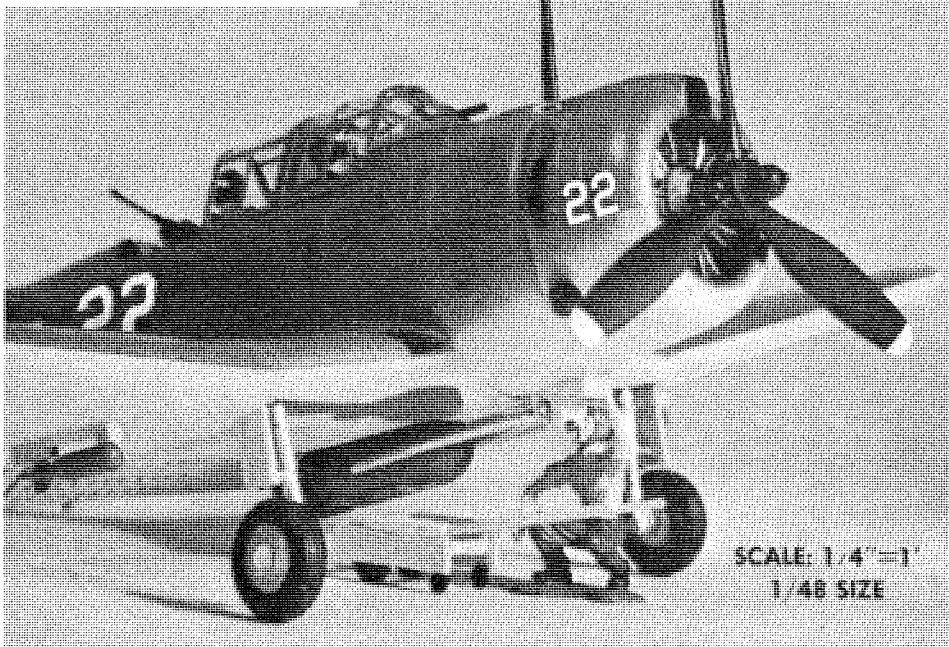


MONOGRAM

KIT NO. 6830

SCALE: 1/4"=1
1/48 SIZE

OPERATING SCALE MODEL

Dive brakes open and close
Bomb releases, swings down, drops
Machine gun pivots and swivels
Landing wheels retract and extend
Carrier arresting hook is movable
Propeller spins
Removable rear canopy
Four detailed figures
Extra 500 lb. bomb and cart

U. S. NAVY DIVE BOMBER

SBD DAUNTLESS

Famous Dive Bomber of World War II

The Navy's SBD Dauntless was the most famous carrier-based dive bomber of World War II. Built by Douglas Aircraft Company it served the Navy and Marines, the Army (as the A-24) and also many of our WW II Allies.

Although designated as a Scout Bomber (SB) and used considerably for scouting purposes, the Dauntless gained its greatest fame for the extensive part it played in dive-bombing activities against ships at sea, enemy troop movements and fixed military targets. Accuracy in dive-bombing was aided by the unique combination of perforated flaps at the trailing edge of the wing that could be opened on top and bottom of wing. This created a brake that not only slowed the plane but also permitted better control during the bombing dive.

Crew of two consisted of pilot and radio-operator-gunner. The pilot handled the bombing and the two .50 cal. machine guns mounted just ahead of the cockpit. A flexibly mounted rear .30 cal. machine gun could be stowed during flight and was fired by the radio-operator-gunner.

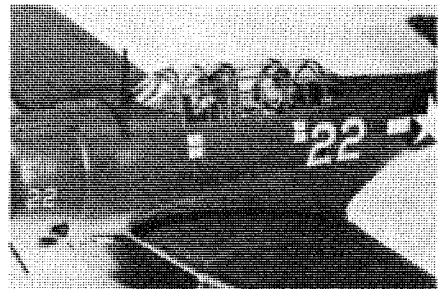
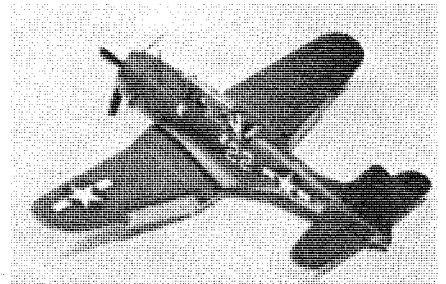
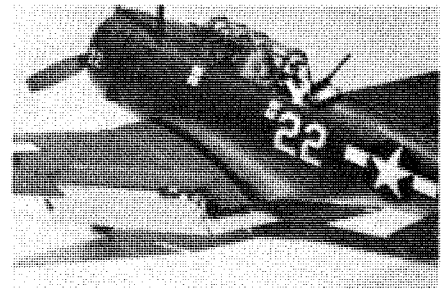
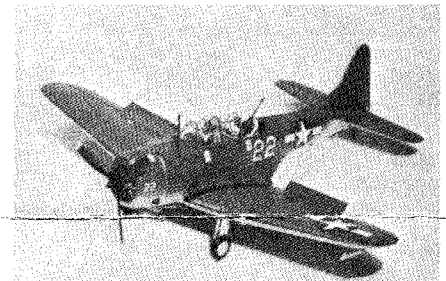
The Dauntless carried a 500 pound bomb in a special displacement gear, mounted beneath the fuselage and hinged at the front. This permitted the yoke to drop forward and down, swinging the bomb away from the propeller arc. Wing racks were also fitted to carry smaller bombs.

Powered by a nine-cylinder radial Wright Cyclone air-cooled engine, and fitted with a three-bladed Hamilton Standard hydromatic propeller the SBD could fly at speeds over 250 m.p.h.

About Your Model

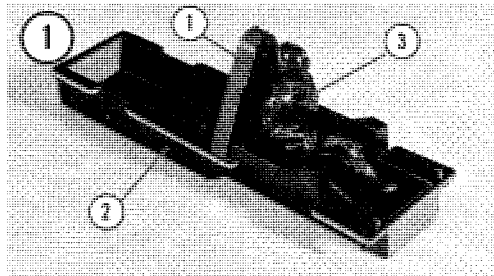
Your Monogram SBD Dauntless features crisp authentic detail, many operating features and highly detailed figures of pilot, gunner, deck handler, landing signal officer, windscreen, and bomb cart. The model has been developed from data supplied by the U.S. Navy and the Douglas Aircraft Company. It is a companion model to the popular Monogram TBF Avenger torpedo bomber, another famous carrier-based airplane used by the Navy in the Pacific in World War II. Both models are produced in the same quarter-inch scale and can be used in exciting aircraft carrier deck scenes or displays.

Note the operating features of your model. The landing gear retracts just like the big plane. Lower the tailhook and simulated carrier landings can be made. Raise the machine gun in the gunners compartment and note that it also swivels for full rear and side protection. Move the center dive flap to open all five dive flaps simultaneously, and you can begin your dive bombing attack. When at the proper level, press the bomb trigger and watch the bomb displacement gear swing the bomb clear of the propeller and drop the bomb.

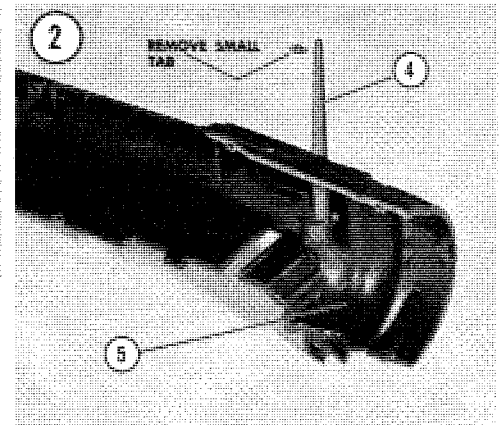


U. S. NAVY DIVE BOMBER
SBD **DAUNTLESS**

**ASSEMBLY
INSTRUCTIONS**

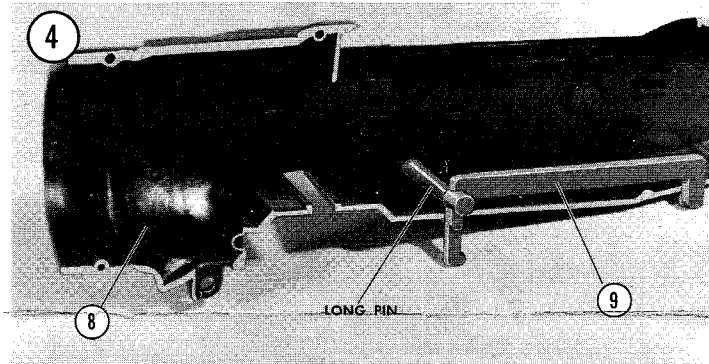


1 Cement headrest (1) into floorboard (2). Pins on headrest fit into holes in floorboard. Apply cement to tab at rear of pilot (3) and fit tab into slot in headrest. Pilot's feet should touch floorboard. Set floorboard aside to dry.



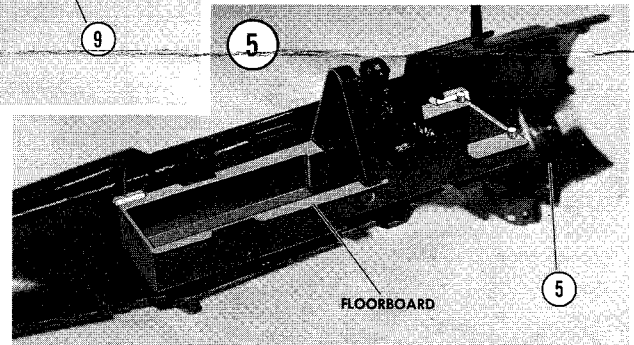
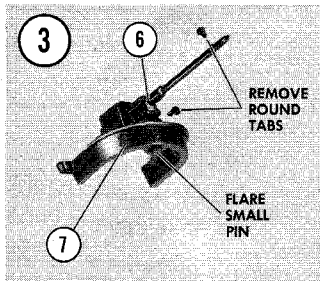
2 Remove small tab near tip of mast (4). Apply a small drop of cement to hole in mast. Fit tip of mast through square hole in left fuselage half (5) from inside. Hole in mast fits over round pin inside fuselage. Now cement mast to fuselage where it touches square hole on inside. Care must be used during entire assembly of model so that mast is not broken accidentally.

3 Cut round tab off of barrel of machine gun (6). Break off large round tab from gun mount (7). Insert (do not cement) pin on machine gun through hole in gun mount from side that has raised ring around hole. The end of the small pin must be flared to keep the gun in place and allow it to swivel. To do this, press down on the end of the pin with the heated blade of an old knife.

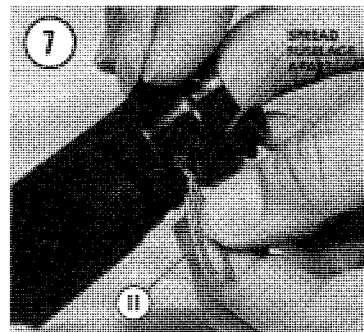
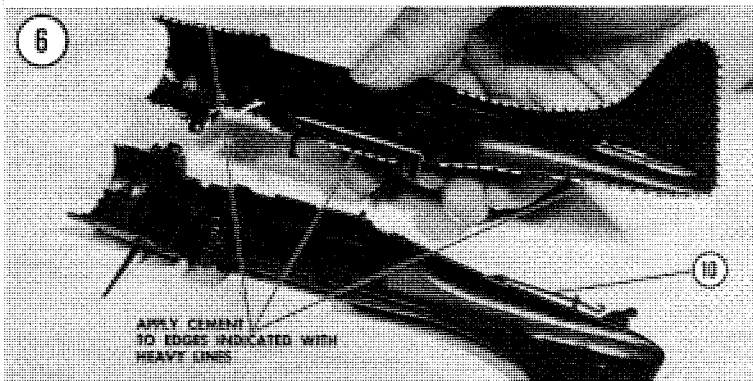


4 Put a **small** drop of cement on end of long pin inside right fuselage (8) and attach bomb trigger (9) to pin. Rear of bomb trigger must be outside of fuselage as shown in photo. Bomb release has to move to operate properly, so make sure it is not cemented to edge of fuselage.

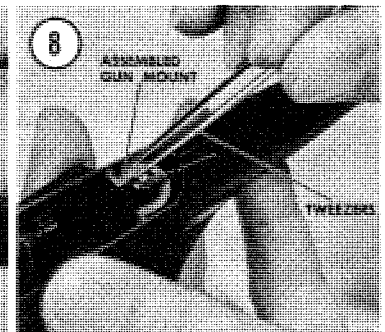
5 Apply cement to edges of floorboard on left side only. Fit edge of floorboard between ribs inside left fuselage (5) as shown.



6 Remove small round tabs from arrestor hook (10). Insert (do not cement) pin on arrestor hook into hole in fuselage with hook pointing in direction shown. Apply cement to only those edges of right fuselage indicated in photo and join fuselage halves. Hold halves together with fingers for a good cement joint.

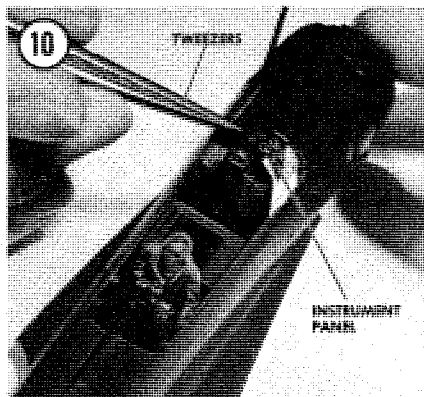
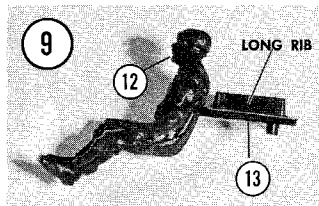


7 Spread fuselage apart a little at bottom front as shown, while cement is still wet and insert (do not cement) pins on bomb displacement gear (11) into holes. Press bottom of fuselage together again.



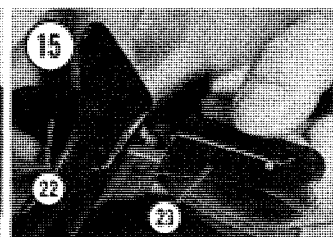
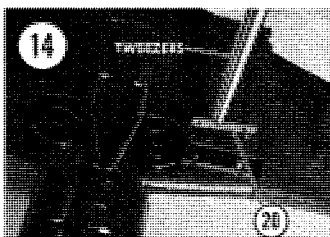
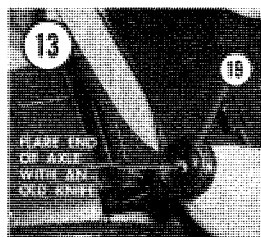
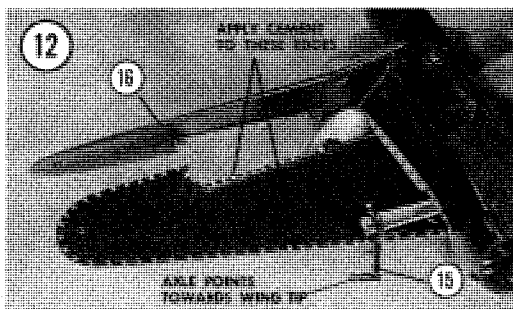
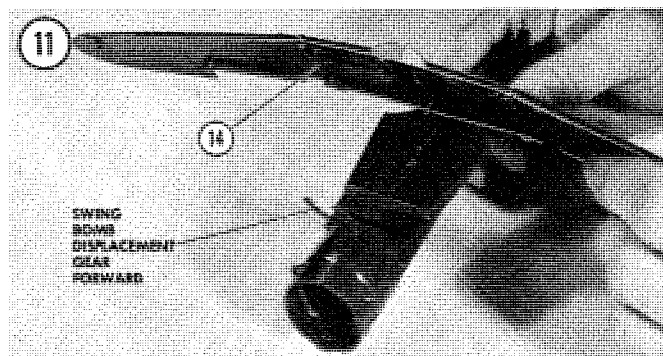
8 Insert (do not cement) pins on assembled gun mount into holes in fuselage as follows: Insert pin on one side of gun mount into hole in fuselage then squeeze gun mount together and snap pin into hole on other side.

9 Cement gunner (12) onto tab on frame (13). Long rib on frame must be at top as shown. Check for correct angle of frame on gunner by placing assembled parts over the full size photo and shift frame to match photo.



10 Apply cement to two ledges inside gunner's compartment and place frame with gunner attached onto ledges. Next attach instrument panel decal. For best results read instructions "Applying Decals". Trim instrument panel decal close to black edges with scissors. Slide decal off of paper backing and fit it into place with the aid of tweezers. Press decal down with a small wad of cotton held with the tweezers.

11 Fit bottom wing (14) into place on fuselage **without cement**. Notice that only a portion of wing leading and trailing edges touch the fuselage. Remove wing, apply cement only in those areas that touch and then press into place.



12 Place (do no cement) right landing strut (15) into slots in bottom wing with axle pointing towards wing tip as shown. **IMPORTANT!** Apply a tiny bit of vegetable oil to top point of strut. Now apply cement along inner edges of bottom wing only where indicated and attach right top wing (16). Be careful so cement does not squeeze out along joint or into holes where flaps will pivot. Hold wings together until cement sets for a good joint. Place left landing strut (17) into slots in other side of bottom wing apply vegetable oil to top of strut and cement left top wing (18) into place in the same manner. Allow cement to dry thoroughly before operating landing gear.

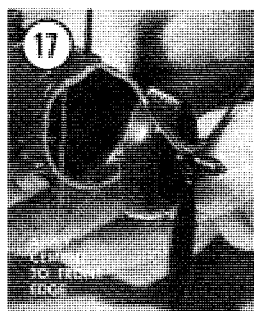
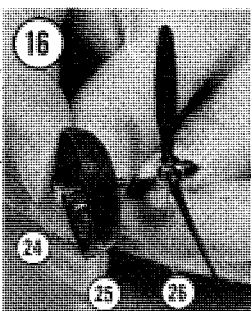
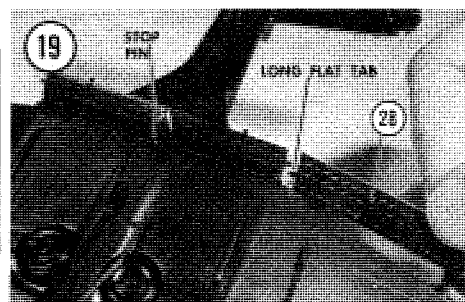
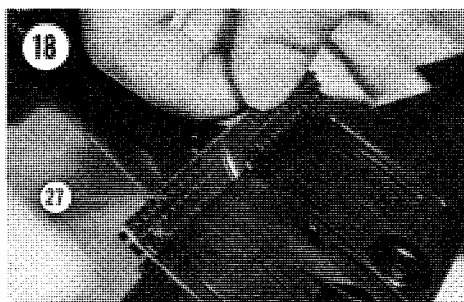
13 Slip wheel (19) onto left axle with side of wheel shown in photo towards outside. Flare over end of axle with heated knife blade to keep wheel in place. Attach other wheel (19) to right axle in the same manner.

14 Snap landing struts into closed position. Apply a drop of cement to two depressed areas in right strut cover (20) and attach cover to two pins on right strut. Depressed areas in cover fit over pins on strut. Next, cement left strut cover (21) to left strut.

15 Apply cement to end of right stabilizer (22) but do **not** put cement on long tab. Insert long tab into slot on right side of fuselage and press stabilizer against fuselage. Cement left stabilizer (23) to fuselage in the same manner.

16 Insert propeller shaft (24) through hole in cowling (25) from the back. Apply a small drop of cement to front end of shaft and press propeller (26) onto shaft as far as it will go.

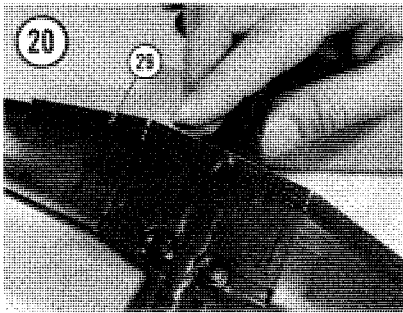
17 Apply cement to front edge of fuselage and press cowling into place.



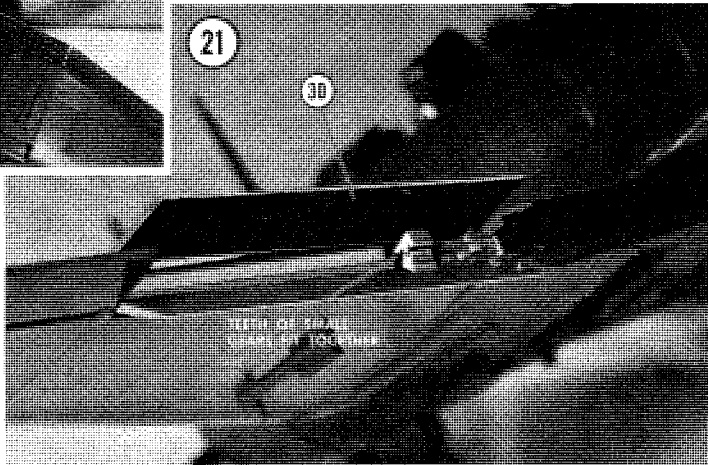
Note: The following four steps (18, 19, 20 and 21) show installation of the dive flaps. Do not use cement to install flaps since they must be movable. Be extremely careful when bending the flaps during installation so as not to break the flaps or the small pins on the ends of the flaps.

18 Insert short pin on center dive flap (27) into hole in wing as shown. Bend flap slightly at center so that pin on other end of flap can be inserted into other hole in wing.

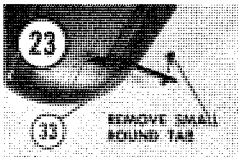
19 Open center dive flap until small stop pin at middle of flap touches wing. Hold flap in this open position if necessary. Next hold right bottom flap (28) as shown and insert short pin on end into hole in wing, watching to see that flat tab fits **under** center flap. Then carefully bend flap at center and insert pin on other end into hole in wing.



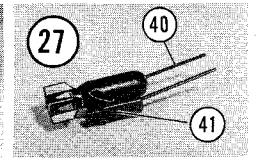
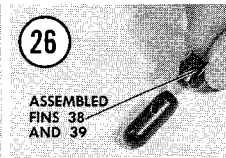
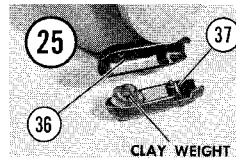
20 Repeat procedure used in step 19 to install bottom left dive flap (29). Check operation of flaps by moving center flap up and down. All three flaps should move at the same time. Pivot pins on the flaps may be a little snug. Working the flaps up and down about twenty times will wear the pins so that flaps operate freely.



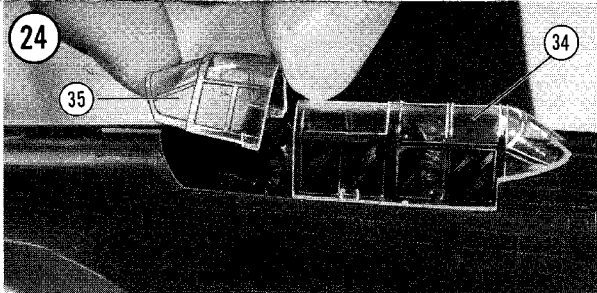
21 Move bottom flaps to open position and install left top dive flap (30) as follows: Insert pin on end of flap into hole in wing and make sure teeth of small gears fit together as shown. Bend flap at center and insert pin on other end into hole in wing. Attach right top flap (31) in the same manner. For smooth action of flaps, oil all pivot points lightly.



23 Remove small round tab from pitot tube (33). Cement pitot tube into slot in bottom of left wing tip. The pitot (pronounced pee-toe) tube is used to measure the air speed of an airplane.



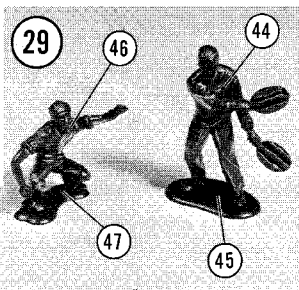
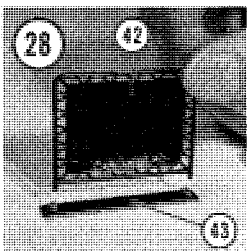
24 Cement front canopy (34) to fuselage. Rear canopy (35) can be cemented in place or left off with the machine gun raised ready for action, whichever is desired.



25 Pack a small amount of modeling clay into one bomb half at front for weight. Then cement bomb halves 36 and 37 together. Add modeling clay and assemble other bomb halves in the same manner.

26 Cement bomb fins (38) to bomb fins (39). Apply cement to front of assembled fins and attach them to rear of bombs.

27 Cement two halves of bomb cart (40) and (41) together. Bomb is placed on cart. It need not be cemented in place. Other bomb is used on the airplane. Method of attachment is explained in "Operating Features".



28 Cement windscreen (42) into holes in base (43).

29 Cement landing signal officer (44) to base (45). Cement deck handler (46) to base (47). Pins on feet of figures fit into holes in bases.

PAINTING YOUR MODEL

It is best to paint most of the parts before cementing them in place. Large outside surfaces such as bottom of wing, fuselage, and stabilizer should be painted after assembly. Only enamel or paint for plastics should be used for painting. Use a small pointed brush for details. A brush about 1/4" wide should be used for large areas. 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 paint.

BLUE—Upper portion of fuselage, wings and stabilizer. Do not paint. Paint framework on clear canopies to match color of blue plastic.

LIGHT GRAY—Entire bottom of wings, fuselage and stabilizer, Pitot tube, wheel hubs, and bomb displacement gear.

DARK GRAY—Large and small bombs.

APPLE GREEN—Inside of fuselage in cockpit area, floorboard, headrest, frame, wheel wells in wing and inner

surface of strut covers.

RED ORANGE—Inner surface of five dive flaps.

SILVER—Landing struts, gun mount and windscreen frame.

YELLOW—Bomb cart and propeller tips.

LIGHT TAN—Windscreen and binding cords.

DARK TAN—Windscreen base and bases for figures.

DULL BLACK—Engine, gun sight, machine guns on fuselage, exhausts, tailwheel, arrestor hook and wheels on bomb cart.

PILOT AND GUNNER—Tan suits, flesh faces and hands, brown helmets, silver goggles with tan straps, yellow life jackets, light olive drab parachutes and straps and black shoes.

LANDING SIGNAL OFFICER—Flesh face and hands, yellow helmet and jacket, yellow signal paddles with red stripes, silver goggles, blue pants and black shoes.

DECK HANDLER—Flesh face and hands, red helmet, light blue shirt, dark blue pants and black shoes.

BEFORE YOU BEGIN ASSEMBLY . . . study the exploded drawing, assembly photos and instructions to become familiar with all parts of the model.

Your Monogram Dauntless has many operating features, therefore it is important that the assembly instructions are followed carefully and that cement is applied only where indicated. Movable parts must not be cemented.

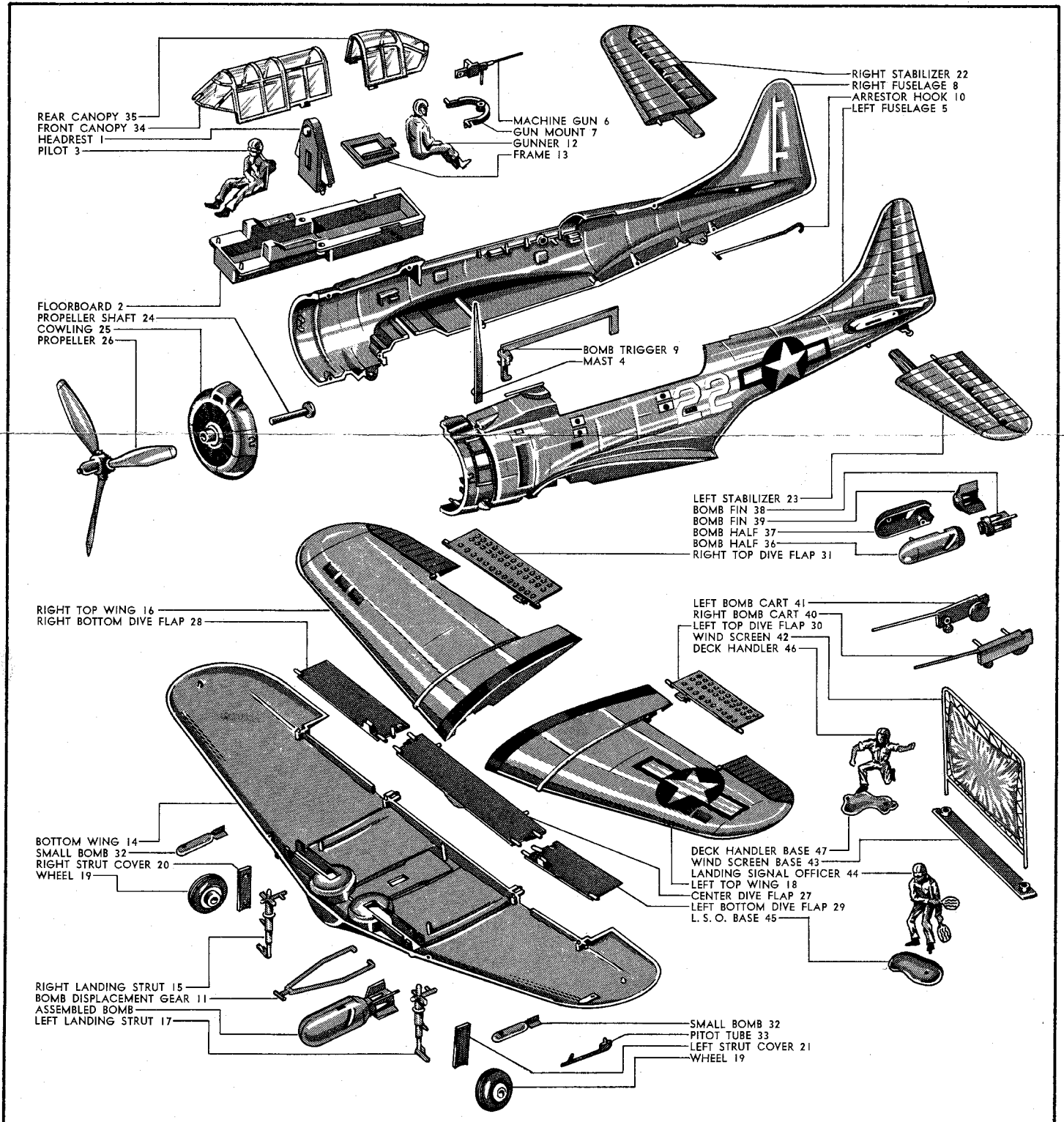
Each plastic part is identified by a number appearing either on the inside of the part or on a round tab near the part. **DO NOT DETACH THE PARTS FROM THE "TREES" UNTIL YOU ARE READY TO USE THEM.** Trim away any excess bits of plastic with a sharp knife, such as a modeling knife, available

at your hobby counter. Check the fit of each part before you cement it in place.

Do not use too much cement to join parts. All plastic cements contain solvents that dissolve the plastic forming a weld between the parts. If too much cement is used it may soften and distort the plastic. Also, cement applied too heavily will ooze out from between parts and spoil the smooth outside surface of the model.

If you are going to paint the details on your airplane, refer to the paragraph "Painting Your Model" on page four. It is best to paint most of the parts before cementing them in place. Remember to scrape paint away from areas which will be cemented because cement will not hold to paint.

EXPLODED DRAWING OF DAUNTLESS

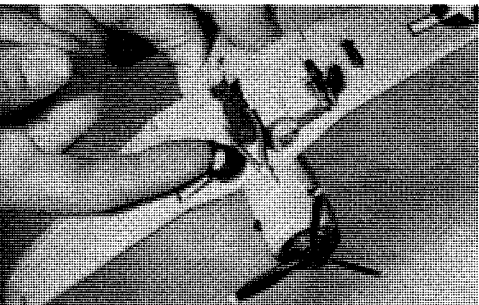
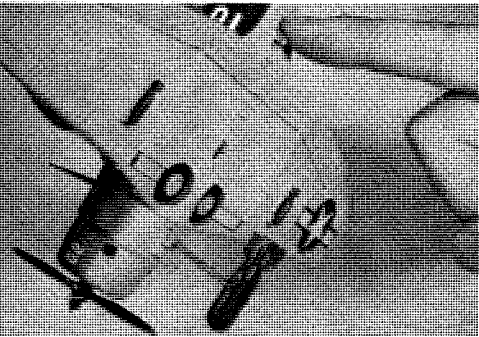
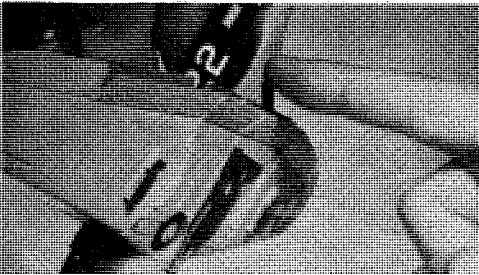
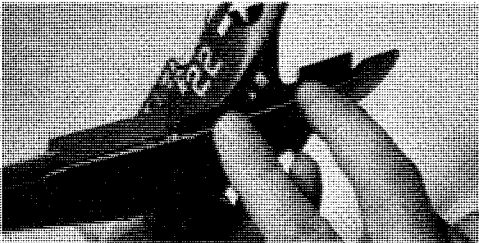
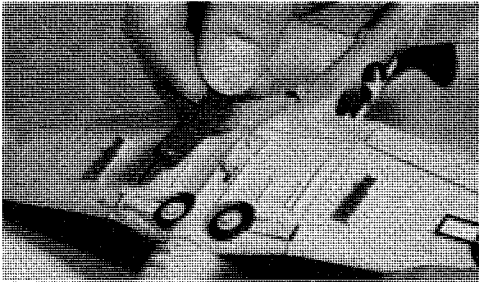


APPLYING DECALS

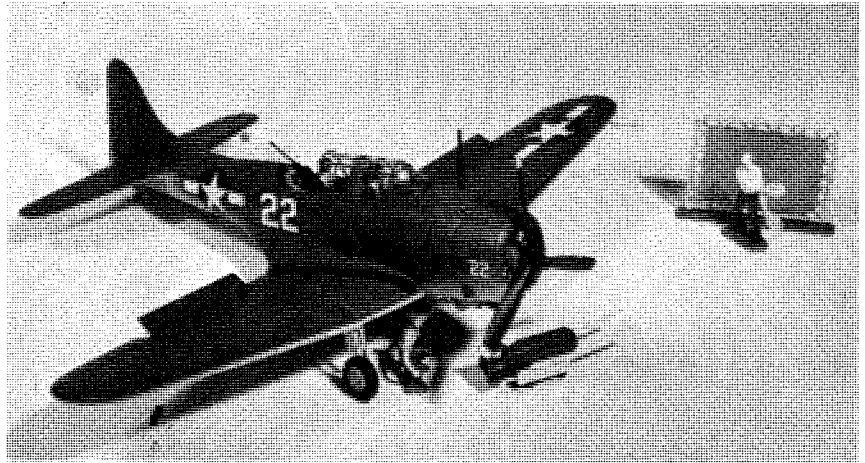
Cut the decal apart with scissors inside the dotted line. For a neat job, cut decal close to color outline with scissors.

Work with one subject at a time. Dip it in water for a few moments until it slides easily on the paper backing. Slide the decal partly off the paper backing and place it on model in correct position. Various photos show correct locations of decals.

The decal can be shifted slightly on the model into the correct position after lifting it and applying a little water around the edges with your fingers. Press out bubbles and blot with a soft rag.



YOUR SBD DAUNTLESS OPERATING FEATURES



Your Monogram "Dauntless" Model has many realistic operating features which will provide a great deal of enjoyment. Follow the hints given here and study the photos to learn the best way to work the moving parts. **Remember that moving parts are delicate and should be operated carefully.**

To load bomb, swing displacement gear away from fuselage. Fit slot in bomb over trigger-hook. Note that pin on wing fits into cutout in fins. Lower displacement gear over bomb until ends snap into depressions in sides of bomb. Bomb will stay attached to model until bomb trigger is moved.

You can have fun dive-bombing at a target. This can be a sheet of paper, water glass, or a box placed on the floor. At the start of the dive-bombing run, open the diving brakes for greater realism. To operate diving brakes, hold model in left hand. Place two fingers of right hand on the two small tabs located on the center dive flap and pull down slowly until brakes stop in open position. **Do not force brakes beyond stop!** To close, reverse the above

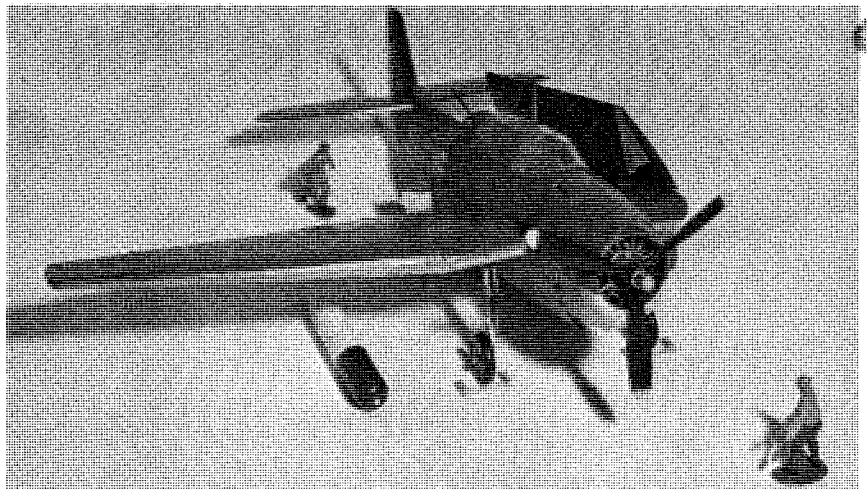
procedure until center flap snaps into catch on fuselage. If end flaps gap slightly they may be closed by pressing ends lightly together.

Holding model in left hand, point nose of model down at target. To drop bomb, push forward on trigger with right index finger. Bomb will swing out in an arc and fall free of displacement gear. It will take skill to hit the target from different altitudes. After a few practice runs, you will develop precision in your bombing.

Landing struts are held in closed and extended positions by friction locks inside the wings. To extend landing strut, hook finger nail under flared end of axle and pull down and out until landing strut locks in full down position. To retract landing strut, push in and up on wheel until strut locks in the up position.

To lower arrestor hook, lift hook up over button and swing downward.

Carrier deck scenes can be simulated by arranging the Dauntless, figures, bomb cart and windscreen as shown in the photos.



Monogram Navy TBF Avenger famous torpedo bomber. Wings fold for carrier storage, landing gear retracts, bay doors open and drop torpedo, gun turret revolves, machine gun swivels, and kit contains four

realistic figures. A faithful miniature of the big plane produced in the same scale as your SBD Dauntless. Get one at your nearest dealer.