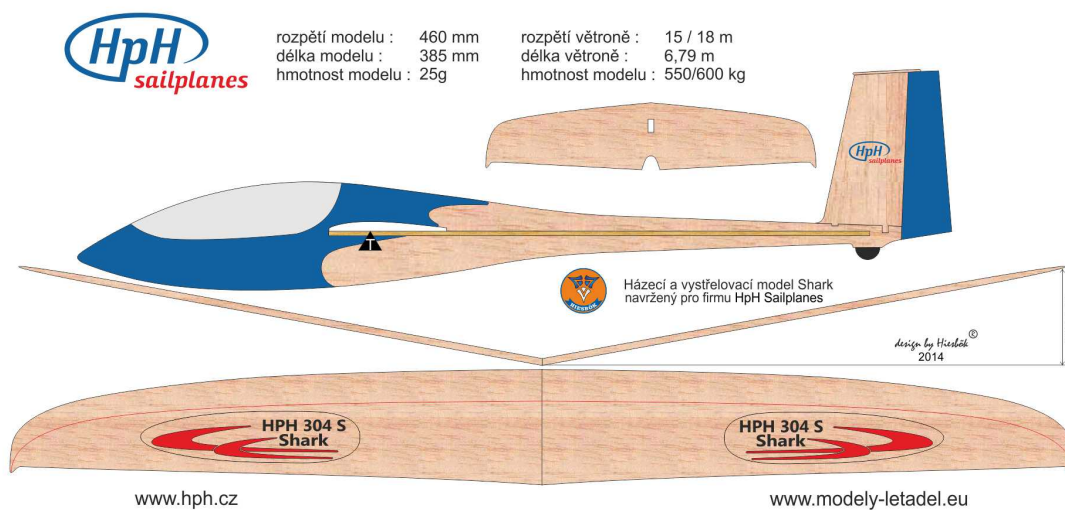


Building instructions



Tools you will need:

modellers pins (or usual clothes pegs), UHU Hart glue
and a sanding sponge for a perfect finish.

Start by production of two simple sanding tools.

Production of the sanding stick.

Prepare the items according to the picture.



Shape-round the sandpaper according to the profile of the beech stick.

Then glue this together.



This tool will be used at sanding the arches of the fuselage head.

May you not wish to sand the fuselage head this way it isn't need to produce this tool.



Production of the sanding plate.



After drying load the tool with a heavy book, for instance.



Start with sanding and gluing the fuselage head.



Take care of the right and left half of the fuselage head!

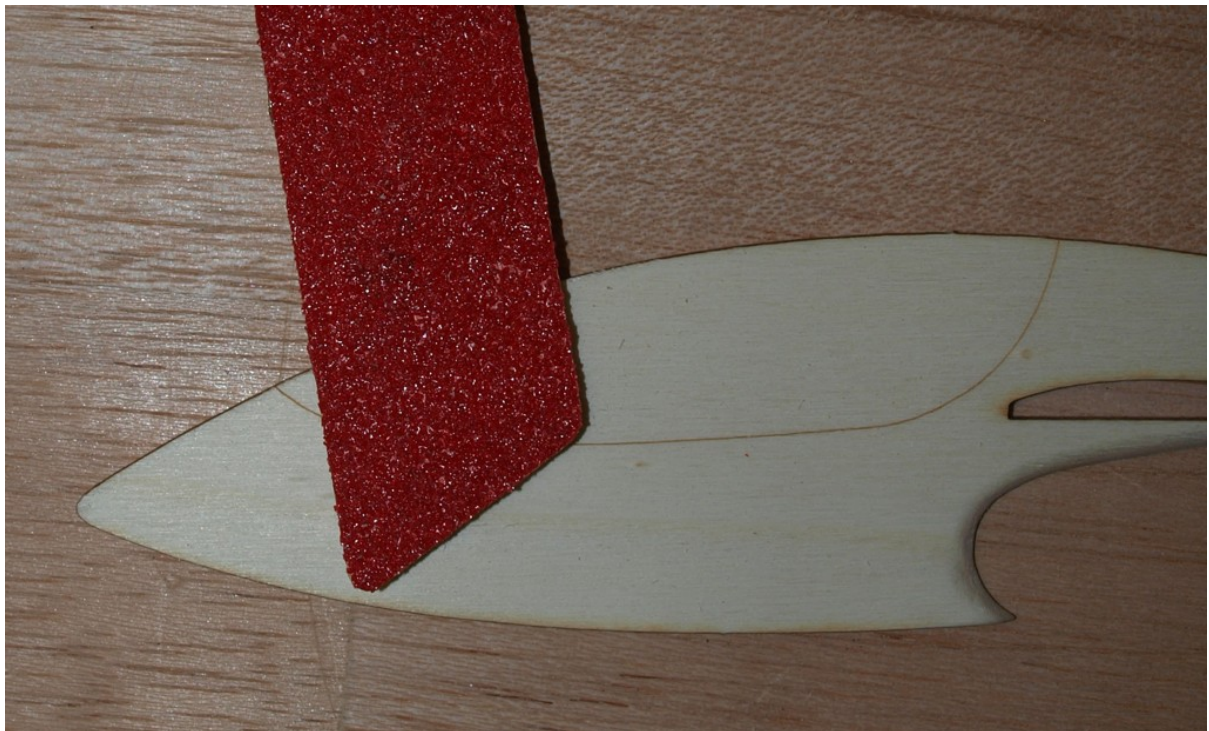


Initially sand carefully the inner arches of the fuselage head.





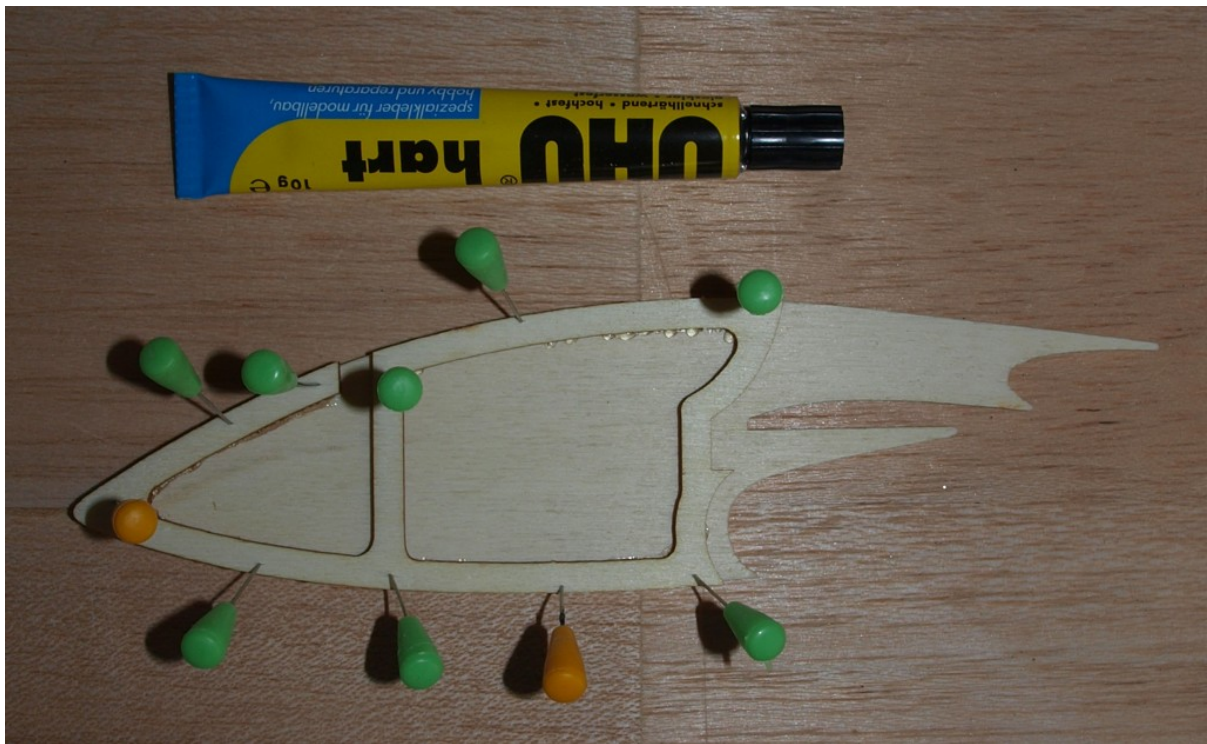
Then continue with lightly sanding the outer edges.





After sanding these parts glue the fuselage heads together item-by-item.





Instead of pins you can use clothes pegs or other clamps.



Before the part above becomes dry glue the spruce bar (reinforcement)
inside the fuselage.



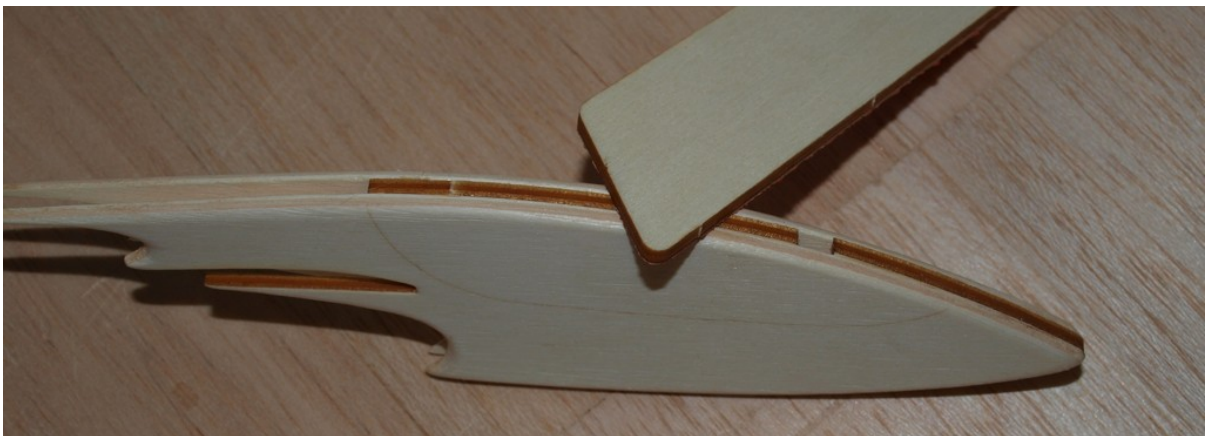


After drying sand lightly the part.

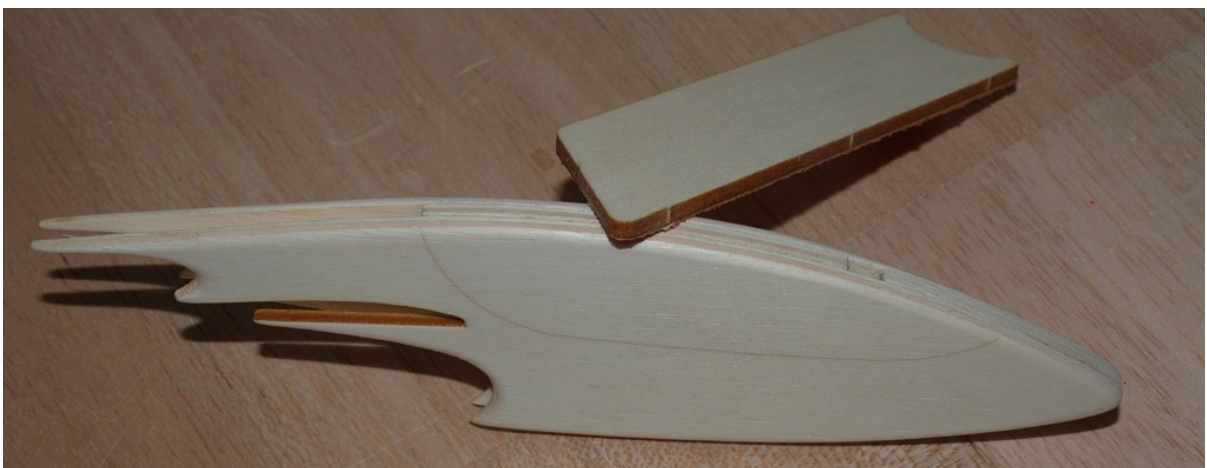


(You can finish the surface using the sanding plate.)

After drying the fuselage head sand it too.



Completely till perfect condition.



Then glue carefully both parts of the fuselage together.



It is needed that the wing openings line up with the opening of the other fuselage part.

Let all parts dry completely.

In the meantime, sand the stabilizer in a teardrop profile.

The round edge is the leading edge.



Glue this part in the model.

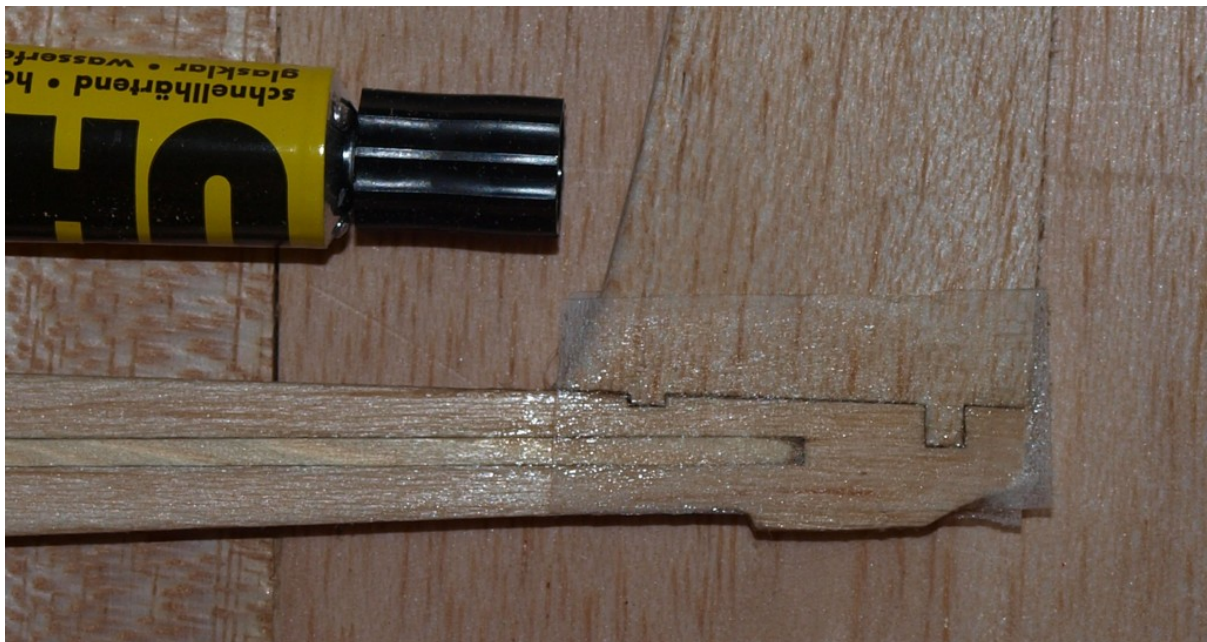


Let all parts dry again.

Then sand the fuselage end according to the shape of the stabilizer.



**Reinforcement of the glued area: put a coating paper saturated with glue
on both sides of the fuselage end.**



After drying sand the rests of paper by the sanding stick.



Then glue the „wheel“ to the model



and the rudder as well.



This area has to be straight.
Last sand lightly this part overall.

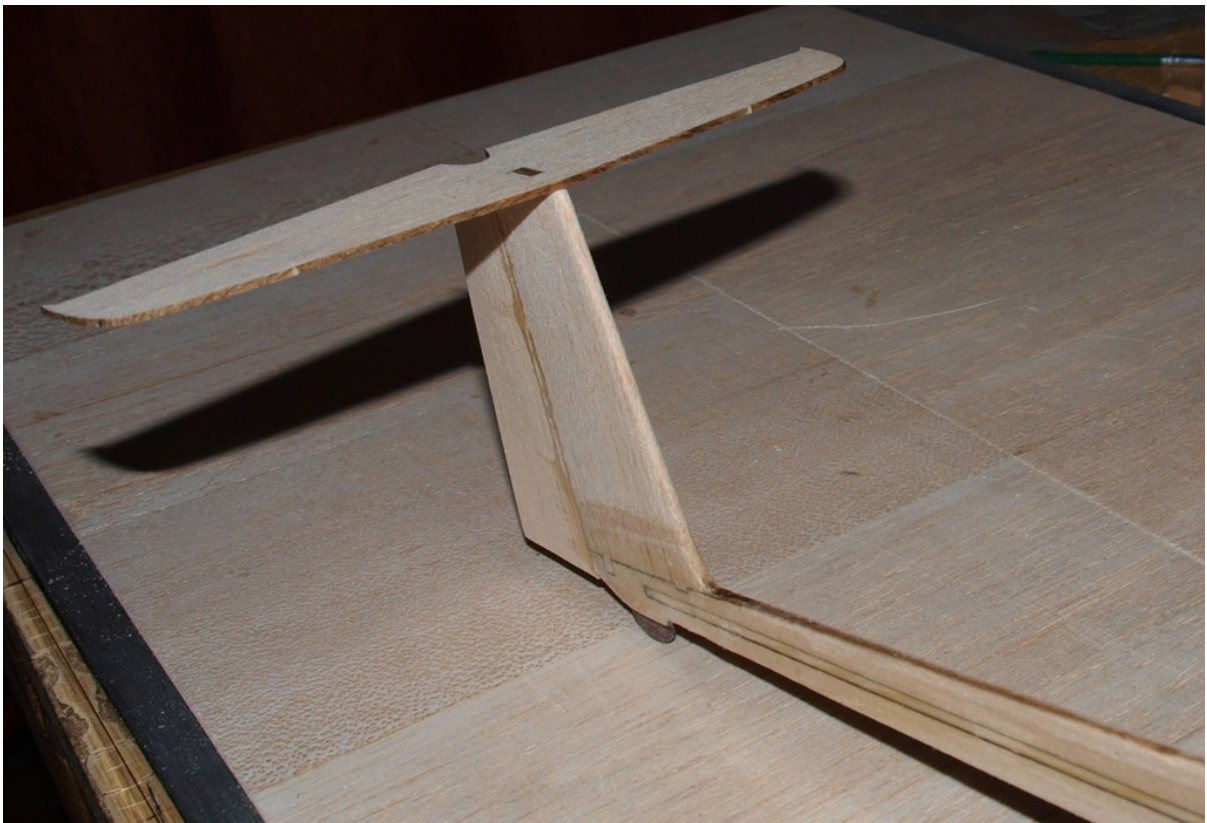
Put the fuselage in the stand and



glue the elevator.

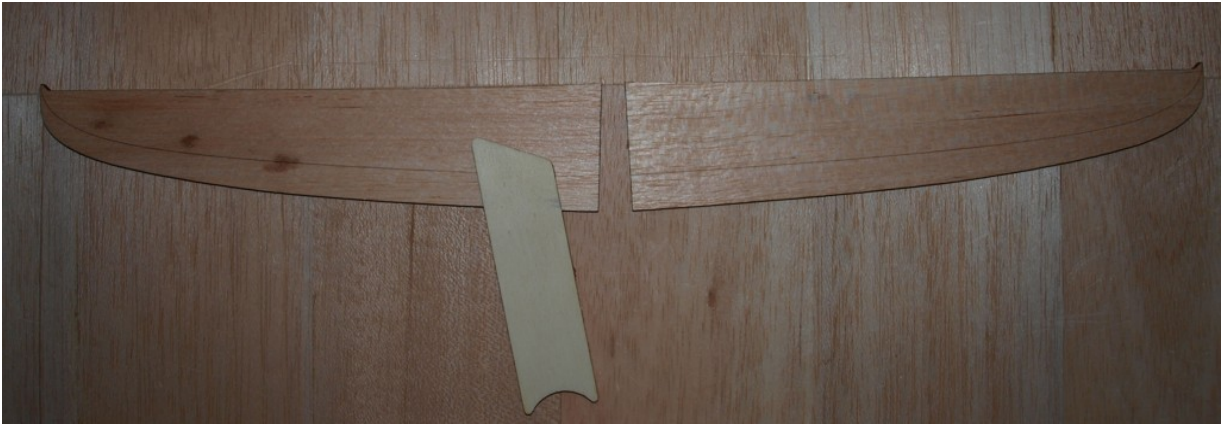


These areas have to be perpendicular.



Let this connection dry properly.

In the meantime, sand the wing in the respective profile.



First sand the leading edge straight up to the line marked on the fuselage.



In the same way also the trailing edge.



We recommend not to create a tip. It could get broken at flying.

Sand the created sharp line on the upper wing side lightly into a continuous profile.

The same procedure takes the second half of the wing.

Take care of the right and left half!



Sand the part to perfect finish by use of the sanding sponge.

May you have not this at your disposal

use the sanding plate after refining it by the sanding stick.



This way the sanding plate is refined and can be used for finishing the wings.

Then glue both halves of wings together to a light, flexible connection.



Let dry the glue slightly.

This means both halves hold together

but they can still be bent in the connection by a light pressure.

Concentrate on this procedure.

In this moment pass the wing through the opening in the fuselage
and put the fuselage in the stand.



The wings will adapt into the required dihedral.



Take care of the symmetry. Check this from the front view.

Then verify the geometry of the model by a ruler or a lath.



Measure the distance between the wing tip and rudder tip.



This distance must be identical on both sides.



Work as precisely as possible.

Then fix the wing to the fuselage by pressing the glue in the connection.



Verify the geometry again.

Let the connections dry completely.

In conclusion put the stickers and paint the model according to your design.

