

DHC-3 Otter



The Otter was designed and built by De Havilland Canada. It was created to be capable of performing the same roles as the earlier and highly successful Beaver. The King Beaver, as the aircraft was originally going to be named, would be an overall larger aircraft. Where the Beaver was considered the 1/4 ton pickup of the skies, the Otter would be the one ton version. The Otter could be equipped with floats, landing gear with regular tires, tundra tires and skis. The Otter was first flown in December of 1951 with many of the first orders going to the US military. Canadian Armed Forces also used the aircraft for many different roles. Today a good portion of the 466 units built are still flying in the roll they were originally built for, the ultimate bush plane.

The markings in this kit are from air frame #370. It was delivered to the RCAF as S/N 9408 in July of 1960. 9408 served various rolls like general transport and search and rescue until it's retirement in February 1982. 9408 was selected for preservation and was repainted by 6 Repair Depot at Mountain View into RCAF Air Transport Command colours. 9408 made its final flight, from Mountain View storage depot to Rockcliffe on September 29th 1983. It is now on permanent display at the Canadian Aviation Museum in Ottawa.

DHC-3 Otter

Length	41' 10"
Wingspan	58
Power	Pratt & Whitney R-1340-S1H1-G Wasp 9 cylinder air cooled radial engine rated at 600hp
Performance	160 mph
Numbers built	466

DHC-3 Otter

RCAF
Air Transport
Command



Wooden Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED

1:66 Scale


FOR AGES 10 AND UP
SKILL LEVEL 2
Contains One Model Kit




KIT-6067

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 its 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

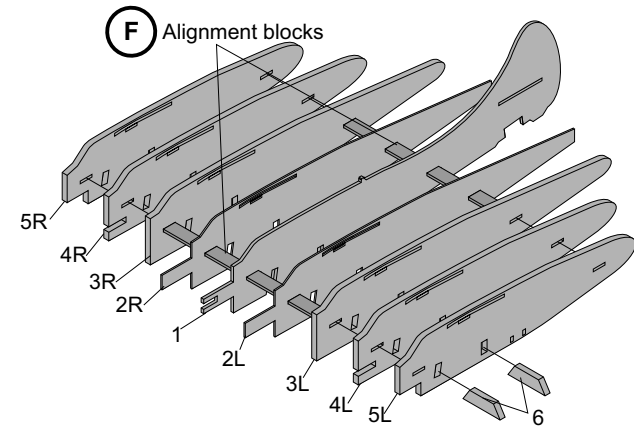
 Indicates do not glue part or assembly

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

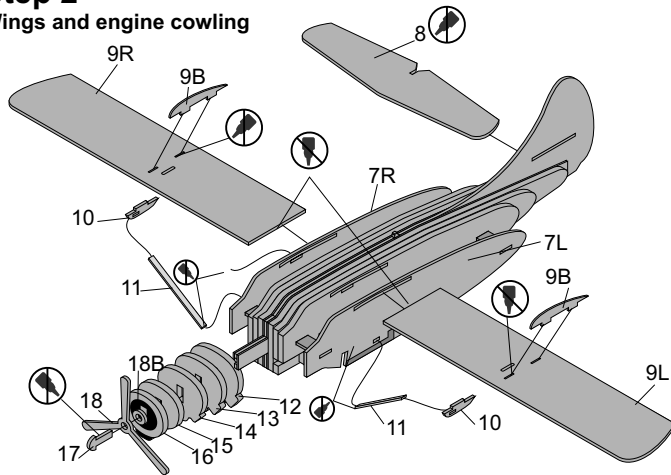
Recommended Tools:

Hobby Knife, Scissors, White Glue, 220 grit sandpaper

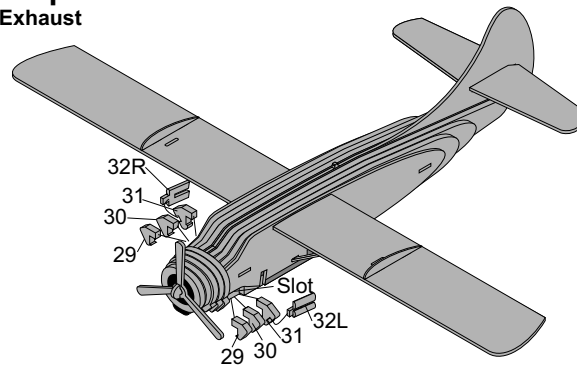
Step 1 Fuselage



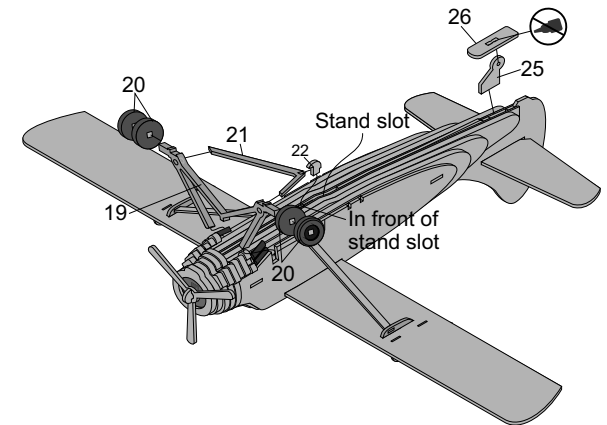
Step 2 Wings and engine cowling



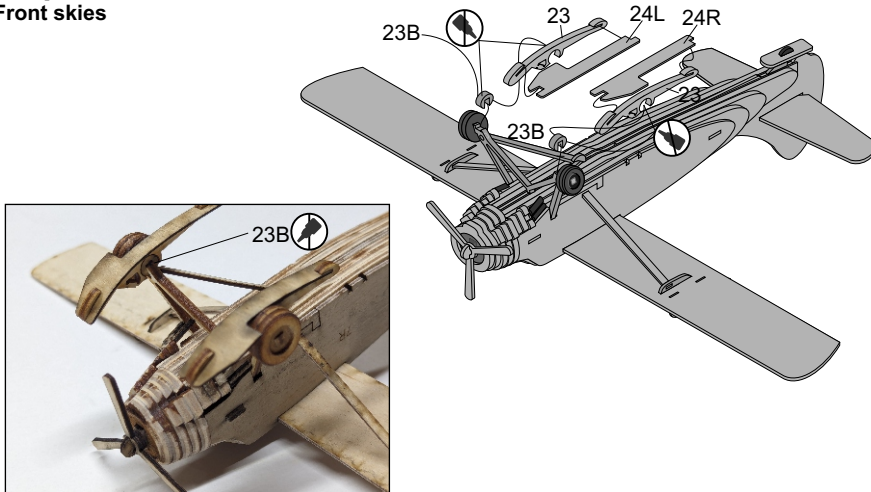
Step 3 Exhaust



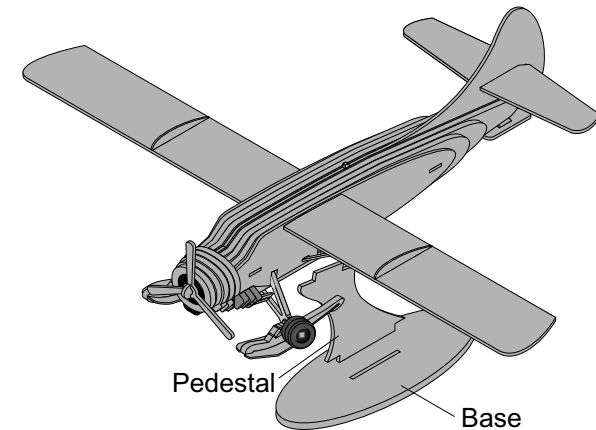
Step 4 Landing gear

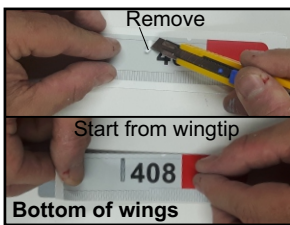


Step 5 Front skis



Step 5 Final assembly

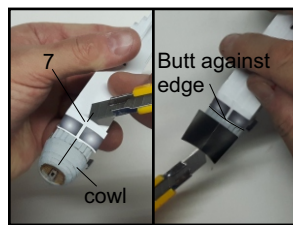
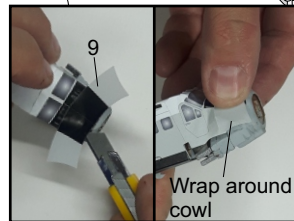
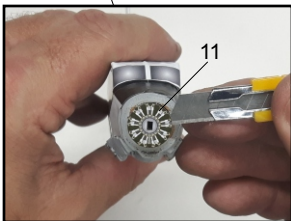
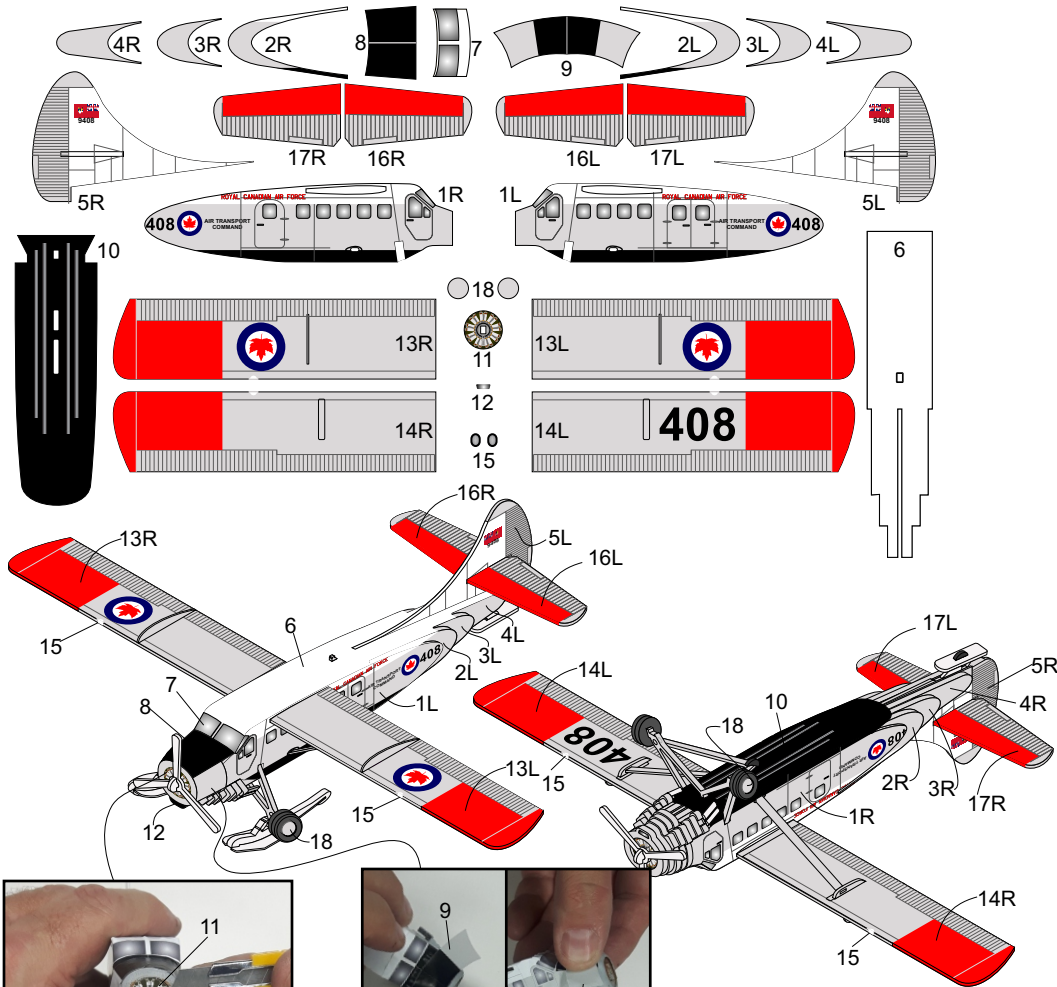




Remove small piece of vinyl. Peel off a bit of the backing at the wingtip. Line up the decal to the edge of wingtip and slowly remove the backing by cutting in stages to make sure the decal is staying aligned on the surface.

Decals should be placed into position in numerical order. You will need to remove the wings and struts, rear horizontal stabiliser, landing gear and propeller to apply some of the decals.

Take your time.



Place decal 7 into position making sure it is centered. Position decal 8 onto the center of the cowl butting the inner edge up against decal 7.

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.

Note: Paint fuselage and all flight surfaces Gray and top section of fuselage white before applying decals. See other side of page



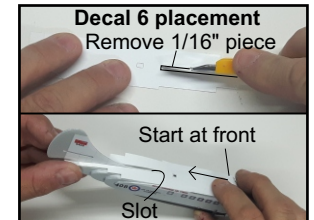
Cut out each decal as close to the edge as possible. Only cut out decals as needed.



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



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



Remove 1/16" piece of backing with a knife. Remove a bit of backing at the front and place decal on the surface lining up the slot. Remove the rest of the backing in stages keeping aligned on the surface.



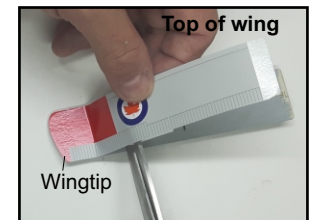
Place the exposed section on the surface making sure that your decal is properly aligned on the part.



Peel the decal back just beyond the slot in decal. Place the decal into position by lining up the slot in the decal to the stand slot in bottom of the fuselage. Remove the rest of the backing keeping the decal centered.



Slowly remove the backing by cutting in stages to make sure the decal is staying aligned on the surface.



Peel off a bit of the backing at the wingtip. Line up the decal to the edge of wingtip and slowly remove the backing by cutting in stages to make sure the decal is staying aligned on the surface.

Colour Scheme of DHC-3 Otter 9408

Suggested colours by Tamiya Model Paints

1 Light Grey XF19

Fuselage
Wings
Wing struts
Landing gear struts
Wing fences

2 White X2

Top of Fuselage
Tail

3 Red X7

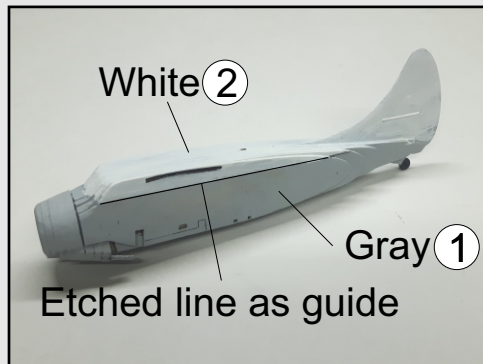
Leading edge of wing
Wing tips

4 Black XF1

Tires

5 Aluminum XF16

Propeller and spinner
Exhaust pipes
Skies



Paint upper section of fuselage white and the lower section gray. Use the etched line as a guide.

