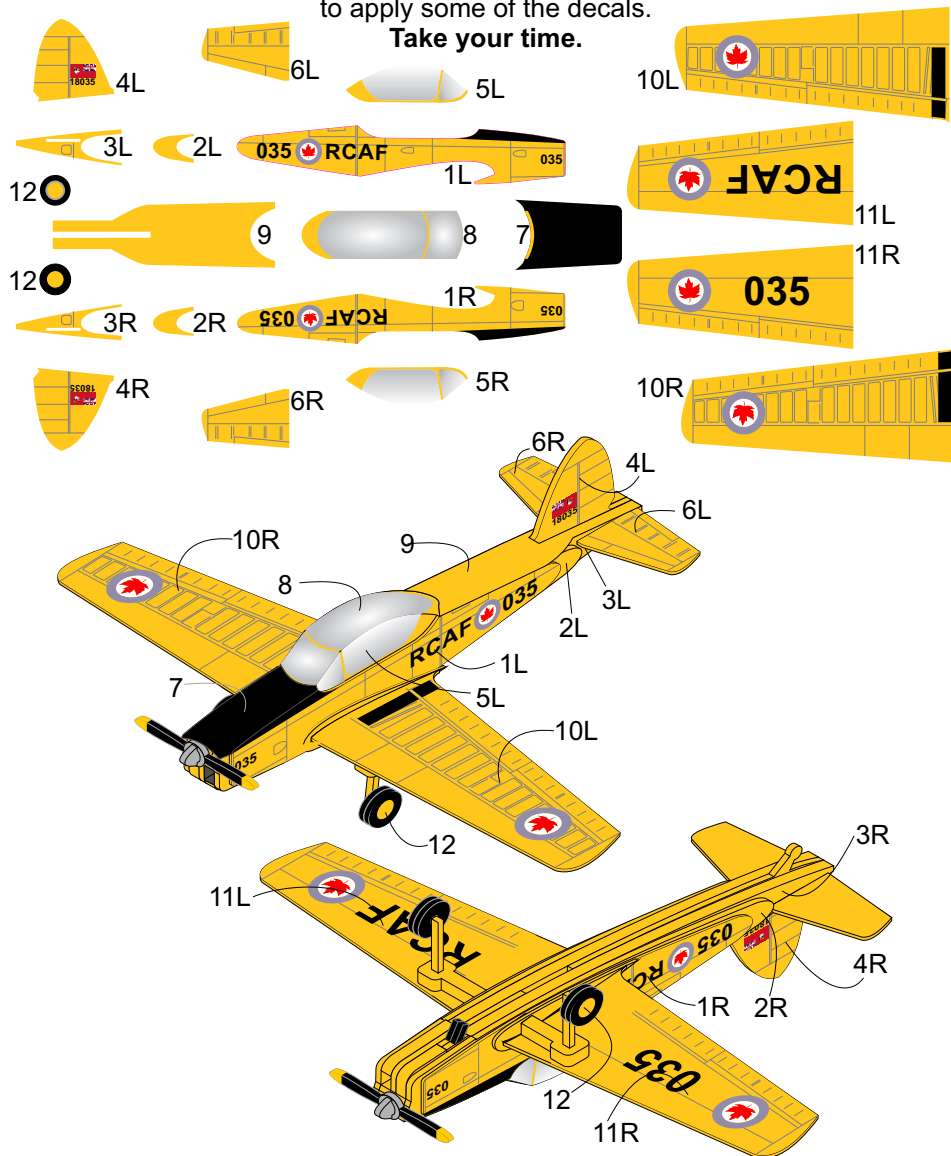
For small decals use a utility knife to place in position.



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

Note:

Paint entire aircraft yellow 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 DHC-1 Chipmunk 18035

Suggested colours by Tamiya Model Paints

- 1 Yellow X8**
All upper and lower surfaces
- 2 Black XF1**
Wheels
Tail wheel
Exhaust
- 3 Aluminum XF16**
Propeller blades and hub

Note:

Model should be painted yellow before adding decals.

