

RECOMMENDED BUILD SEQUENCE

1. Fuselage - do not glue lower front fuselage yet.
2. Cockpit interior.
3. Horizontal and vertical tail - attach to fuselage.
4. Wing - attach to fuselage - glue lower front fuselage.
5. Engine cowling.
6. Engine halves - slide into engine cowling and glue against each other. Note that left and right halves do not line up - this is no mistake !
7. Propellor and engine exhaust pipes.
8. Undercarriage.
9. Windscreen - preferably use a piece of clear plastic.



Scale (printed at 100%) : 1/48
DGA reference Number : D31sp03

Model design by GUIDO VAN ROY
Model version by GUIDO VAN ROY



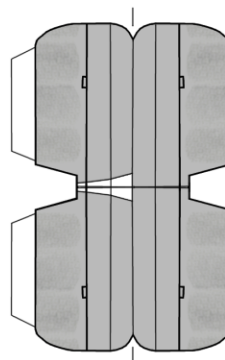
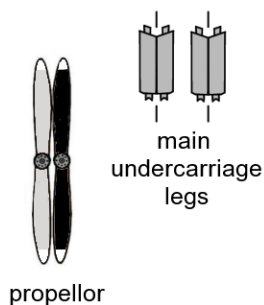
DESIGN GROUP ALPHA

Druine D.31 Turbulent

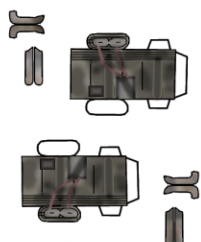
<http://www.lunak.be>

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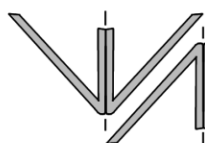
MORE CARDBOARD MODEL AIRCRAFT AT : <https://ecardmodels.com/vendors/design-group-alpha>



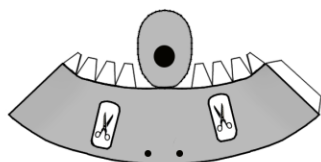
wing splice -
use to set correct
wing dihedral



left and right
engine cylinders
+ exhaust tubes

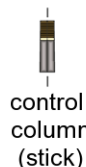
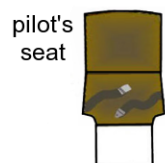
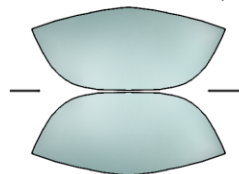


main undercarriage
leg supports

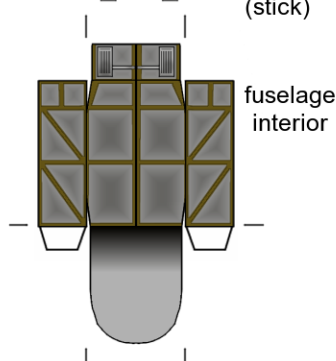


engine cowlings
(engine openings
to be cut before
shaping and
glueing)

windscreen
(replace by a piece
of clear plastic for
more realistic effect)

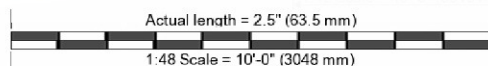
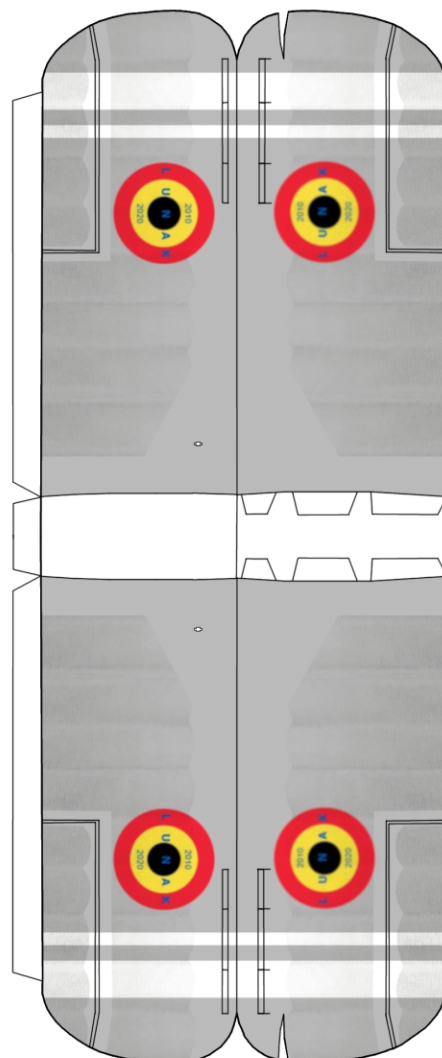
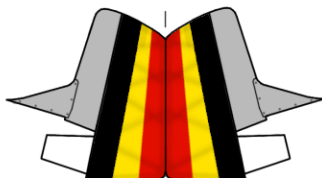


control
column
(stick)



fuselage
interior

tail
skid



Actual length = 2.5" (63.5 mm)

1:48 Scale = 10'-0" (3048 mm)