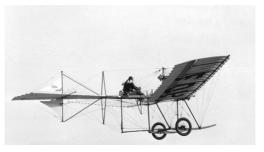


Historic Wings

1:72 Metal Kit of the



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1912 Fokker Spin

History, Notes and Assembly Instructions

History

The first Fokker Spin was the first aircraft which Anthony Fokker built in collaboration with Jacob Goedecker and business partner Franz von Daum in 1910. The many bracing wires made the aircraft look like a giant spider, giving it the name of Spin (Dutch for "spider").

This first Spin was destroyed when you Daum flew it into a tree. The airframe was destroyed but the engine was salvaged and was used in the second version.

This model is of the second version of the Spin was built soon afterwards. This aircraft was used when Fokker taught himself to fly and earned his pilot license.

Introduction

This Historic Wings kit is made from etched brass for the main structure, with cast metal and etched nickel silver detail parts. The flying surfaces can be covered with the Litespan film supplied, although many modellers may prefer to leave the structure uncovered to show the details.

Brass components can be soldered together, or joined with cyanoacrylate (super glue - CA adhesive) or 5-minute epoxy (epoxy adhesive). If you have the skills and equipment we recommend soldering for the brass parts.

To remove parts from the etched fret, you can use a pair of side cutters, or put the fret on a ceramic tile, and press down on each attaching tab with a sharp knife. If you use the 'knife & tile' option, put the attaching tab with the half-etched side of the tab face down. Whichever method is used, it may necessary to remove the burr of the attachment tab with a needle file afterwards.

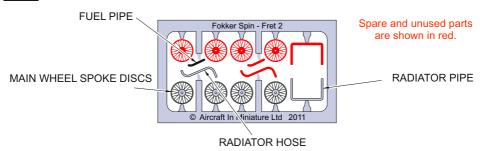
The wings are etched with integral ribs. Hold the leading or trailing edge in a vice or clamp, and then hold each rib in turn with a pair of fine flat-nosed pliers, and twist that rib through 90 degrees. When all the ribs have been turned, clamp the trailing edge, and do the process again. Make sure of the orientation of the wing and ribs so that you twist them in the correct direction!

Where etched parts are joined with two inter-locking slots it may be necessary to enlarge a slot with a needle file. This is because photo-etching is not an exact process, and sometimes the etching is slightly uneven across a sheet.

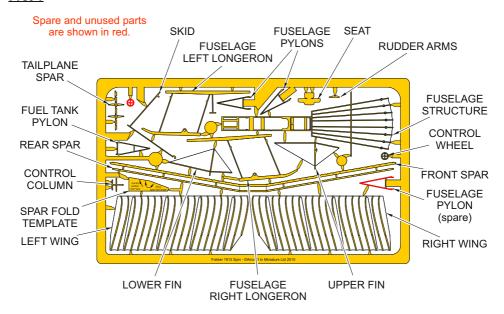
Parts List

<u>Cast Metal</u>	Etched metal
Engine	Fret 1 - brass
Form tool - female 1 off	Fret 2 - nickel silver 1 off
Form tool - male	
Fuel tank 1 off	Miscellaneous
Figure - Anthony Fokker 1 off	
Main wheel tyre 2 off	Decals
Propeller 1 off	Instructions

Fret 2



Fret 1



1 ASSEMBLE THE SPOKED WHEELS

A Drill a 1/16"/1.5mm diameter hole through the centre of the female form tool as shown in Figure 1 below. This is to let you push the disc of spokes out of the form tool after they have been formed into a cone.



Figure 1

- B Remove four spoke discs from the fret and remove any burrs from the attachment tabs (the kit includes four spare discs).
- C Form each spoke disc.
 - (1) Put each disc into the cavity in the female form tool.
 - (2) Put the male form tool into the cavity and press the disc into a cone. Figure 2 shows a vice being used to compress the form tool.

NOTE: These photographs show typical wheels, spoke discs and tyres. They are NOT specific to this kit.

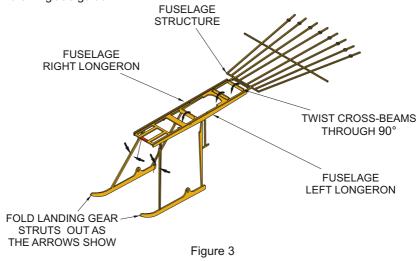


Figure 2

- (3) Remove the form tool from the vice and remove the formed disc of spokes.
- (4) Do steps 1 C (1) thru 1 C (3) again for each of the spoke discs.

2 ASSEMBLE THE FUSELAGE PRIMARY STRUCTURE (see Figure 3)

- A Remove the fuselage structure and the fuselage left and right longerons from the fret and remove any burrs from the attachment tabs.
- B Cut away the area shown in red from the front of the fuselage structure.
- C Twist the two cross beams forward of the tailplane through 90° as the two arrows show.
- D There is a slot etched on the inner face of each fuselage longerons. The edges of the fuselage structure fits into these slots. Attach the longerons to the fuselage structure.
- E Fold the struts of the landing gear out use the arrows in figure 3 and the three view drawing as a guide.



3 ATTACH THE FUSELAGE DETAIL PARTS (see Figure 4)

- A fold the seat as shown and attach it to the fuselage.
- B Attach the control wheel to the control column, then attach the control column to the fuselage.
- C Attach the fuel tank pylon and the two aft pylons.
- D Attach the upper and lower fins.
- E Attach the tail plane spar.
- F Attach the rudder arms to the rudder leading adge.
- G Use the piece of wire to form an axle and attach the two wheels
- H Attach the tail skid to the fuselage and the axle.

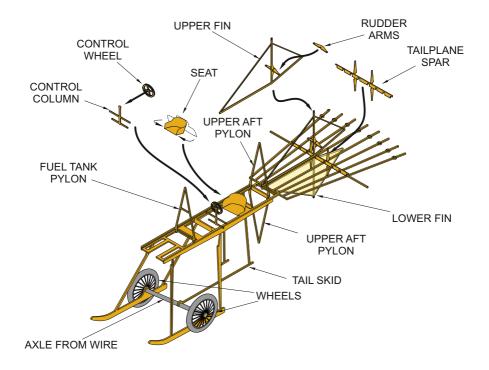
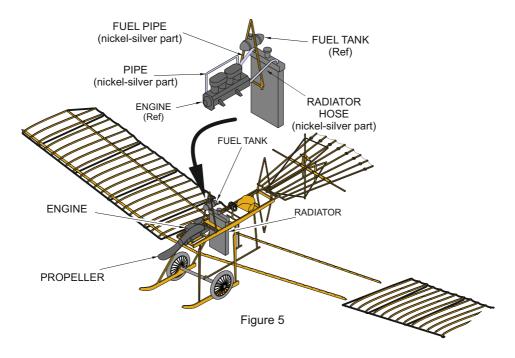


Figure 4

4 WING ASSEMBLY (see Figure 5)

- A Remove the left and right wings and the front and rear spars from the fret and remove any burrs from the attachment tags.
- B Check their orientation, then twist all the ribs on each wing through 90°.
- C Use the spar fold template and put a fold in each spar to give 10° sweepback to the wings.
- D Make the rib/wing structure into a parallelogram to suit the sweepback. Engage the slots in the front and rear spars in the slots in the ribs of the right wing then bond the wing spars in place.
 - <u>Note</u> Four ribs on each wing have a bracing rod below that rib, and the spars go between the ribs and the bracing rods.
- E Put the rear spar between the front and rear landing gear struts (below the fuselage). Engage the slots in the front and rear spars in the slots in the ribs of the left wing then bond the wing spars to the ribs of the left wing.
- F Attach the spars to the front of each landing gear strut.

 Note There is a small lug on each landing gear strut to give the correct angle of incidence for the wings. The rear spar is lower than the front spar.



5 FINAL ASSEMBLY (see Figure 5)

- A Attach the radiator to the fuselage structure behind the fuel tank pylon.
- B Attach the fuel tank to the fuel tank pylon.
- C Attach the engine to the front of the fuselage structure.
- D Attach the nickel-silver detail parts:
 - (1) Attach the pipe to the right side of the engine block.
 - (2) Attach the radiator hose between the engine block and the radiator.
 - $(3) \, Attach \, the \, fuel \, pipe \, to \, the \, under \, side \, of \, the \, fuel \, tank \, and \, to \, the \, engine.$
- E Attach the propeller to the engine.

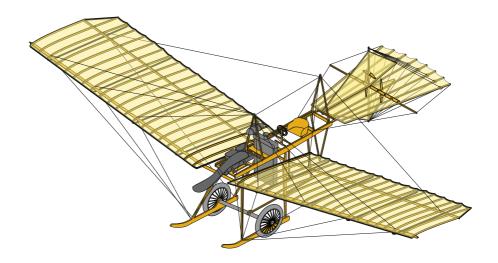
6 AIRFRAME COVERING AND PAINTING

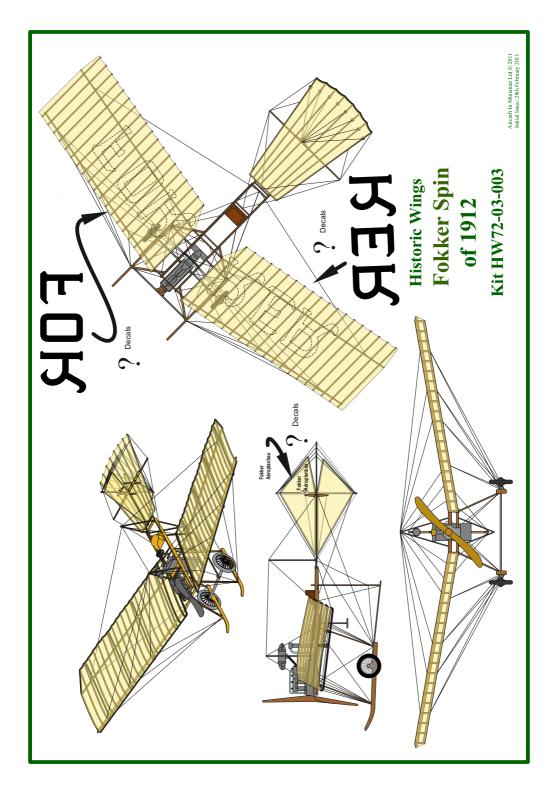
- A If the airframe is to be painted, do it at this stage in the assembly. Paint the structure to resemble a light to medium brown wood. If the model is to be covered with Litespan film, do not paint those areas where adhesive will be applied.
- B If the model is to be covered with Litespan film (the film), cover the fuselage and flying surfaces now. For each area:
 - (1) Cut a piece of the film which is larger than the panel.
 - (2) Apply a continuous layer of cyanoacrylate adhesive (superglue) to the structures where the film will be attached.
 - (3) Attach the edge of the piece of film to one long edge of the bay and press it down so that it is smooth, and without creases.
 - (4) When the superglue has attached the film securely, apply more superglue to the other three sides of that bay.

- (5) Pull the film smooth and attach the other three sides of the panel of film, so that it is smooth and not slack.
- (6) When the film is securely attached, use a sharp blade to trim off the excess film.
- (7) Do this procedure again for all the other panels to be covered.
- (8) Use a hot air gun to heat-shrink the film.
- C Apply the decals (see the 3-view drawing). Some photographs show the 'Fokker' markings on the rudder, while others (including the replica have the large Fokker under the wings. Because these have continuous carrier film they must be trimmed to the edge of the printed area. If you put the markings under the wings we suggest that you apply each letter separately.

7 RIGGING

A Add rigging if desired as shown in Figure 6 below and the 3 view drawing. We have found black monofilament to give good results.





NOTES

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The manufacturers reserve the right to alter parts; add to, or delete parts without prior notification in the interests of quality control, production, or product improvement.

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