MUSTANG P-51B



In December, 1943, the 9th Air Force in England were the first Americans to use the P-51. It was intended to replace the Thunderbolts on bomber escort missions over Germany and that it did very well. With its range it eventually escorted the bombers all the way from England to Berlin and back. One of that group was Col. James Howard, a former "Flying Tiger." He had already established himself as an ace with the American Volunteer Group in China.

Col. Howard's P-51B is depicted in this Monogram kit. The name "Ding Hao" means O.K. in Chinese. Originally his plane had the close fitting canopy. Later he flew with the Malcolm Hood which gave better visibility and reduction of drag. Col. Howard was the first American flyer to become an ace in both theatres of operation.

The P-51B was 32' 3" long, had a span of 37' and was powered by a Packard built Merlin liquid cooled V-12 producing 1,620 horsepower aided by a two-stage supercharger. Maximum speed was 435 m.p.h. at 30,000 feet. Maximum range was over 2,000 miles with the external fuel tanks. Armament consisted of four wing mounted Browning .50 caliber machine guns and two 1,000 lb. bombs could be carried in place of the drop tanks.

Read the instructions and study the drawings. Check the fit of each part without cement. Then remove the part, apply cement and attach it to the model.

Plastic parts have identifying numbers on the part or on a tab next to the part. These numbers are referred to in the instructions to make it easy to locate the part. Do not detach parts from the trees until you are ready to use them. After cutting or breaking off the part, trim away any excess bits of plastic using a small sharp knife. Do not rush the assembly of your model and avoid excessive amounts of cement. Too much cement can soften and distort the plastic. When applying cement to small or confined areas, use cement on the end of a toothpick to better regulate the amount applied.

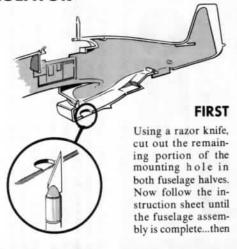
If you plan to paint your model, refer to the rear page. It is best to paint some parts before cementing them into place. Scrape paint away from areas which will be cemented. Cement will not stick to paint.

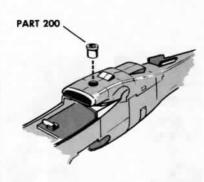
MONOGRAM SKYSTICK FLIGHT SIMULATOR



If you would like to feel the excitement of controlling your model in dives, banks and climbs by mounting it onto Monogram SkyStick Flight Simulator certain slight changes will have to be made from the instruction sheet. These simple changes are found in the sketches on the top of this page.

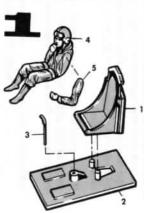
KIT NO. 5901 AVAILABLE AT YOUR HOBBY COUNTER



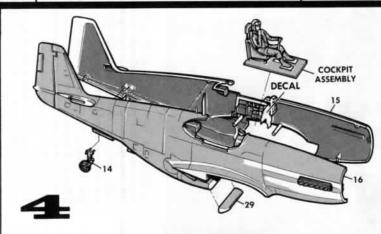


THEN

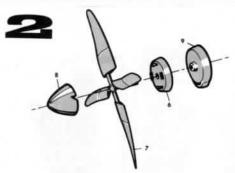
....after the fuselage is complete cement mounting bearing, part 200, in place as shown.



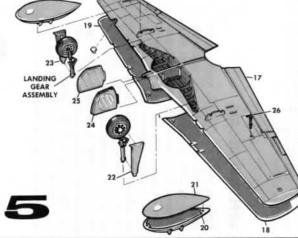
Cement tab on underside of seat 1 into slot in floor 2 with back edge of seat resting on floor. Ce-Cement pilot 4 into seat and attach arm 5 to pilot. NOTE: If arm is to be in waving position, check canopy clearance before cementing.



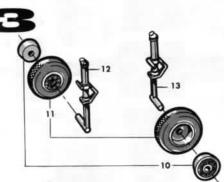
Cement sockets on underside of floor-board to pins in left fuselage half 15. Cement tail wheel 14 to sockets in left fuselage half. Cut instrument panel from decal sheet and cement into left fuselage half. Cement right fuselage half 16 to left half. Cement scoop front 29 to air scoop on underside of fuselage.



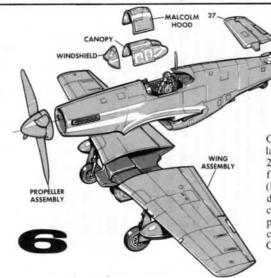
Slip shaft on propeller 7 through hole in spinner back 6. Cement spinner front 8 to spinner back. Slip propeller shaft through hole in nose 9 and flare end of shaft with the heated blade of an old knife.



Cement right and left wing tops 18 and 19 to wing bottom 17. Cement landing gear into sockets in wing. Cement right outer door 22 and right inner door 24 into position. Repeat using left doors 23 and 25 on left side. Cement drop tank halves 20 and 21 together and then to wing mounts. Add pitot tube 26 to hole in right wing and clear landing light lens to opening in left wing.



Cement wheel hubs 10 into tires 11. Slip wheel assemblies onto right and left struts 12 and 13 with hubs toward outside. Flare end of strut axles in the same manner as propeller shaft in Step 2.



Cement propeller assembly to front of fuselage. Cement right and left stabilizers 27 and 28 into place. Cement wing assembly to fuselage. Cement canopy to cockpit area. (If Malcolm hood is desired in place of standard canopy, rear windows from standard canopy will have to be cut away along depressed edge on inside and used with Malcom hood. Also cut off mast on fuselage). Cement clear windshield to front of cockpit.

FINISHING YOUR MODEL

PAINTING

A realistic and attractive model can be completed without painting. However, if you wish to paint additional details or camouflage your model, suggestions are given here.

It is best to paint most of the parts before cementing them. The large outside surfaces such as wings and fuselage may be painted after assembly. Only ENAMEL or PAINT FOR PLASTICS should be used. All colors used should have a flat finish. A small pointed brush is best for painting small parts. Larger areas are best covered with a soft brush about 4 inch wide. Allow time for paint to dry thoroughly before handling parts. Scrape paint away from areas which will be cemented because cement will not hold to painted surfaces. The following covers details not shown in the photos.

BLACK — Tires — inside air scoops — radio equipment — gun sight — exhausts — handle on control stick — propeller blades.

SILVER — Landing gear struts —details in cockpit. ZINC CHROMATE — Cockpit interior — wheel wells — inside of wheel doors.

YELLOW — Tips of propeller blades.

NAVIGATION LIGHTS — left red right green — rear white.

PILOT — Flesh face — brown helmet, jacket, pants, mittens, and boots—silver buckles and goggles — olive drab oxygen mask and tube — white parachute harness and safety belt — cream fur collar and boot tops.

APPLYING DECALS

Refer to photos for proper location. To apply decals, select the item you wish to apply and cut it from the sheet with scissors. For a neat job work with one subject at a time, and trim it close to color outline. Dip the decal in water for a few moments until it slides easily on the paper backing. Next, slide the decal into correct position. After the decal is in correct position, press out trapped air bubbles and blot with a soft rag. Before they are completely dry, decals should be pressed firmly against surface contours, such as rivets and lines.

