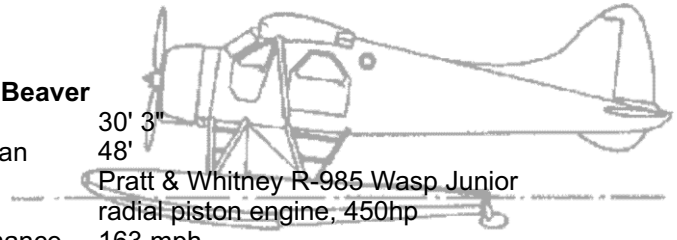
DHC-2 Beaver

The Beaver was designed and built by De Havilland Canada to meet the needs of a short takeoff and landing aircraft. It also needed to carry heavy payloads into the bush country and land on water or land. The Beaver could be equipped with floats, landing gear with regular tires, tundra tires and skies. De Havilland had literally created the flying ½ ton pick up truck. In the period between 1947 and 1967 over 1600 Beavers were produced with many of them still flying today.

The markings in this kit are from the second unit produced. CF-OBS was purchased by the department of Lands and Forests in 1948. The plane played a role in the development of water bombing techniques. In 1953 the aircraft was used in test dropping 3-gallon water bags in salvoes through a camera hatch in the bottom of the fuselage. In 1957 rotating roll over tanks were fitted mounted on top of the floats with scoops attached for filling up. The plane remains in this configuration and now resides at the Canadian Bushplane Museum in Sault St. Marie, Ontario.



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

Water Bomber

Wooden

Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED

1:66 Scale

Made in Canada

FOR AGES 8 AND UP

SKILL LEVEL 2

Contains One Model Kit

OSBORN MODEL KITS

www.osbornmodelkits.com

KIT-6051

Building tips:

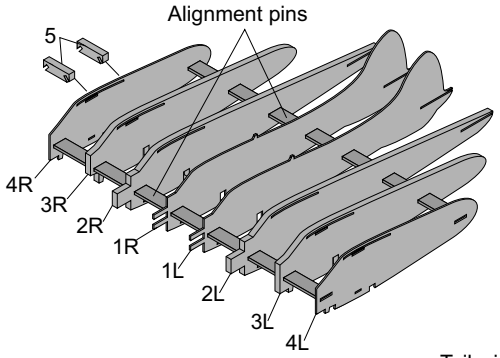
All parts will be a tight fit. If you find a part is too tight give it a bit of a sanding with 220 grit sandpaper. **DO NOT FORCE PARTS.** A hobby knife is suggested to cut the pieces from the part tree but most parts will break free easily. 220 grit sandpaper may be used to remove unwanted burn marks. A white glue may be used for assembly if desired. Any black substance that gets on your hands is non toxic and can be removed with soap and water.

Note:
Alignment blocks should have just enough friction to hold parts in place. If needed use sandpaper to remove a bit of thickness.

Step 1

Fuselage

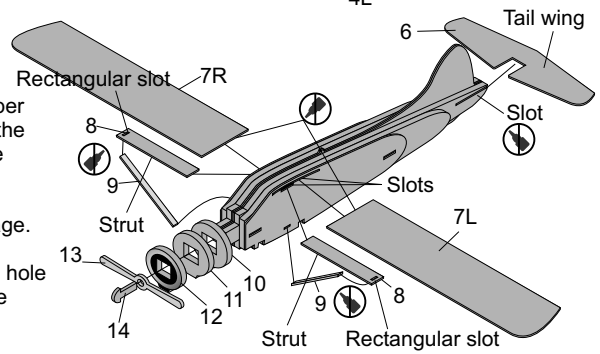
Slide alignment pins through alignment holes on part 1L and 1R. Then stack parts 2L, 2R and 3L, 3R on to the pins. Place part 5 cross block into body with slots facing down and centre them. Place part 4L and 4R onto the pins.



Step 2

Wings and engine cowling

Slide part 6 into slot on tail. Insert parts 7L and 7R into the slot on the upper part of the fuselage. Part 8 will go into the smaller slot under the wings. Place one end of part 9 into the rectangular slot on part 8 place the other end into the rectangular slot on the bottom of fuselage. Slide parts 10, 11, 12, onto the front of the fuselage. Insert part 14 through the hole in part 13 then insert into the slot on the front of the fuselage.

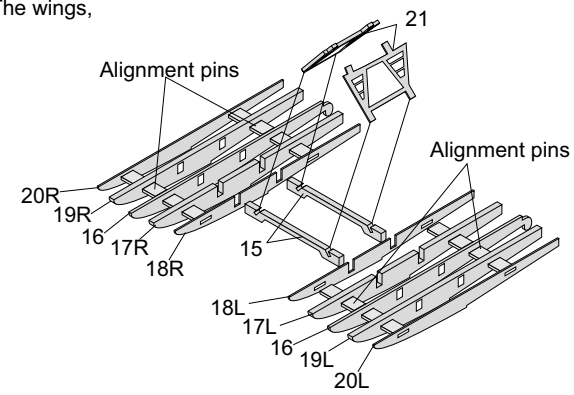


Note:
The following parts should not be glued as they need to be removed to apply decals. The wings, struts and tail wing.

Step 3

Floats

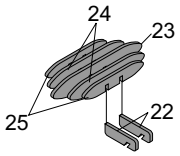
Start by sliding alignment pins into part 16 “center of float” from here you are building a left and right float. Select the parts marked with the “L” to make the left float. Stack part’s 17L and 18L onto the right side of part 16, next stack part’s 19L and 20L onto the left side of part 16. Repeat the process for the right float. Slide part 15 into slots in floats then place part 21 into slots on part 15.



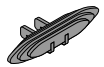
Step 4

Water tanks

Place part 25 on the edge of parts 22 then stack the remaining parts into position.



Make two

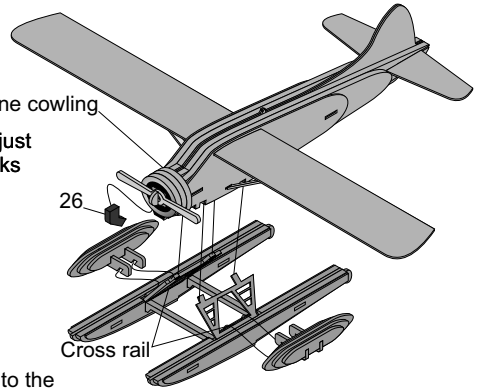


Completed unit

Step 5

Finale assembly

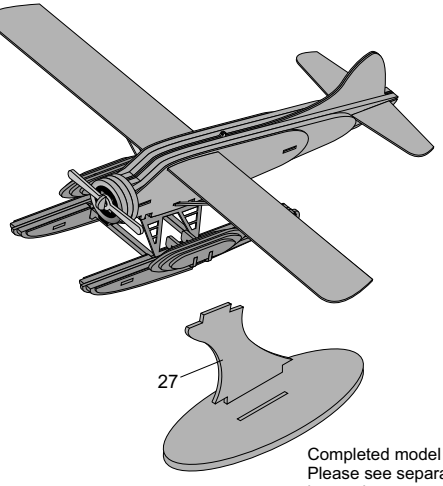
Insert part 26 into the slot on the right side just behind the engine cowling. Place water tanks onto the bottom cross rail of the float strut.



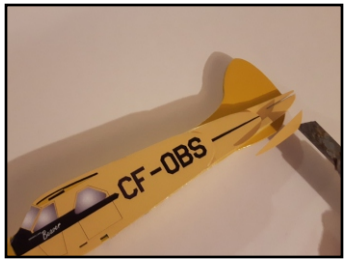
Note:
Do not glue the float struts to the fuselage yet, they will need to be removed to apply decals.

Step 6

Place part 27 into the base to complete stand, place model on stand.



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

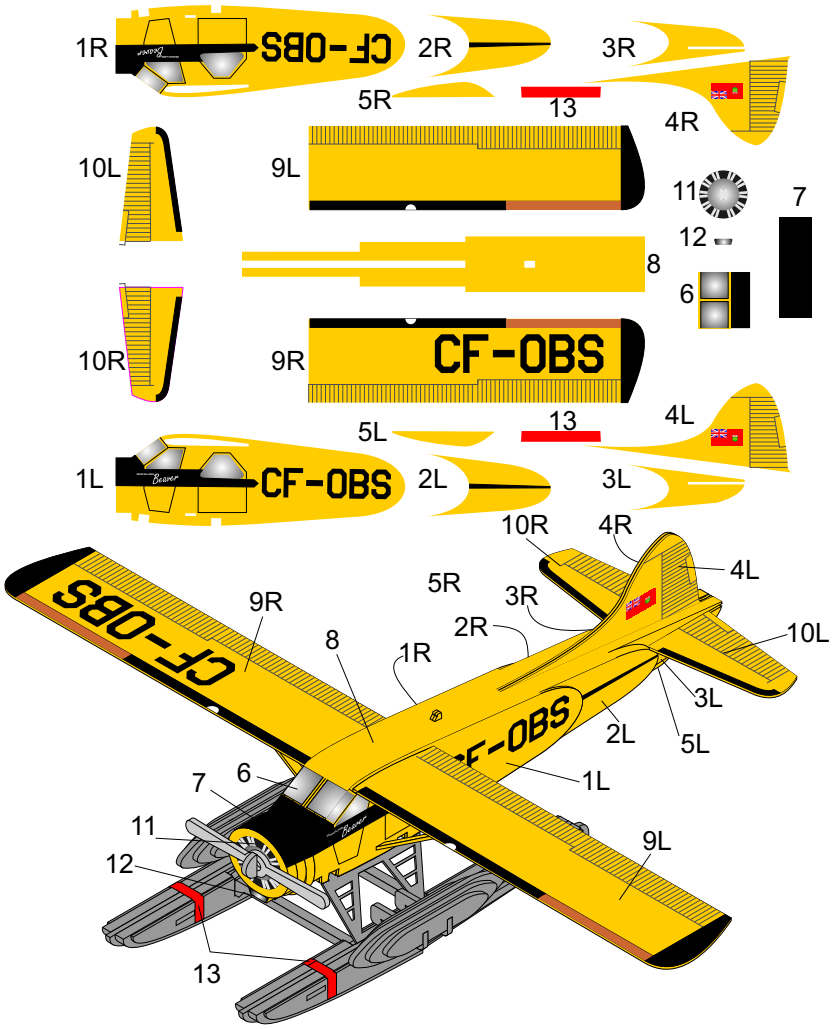


For small decals you may use a small utility knife to remove them from the backing and place in position.

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

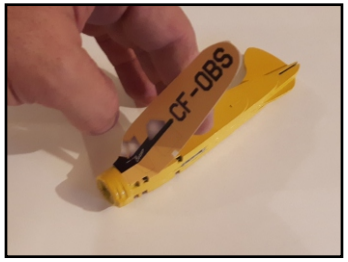
Scissors
Utility knife

Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to loose 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 yellow before applying decals.

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



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 of DHC-2 Beaver Water Bomber

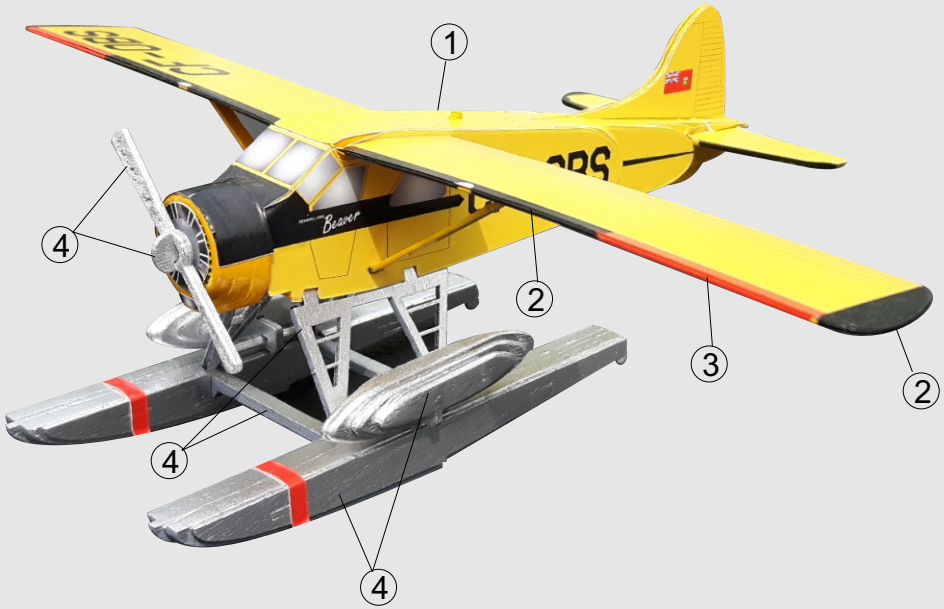
Suggested colours by Testors Model Paints

1 Yellow 1114
Fuselage
Wings
Wing struts

2 Black 1147
Wingtips
Leading edge of wings
Exhaust pipe

3 Red 1103
Leading edge of front wing

4 Aluminum 1181
Propeller and spinner
Floats and water tanks
Float struts



Note:
Model should be painted Yellow before adding decals.