

Noorduyn Norseman MKIV



The Norseman was developed in Canada by Noorduyn. It is a single-engine bush plane designed to operate in rough wilderness conditions. One of the distinctive features of the Norseman is the stubby landing gear protrusions from the lower fuselage make it easily recognizable. The landing gear was design to be interchangeable to wheels, ski or twin-float landing gear. Originally introduced in 1935, the Norseman remained in production for almost 25 years with over 900 produced. A number of examples remain in commercial and private use to this day. Norseman aircraft are known to have been registered and/or operated in 68 countries throughout the world and also have been based and flown in the Arctic and Antarctic regions.

The markings included in this kit are from a MKIV. It has serial #17 and was built in the late 1938. The aircraft currently resides at the Canadian Bush Plane Museum in Sault Ste. Marie Ontario. It is now the oldest operational Norseman in the world.

Noorduyn Norseman MKIV

Length	32' 4"
Wingspan	51' 6"
Power	Pratt & Whitney R-1340 9 cyl air cooled radial engine, 600 hp
Performance	150 mph
Numbers built	904

Noorduyn Norseman MKIV



Wooden Semi Scale Model Kit

Easy build sandwich construction

No special tools required

PAINT NOT INCLUDED

1:66 Scale

FOR AGES 8 AND UP
SKILL LEVEL 2
Contains One Model Kit

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KIT-6054

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.

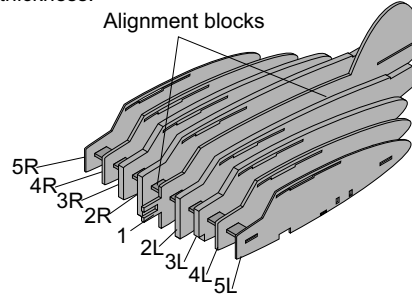
Note:

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

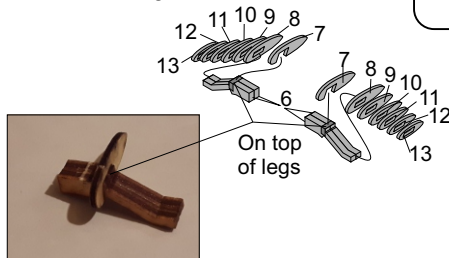
Slide alignment pins through alignment holes on part 1 making sure that they are centred. Then stack parts 2L, 2R through to 5L and 5R on to the pins.



Step 2

Landing Struts

Place two part 6 legs together then slide part 7 onto the top of the legs. Slide part 8 all the way up the leg till it stops. place the remaining parts 9 through to 13 onto the leg. You need to make a left and right side.



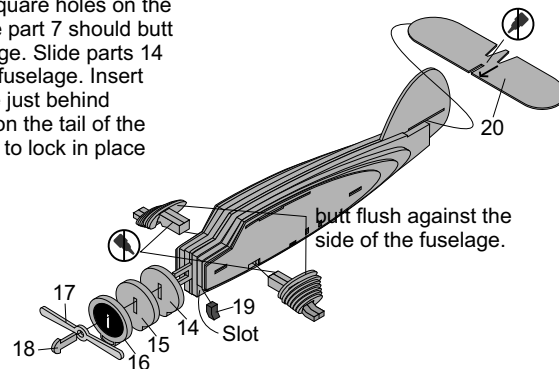
Note:

Indicates that the following parts should not be glued as they need to be removed to apply decals.

Step 3

Engine cowl, struts and tail

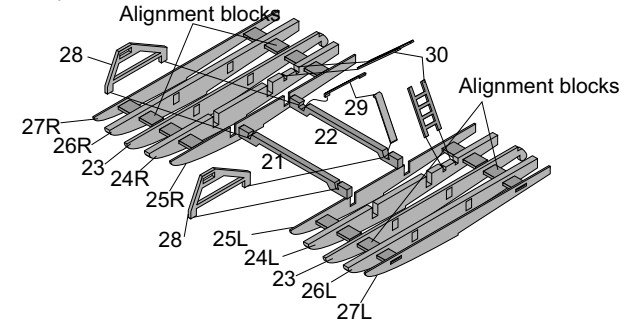
Insert the landing struts into the square holes on the side of the fuselage. Once in place part 7 should butt flush against the side of the fuselage. Slide parts 14 through to 18 onto the front of the fuselage. Insert part 19 into the slot on the left side just behind part 14. Slide part 20 into the slot on the tail of the fuselage and centre. Slide forward to lock in place



Step 4

Floats

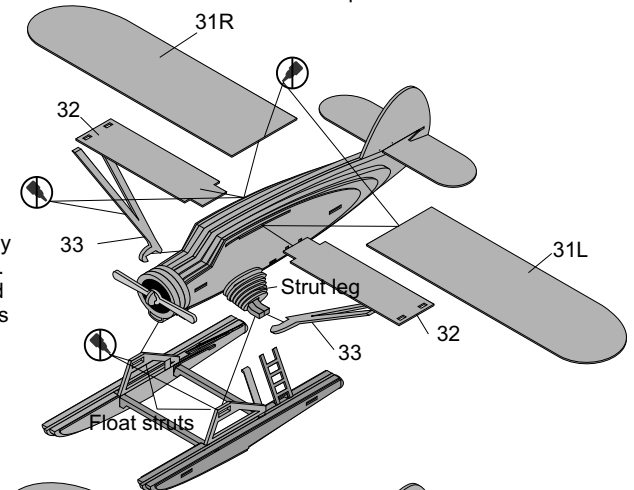
Start by sliding alignment blocks into part 23 "center of float" from here you are building a left and right float. Select the parts marked with the "L" to make the left float. Stack part's 24L and 25L onto the right side of part 23, next stack part's 26L and 27L onto the left side of part 23. Repeat the process for the right float. Slide parts 21 and 22 into slots in floats then place parts 28 into slots on part 21 and 22. Insert parts 29 into the remaining slot on part 22. Place parts 30 into the slots on top of the floats.



Step 5

Finale assembly

Insert the float struts onto the end of the strut legs. You will need to spread the float struts apart a bit to get them onto the ends of the strut legs. Insert parts 29 and 30 into the corresponding slots on the side of the fuselage. Insert parts 31L and 31R "Wings" into the slots on the upper part of the fuselage. Insert parts 32 into the slots directly under the wings. Place the end of part 33 onto the strut leg and insert the other end into the slots on part 32.

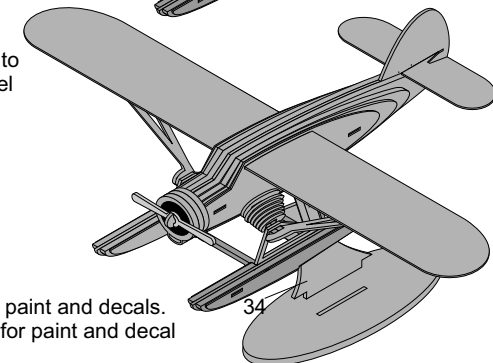


Note:

Do not glue the float assembly to the strut legs and fuselage. Parts 31 through to 33 should not be glued as all these parts need to be removed to apply the decals.

Step 6

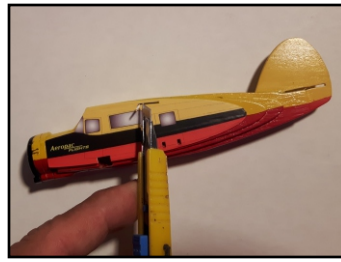
Place part 34 into the base to complete stand, place model on stand.



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



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



Remove any vinyl that may be covering slots with a utility knife

Applying decals

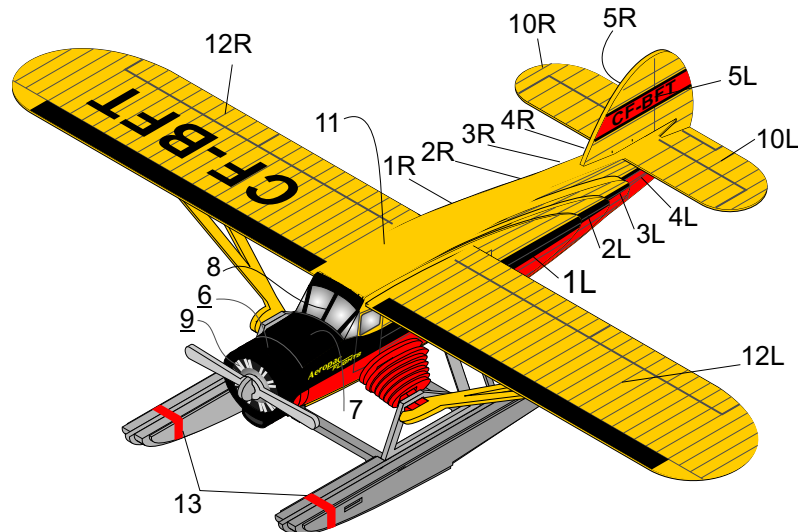
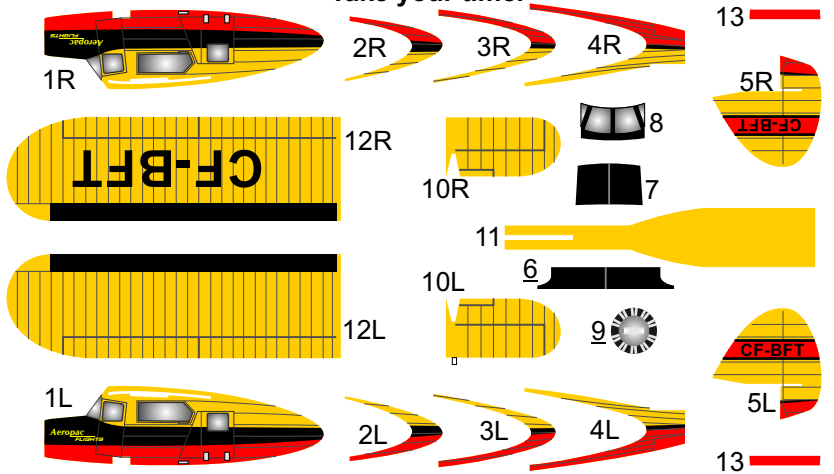
Tools needed to apply decals

- Scissors
- Utility knife

Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to lose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.

Decals should be placed into position in numerical order. You will need to remove the wings, wing struts, floats and float struts, and propeller to apply some of the decals.

Take your time.



Cut out each decals as close to the edge as possible. Only cut out decals as needed.

Note:

See paint instructions on reverse
Paint entire aircraft yellow before applying decals. Apply red to the bottom of fuselage. First 1/8th of engine cowl should be a black ring.



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



Place the exposed section on the surface making sure that your decal is properly aligned on the part.

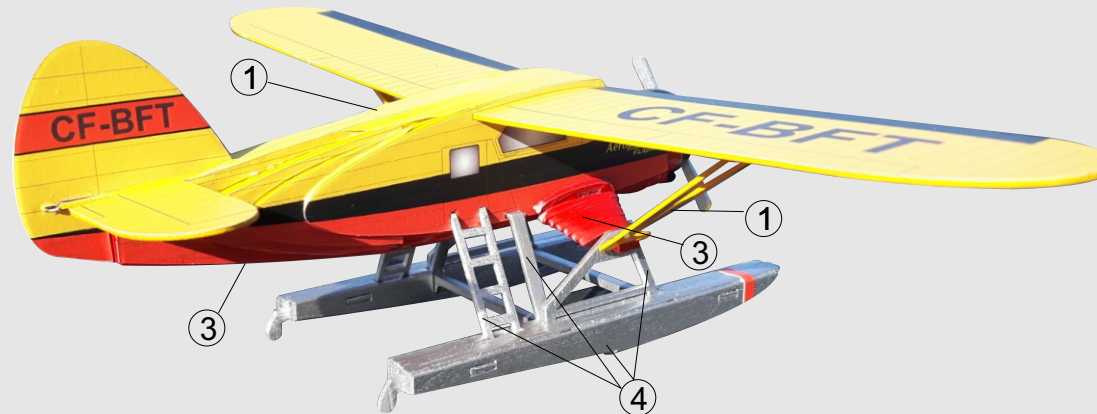


Slowly remove the backing making sure the decal is staying aligned on the surface.

Colour Scheme of MKIV Norseman

Suggested colours by Testors Model Paints

- 1 Yellow 1114**
 - Fuselage
 - Wings
 - Wing struts
 - Propeller tips
- 2 Black 1147**
 - Leading edge of wings
 - Exhaust pipe
 - Front of engine cowl
- 3 Red 1103**
 - Bottom half of fuselage
 - Strut legs
- 4 Aluminum 1181**
 - Spinner
 - Propeller
 - Floats
 - Float struts and ladders



Tape off first 1/8th piece of cowl and paint black

Paint entire aircraft yellow before applying decals. Apply red to the bottom of fuselage. First 1/8th of engine cowl should be a black ring.

