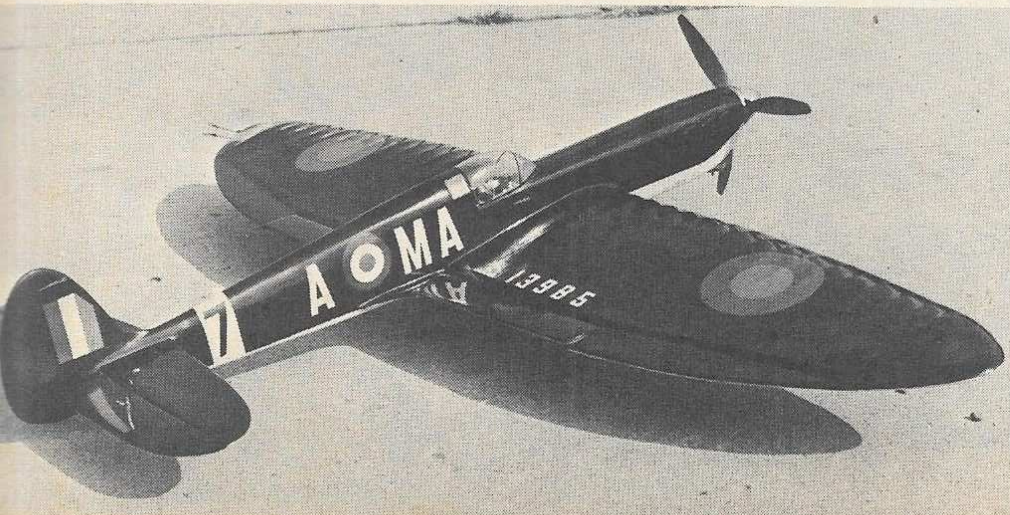


Jack Sheek's Semi-Scale "SPITFIRE" STUNT CONTROLINE:

♦ For the last few years Stunt flyers have been cultivating an event called Stunt-Scale. This event consists of being judged on the ground by a scale judge and in the air by stunt judges. Many of you have probably competed in this event, but for those of you who haven't, I'll explain a little further. The

aircraft is judged just like a scale aircraft, such as fidelity to scale, workable flaps, brakes, motor control, turrets, etc. It must be accompanied by an acceptable set of 3-view drawings. So the more that works on the ground the higher your score before you take-off. After this judging you are marked for

Takes .35 engines, plenty spirited in the air.



No Donna is not holding it for the camera. She is impounding it until Jack cleans out the garage.

Lean look of a "Spitfire." Low in drag, high power to weight, the ship is full of spirit.

The "Spitfire" Stunter is semi-scale, creates the illusion of WWII fighter. Tri-blade prop.

"SPITFIRE"



Scores high on points, competitive in the air.



The proportions and moments of a winner, with Semi-Scale impressions for the eyeball.

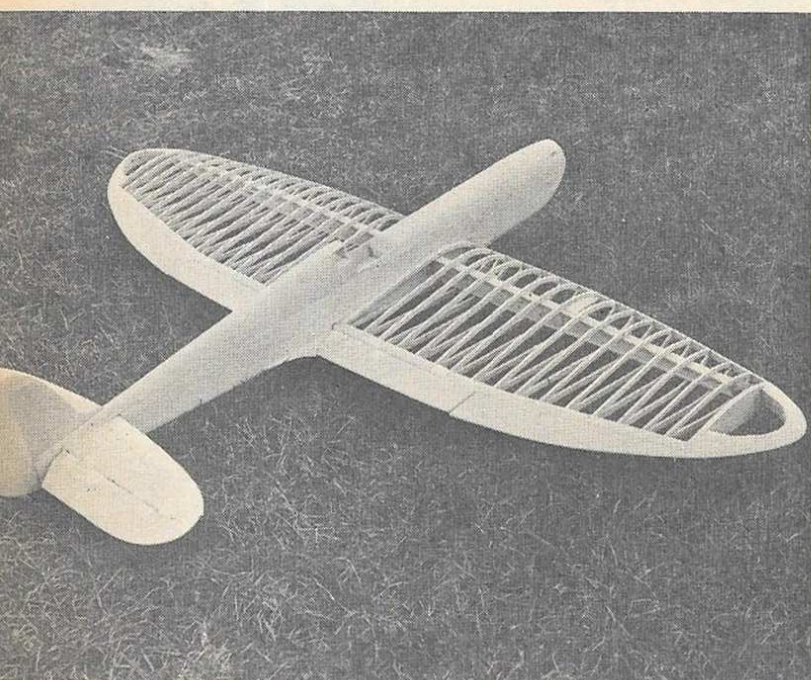
your ability to fly the stunt pattern. This adds up to quite a score with the two combined.

There was just such a contest up that had Stunt-Scale as one of the events and I wanted to participate. That meant I had to build a whole new airplane to compete with, for at that time I was flying one of my "Stunt Liners". What to build? That was the question. It had to be something that would be close enough to scale to at least look like the real airplane, but still perform a good stunt pattern. After much thought I decided to forego some of the ground points in favor of a good Semi-Scale Stunter. It was also decided that the ship would have to be small enough to give the illusion of being scale. The only aircraft that impressed me as a good choice was the "Spitfire". With its full elliptical wing, it would give the scale illusion, plus the needed wing area to fly stunt.

Now the only thing to decide was what was the quickest way to build it.

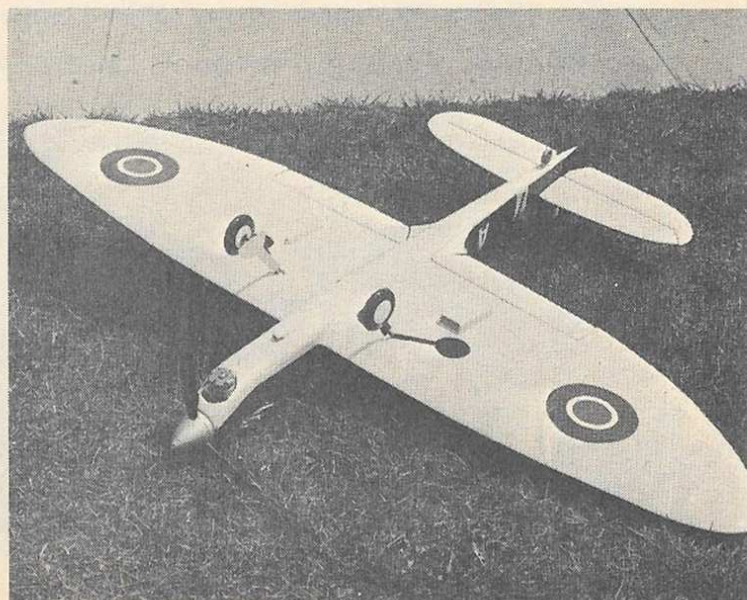
with light weight as a prime consideration. Should it be a "D" tube type wing, a stringer wing or an "I" Beam? After a little thought an "I" Beam was chosen. Why? Mainly because you don't have to figure out each wing rib individually. With an "I" Beam you cut out a bunch of ribs one like the other and just trim them at the rear to fit. After you once build this type wing you'll see that it's much quicker. More on this later.

By the time all this had been figured out, the contest was only 3½ weeks away. Now was no time to dilly-dally around. While the chips were flying it dawned on me that I didn't have any decals or scale wheels for the plane. After checking every hobby shop in town for them, my old friend Mike Mehl of Mike's Hobby Shop put in a special order for me and got them two days before the contest. Saved! By the time the contest rolled around I had 10 flights on the ship and had it trimmed



Jack leans toward I-Beam structure, ribs cut from template, trimmed at rear for the taper.

Two-tone color scheme is fitting, easy. Note the ample wing area, long body, short flaps.



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"SPITFIRE"

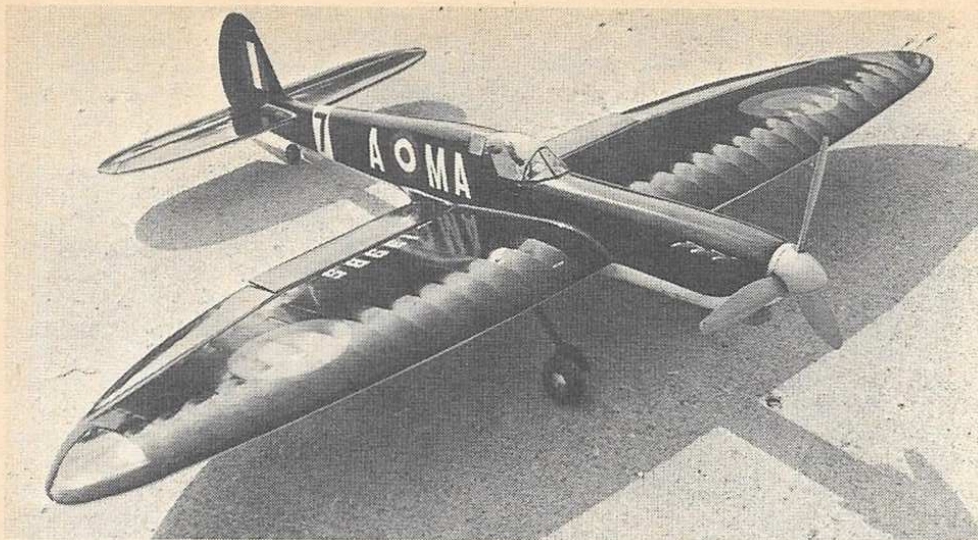
I was ready I thought.

The day dawned bright and windy. After looking over the competition I decided to fly the "Spitfire" in Open Stunt as well as in Stunt-Scale. The competition was too stiff to fly two different stunts in one contest.

Anyway, to make a long story longer, the little "Spit" breezed through the Stunt Scale contest the winner, but couldn't quite beat Lew McFarland in Open Stunt. He's a tough man to beat anyway you look at it. But we still went home with a 1st and a 2nd place trophy. Not bad for a little ship that really hadn't been fully tested yet. Not long after that I retired the little "Spitfire." It seems in my haste to finish the ship I had forgotten to install a good set of controls and they just plain wore out. We cut back into the ship and repaired what we could but it was never the same. Put in good controls and you'll have a ship that will last.

Construction: Start by picking light

FLYING MODELS



contest wood. Weight is critical on any model, but on a small ship like this, be very careful. Now sharpen your switch blade or whatever you can get hold of and start by hacking out the two "I"-Beam sides from $\frac{1}{4}$ " medium balsa. Cut the body sides from $\frac{1}{8}$ " sheet. Saw the "I" Beam and body doublers from $\frac{1}{16}$ " plywood, then glue the doublers into place. Now glue the motor mounts into position and let them dry. While these are setting up, cut the stab, elevators and rudder from $\frac{1}{4}$ " balsa. Sand them to shape, install the elevator control horn and hinge. Cut and sand the flaps, both false and moveable. Now comes the trailing edge of the wing. Using the plan for reference, place the trailing edge over the plan cut at correct angle and install the plywood brace. Make the outboard panel the same as the inboard, only $1\frac{1}{2}$ " shorter.

Next install the $\frac{1}{8}$ " x $\frac{1}{2}$ " capstrips on the "I" Beam. Bend the $\frac{1}{8}$ " spring steel landing gear. Mark its position on the "I" Beam and drill the J-Bolt holes. Do not mount the gear at this time.

Saw out the body formers from $\frac{1}{8}$ " plywood. Cut the top and formers from $\frac{1}{8}$ " balsa. Place the tank between the body sides and glue the body formers into place and let dry. While this is drying, install bushings in the bellcrank and control horns. Install the bellcrank and platform in the "I" Beam. After body has dried, turn it upside down on a flat surface. Pull the rear of the body sides together, then glue and pin. Now install the "I" Beam into position. Slip the tip end formers on the "I" Beam and position the trailing edge into place along with the control horn. Now place the leading edge into position. Cut the leading edge braces from $\frac{1}{8}$ " balsa, place into position and pin. Now align all parts and pin and glue. After the body has dried install the stab and elevators and pushrods, making sure they are free moving, then lubricate. After the stab has dried, tack glue all blocks into position. Shape and sand the blocks, remove them and hollow. Now glue the blocks into place permanently. Finish the cowling by installing the cowling hold-

down and dowel rods. Cut a 2" nose ring from $\frac{1}{16}$ " plywood and install.

Saw out four $\frac{3}{4}$ " ribs and install them next to the body. Always cut these type ribs at the rear so they fit properly. Install the landing gear. Now cut out a whole pot full of ribs and install them. Next install the flaps, movable and false. Cut the wing tips from $\frac{1}{2}$ " balsa or laminate them from $\frac{1}{4}$ " and install them. Now final sand the model all over. Fill all nicks with filler and cover entire model with SGM Silkspan. Finish the model to your desires. We used black on top and grey blue on the bottom. You can get the decals from Finishing Touch decals or from Sterling Models.

Good luck on the "Spit" and here's hoping you win a few.



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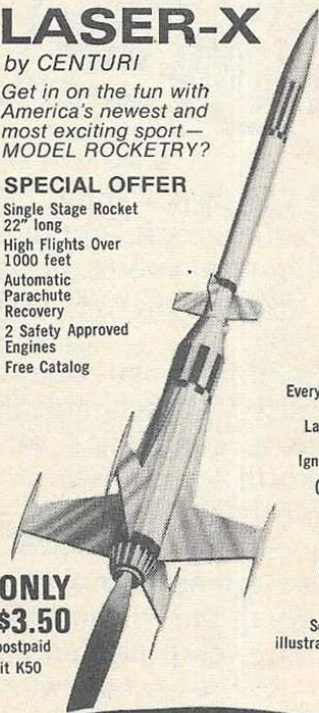
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