

DHC-3 Turbo Otter



The DHC-3 Otter was designed and built by De Havilland Canada. It was created to be capable of performing the same roles as the earlier and highly successful DHC-2 Beaver. The King Beaver, as the aircraft was originally going to be named, would be an overall larger aircraft. Where the Beaver was considered the 1/4 ton pickup of the skies, the Otter would be the one ton version. The Otter could be equipped with floats or landing gear using regular tires or tundra tires and skies. The Otter was first flown in December of 1951. Many of De Havilland first orders for the Otter went to the US military and Canada Armed Forces.

In the late 70's Ray Cox experimented with a turboprop conversion of the Otter. The overall benefits of using a turboprop engine were enormous. The fuel savings, more payload, reliability and all around a huge increase in performance would give the Otter a new lease on life. Although Ray Cox never got the two planes he converted certified air worthy, he paved the way for other companies.

Today a good portion of the 466 units built are still flying with many being converted to the turboprop configuration. Harbour Air in British Columbia Canada is one of the largest users operating 22 aircraft. The markings in this kit are from Harbour Air's first generation colour scheme.

DHC-3 Turbo Otter

Length	44' 1"
Wingspan	58
Power	Pratt & Whitney PT6-34 Turbo Prop producing 750hp
Performance	160 mph
Numbers built	466

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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

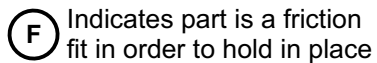
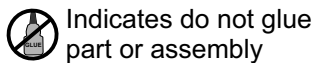
OSBORN MODEL KITS
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KIT-6057

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. We recommend removing the burnt edge left by the laser with 220 grit sandpaper. This makes it easier for painting also it makes for a better appearance, especially if you are going to leave the model in it's natural wood state. Although the model is designed to be assembled without glue, we do suggest glueing your model together. Noting indicated parts that are not to be glued. Any black substance that gets on your hands is non toxic and can be removed with soap and water

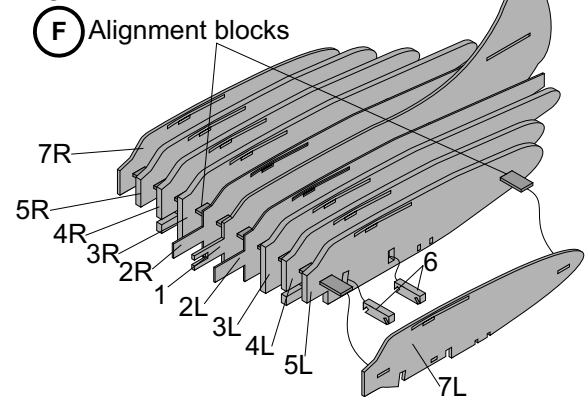


Recommended Tools:

Hobby Knife, Scissors, White Glue, 220 grit sandpaper

Step 1

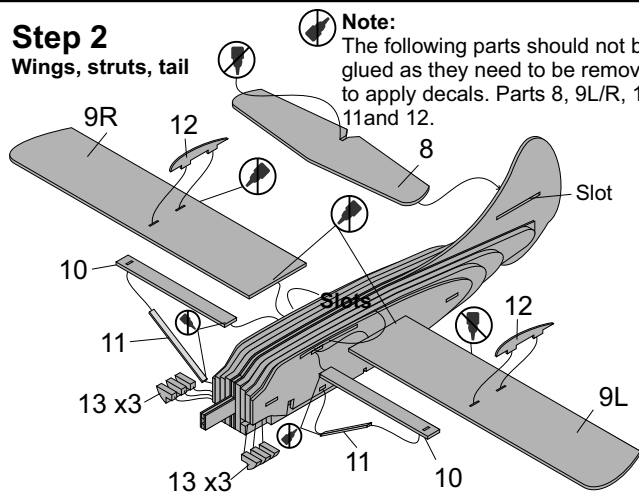
Fuselage



Step 2

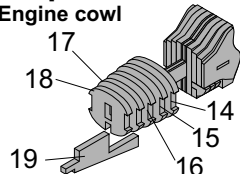
Wings, struts, tail

Note: The following parts should not be glued as they need to be removed to apply decals. Parts 8, 9L/R, 10, 11 and 12.

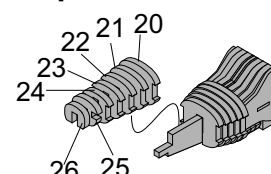


Step 3A

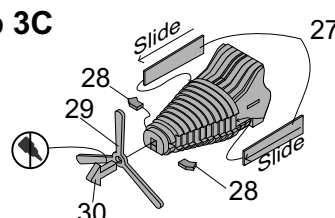
Engine cowl



Step 3B

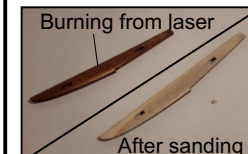
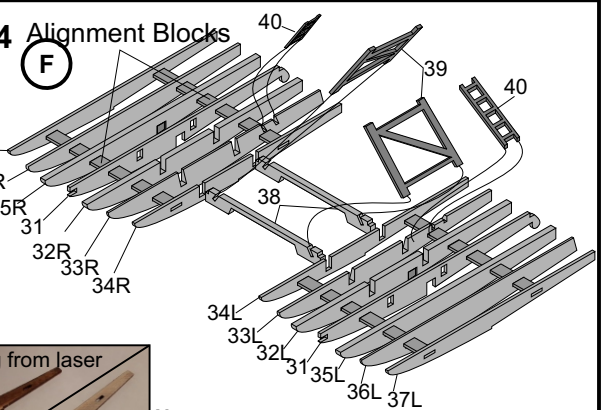


Step 3C



Step 4

Floats

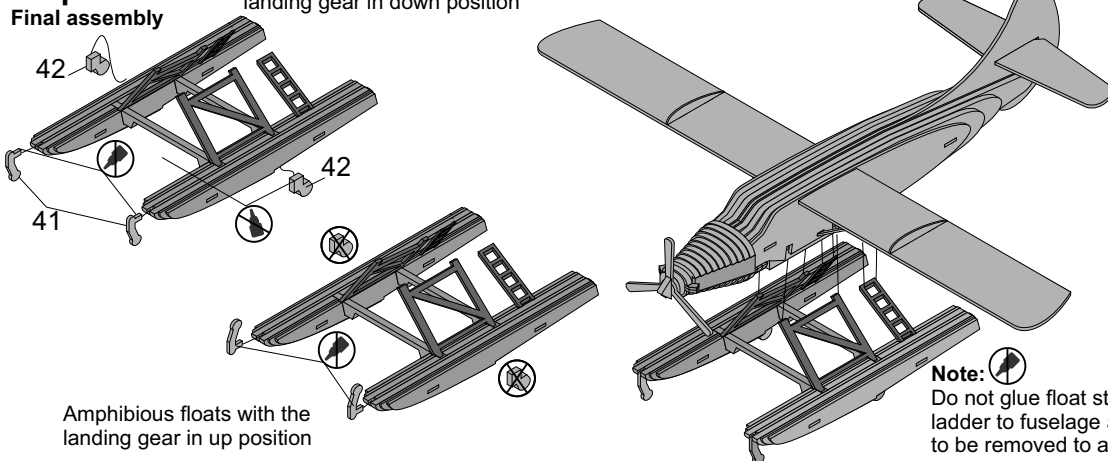


Note: Parts 33L/R and 36L/R need to be sanded. Sand till you remove all the burn mark left by the laser. This will give the one side a taper.

Step 5

Final assembly

Amphibious floats with the landing gear in down position

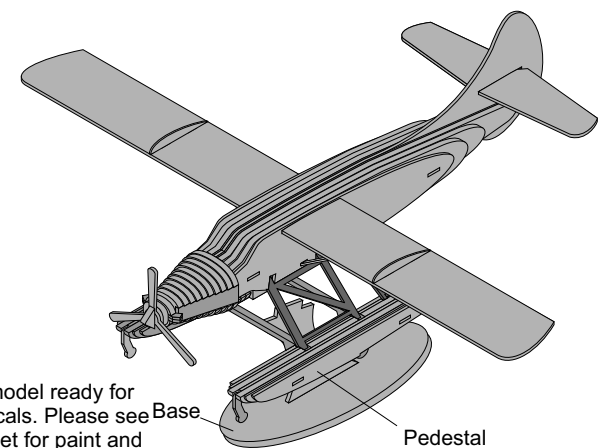


Amphibious floats with the landing gear in up position

Note: Do not glue float struts and ladder to fuselage as they need to be removed to apply decals.

Step 6

Stand

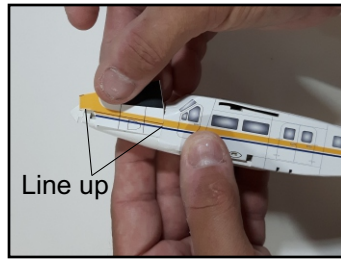


Completed model ready for paint and decals. Please see Base separate sheet for paint and decal instructions.

Pedestal



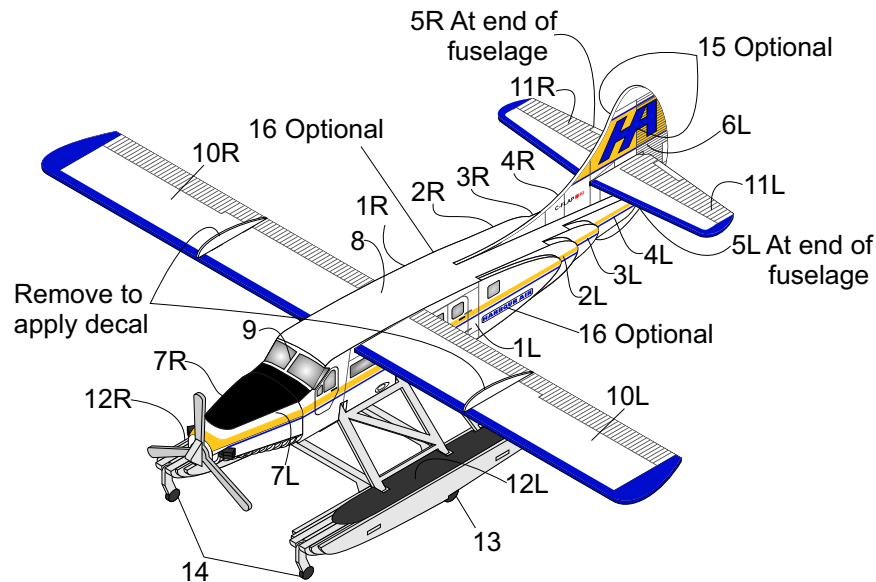
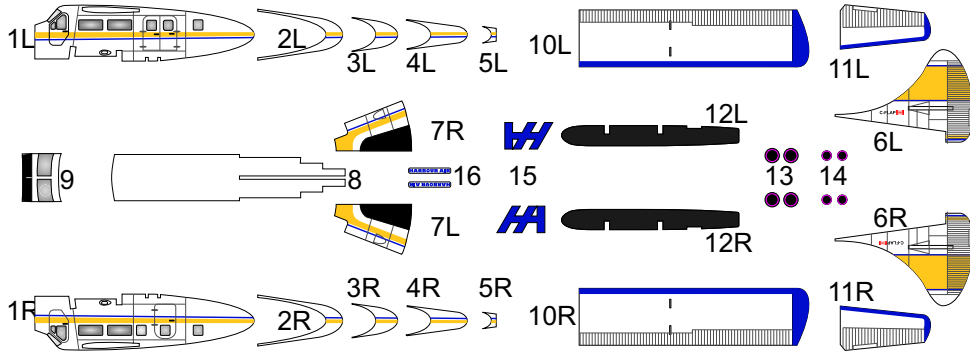
For small decals you may use a utility knife to remove them from the backing and place in position.



Peel off a bit of the backing. Line up the decal to the yellow stripe and top of exhaust. Remove the rest of the backing

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

Take your time.



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.



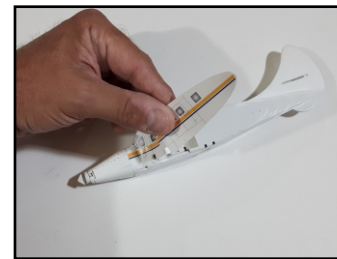
Cut out each decal as close to the edge as possible. Only cut out decals as needed.

Note:

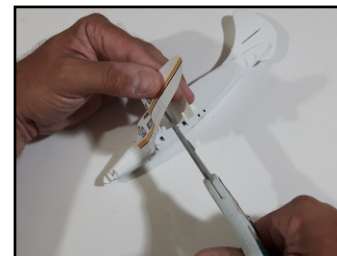
Paint fuselage and flight surfaces white before applying decals.



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 by cutting in stages to make sure the decal is staying aligned on the surface.

Colour Scheme of DHC-3 Turbo Otter

Suggested colours by Tamiya Model Paints

- 1 White X2**
All fuselage and flight surfaces.
- 2 Blue X4**
Leading edges of wings.
- 3 Black XF1**
Wheels, exhaust pipes.
- 4 Aluminum XF16**
Spinner
Floats
Float struts and ladders

Note:

All fuselage and flight surfaces should be painted white before adding decals.

