

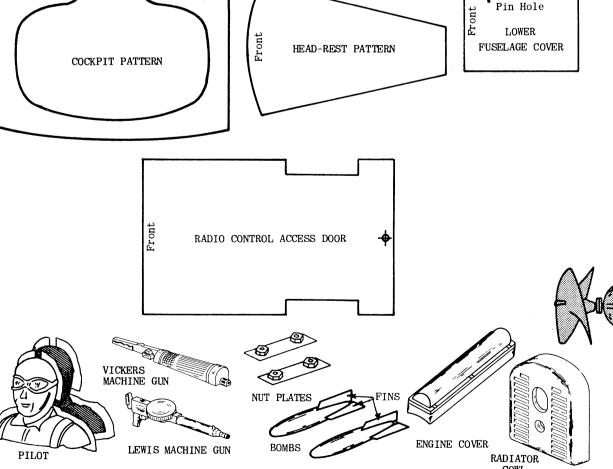
ENGINE INSTALLATION

Engine is used if model is being built for control line, free flight or radio. Engine and installation material not provided in kit. Drawing shows installation of Cox .020 Tee Dee Engine, however, any other similar engine may be used. Front of model should be covered with 1/32 sheet balsa back to F6. Top is cut out for engine clearance. Obtain a piece of 1/16 plywood and cut engine fire wall, using full size drawing, drilling holes indicated. Cut two engine mount blocks $5/16 \times 5/16 \times 1-1/2$ from hardwood. Cement them securely to plywood fire wall in position shown. When dry, drill 1/8 holes through blocks and fire wall. Mount engine to fire wall with #2 nuts and bolts, tightening nuts securely. Cut plastic nut plates from molded sheet and securely cement to back of fire wall over nuts, drilling hole through so that bolts can pro-Use cement generously. Nut plate keeps nuts from turning so that engine can be removed by

When dry, remove engine. Securely cement fire wall to front of F2. Cut mol ded engine cowl from plastic sheet as described in detail note and fit over F1. Trim cowl to clear Cowl is not installed until after model is painted, and engine is installed. Cowl is then cemented or held in place with small wood screws. If it becomes necessary to remove engine for any reason, break cement joint of cowl. then re-installed and cowl re-cemented or screwed back in position. Add a 1-3/8" length of 1/16 I.D. plastic tubing to fuel tank fill and overflow tubes. Cut top of tubing at angle facing forward for easy admission of air stream. Make needle valve extension by forcing a length of 1/8 I.D. plastic tubing over head of needle valve. Force a length of 1/8 dowel into end, of tubing. Dowel should protrude at least 1/2 past cowl.

Thread

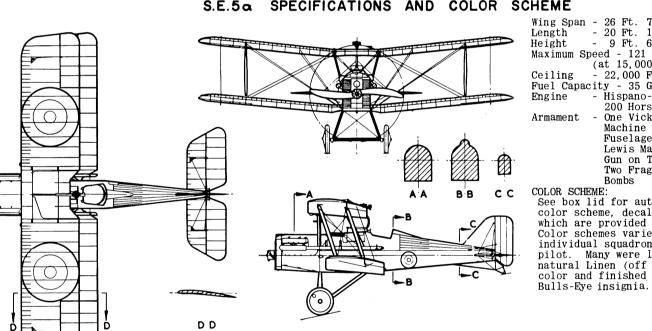
PLYWOOD ENGINE FIREWALL



PLASTIC PARTS DETAIL

For best results, follow instructions carefully COWL: Cut from sheet leaving about 1/16 of mat erial for trim. Excess material may be trimmed with knife or razor blade and then sanded with fine sandpaper. Cowl is placed on bulkhead F1 for support while sanding. LEWIS MACHINE GUN: Leave about 1/8 excess material when cutting halves from sheet. Carefully trim out slots about 1/8" wide on top, bottom and ends, right to the edge of the machine gun as shown. This will permit accurate assembly. Cement halves together, lining up carefully at slots. Use cement sparingly however, since excessive use may distort the plastic. After assembly, allow to dry thoroughly then trim and sand off smooth. Complete Lewis gun mounting as described in detail note. VICKERS MACHINE GUN: Cut from sheet and trim carefully. Paint dark grey and cement to fuselage as shown on side view. PILOT: Cut halves from plastic sheet, leaving about 1/8 material. Cut 1/8 slots on all four sides as shown, then carefully cement together in same manner as the Machine Guns. BOMBS: Cut out of sheet in same manner as pilot, making

notches in excess material for assembly. Cement halves together. When thoroughly dry, trim and sand smooth, then cut out 4 bomb fins each which are scribed on plastic sheet. Cement fins to ends of bomb at right angles, along seams as shown. Make two pin holes in each bomb and ce-"U" shaped guide (see Bomb Release Detail Sketch #2) securely in place. NUT PLATES: Cut from sheet right along trim line and install as described in Engine Installation. ENGINE COVERS: Cut from sheet and trim as shown above. PAINTING: Regular plastic model paint or enamel can be used Model airplane dope can be used only if applied in LIGHT spray coats, allowing paint to dry thor oughly between coats. Excessive use of dope may deform plastic. Parts may be used red as provid ed or if painting parts a lighter color than red, apply a light coat of silver, followed by a light coat of white before painting final color. Darker paints may be applied directly to red plastic. When cementing parts in place on model, use light coats of cement applied sparingly. If necessary, use more than one coat, but DO NOT APPLY A THICK COAT AT ANY TIME.



INSTRUMENT PANEL

Cut from plans and cement to F6

Fuel Capacity - 35 Gallons Engine - Hispano-Suiza 200 Horsepower One Vickers Machine Gun on Fuselage, One Lewis Machine Gun on Top Wing Two Fragmentation Bombs COLOR SCHEME:

See box lid for authentic color scheme, decals for which are provided in kit Color schemes varied with individual squadron and Many were left natural Linen (off white) color and finished with

1/16 Scrap Balsa LEWIS GUN INSTALLATION Trigger Assemble halves of Lewis Machine Gun as described in Plastic Parts Detail. Make handle by cementing two short lengths of wire, followed by length of reed to end of machine gun as shown. Push short length of wire in place for trigger. Bend trigger guard from wire and cement in place. Reed provided for gun track is dipped in water, pinned to plan and allowed to dry so it will assume shape. Cut the two mounts from 1/16 scrap balsa and cement to reed on plan. When dry, assembly is cemented to top wing as shown (exploded) on final assembly sketch and side view below.

PLYWOOD BELL CRANK PLATFORM

1/8 Hole - ()-

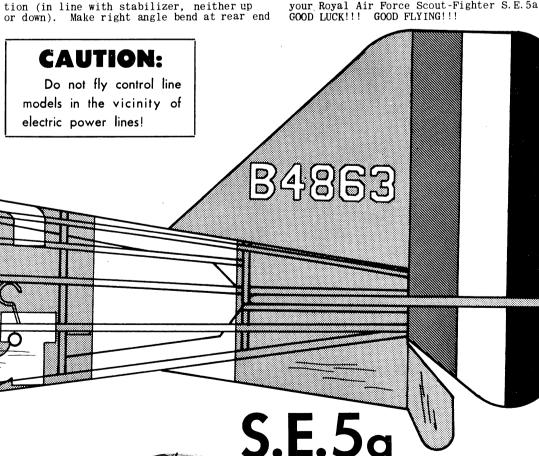
Front

Plastic

CONTROL LINE Materials required are not provided in kit. Make bell crank platform from 1/16 plywood using full size plan above. Securely cement across L4's against rear of F4. Fill in area between F4 and F6, from side keel L4 to stringer above it, with scrap 1/16 sheet balsa; flush with outside of frame. Fill in area from F9 to F10 between L4 and stringer above it in same manner. Cut 1/8 slot in rear for control rod as shown. Cut two 18" lengths of lead-out lines and fasten them to bell crank. Push rod is 1/16 wire at least 13" long. Make a right angle bend at one end. Place in fuselage, insert in bell

crank, and mount assembly to plywood plat-form as described in instructions that come with bell crank. Cut stabilizer in half through wide main spar as indicated by dotted lines. Round edges and install control horn at location shown on drawing, then join together with cloth hinges shown. Bend "U" shape elevator joiner from wire. Make hole joiner in rudder - then cement spurs to both elevators in position shown. Elevators now move as one unit. Cement stabilizer horizontally. into slot between L2 and L3, against F10. Tape elevators in neutral position (in line with stabilizer, neither up

INSTALLATION of control rod at precisely the location of hole in elevator horn, with bell crank in neutral position as shown. Trim off excess and insert into horn. Solder washer on end to prevent rod from coming off. Controls are now in neutral position and must work freely and easily, Cut rudder from fin on dotted lines shown on full size drawing Cement rudder back on fin with rear of rudder turned at angle 1/2" towards outside of circle flown as shown. Cement vertically to top of L2 and against rear of fuselage. Assemble wings to fuselage as described in Final Assembly Detail. Make wing guide from 3/32 balsa, drilling holes indicated. Cement securely to bottom wing against struts as shown. Reinforce holes for lines in fuselage and wing guide with washers or eyelets. Thread lines through holes in ving guide and tie loops in end of lines at least 2" past wing tip. Lines must be of equal length when elevator is in neutral position. Control system must operate freely and easily. CAUTION: Model must balance (or slightly nose down) at point shown on side If necessary, add weight. Use regular 1/2A control lines and handle when flying your Royal Air Force Scout-Fighter S.E.5a.



FLIGHT INSTRUCTIONS When model has been completed, it must balance at

point shown on side view. DO NOT ATTEMPT TO FLY MODEL UNTIL BALANCE HAS BEEN ACHIEVED, add weight if necessary. Check wing and tail. If warps have developed, remove using steam method described in Silkspan Step. Model is now ready. Pick a calm day for test flying. On rubber powered models, wind propeller clockwise approximately 100 turns and launch into any prevailing wind slightly nose down at a point on the ground approximately 50 feet ahead of you. If model noses up and then falls off and stalls, (AFTER MODEL WAS BALANCED) then bend el evators down slightly using hot breath in same manner as steam. If model dives, bend elevators up. If model veers too much to one side, bend rud-der to opposite side. Take-offs require more power and therefore more turns in rubber motor. For lontallation Note. GOOD LUCK AND GOOD FLYING!!

ger flights and competition, it is recommended that the loops of rubber be lubricated with model lubricant (Available at most Hobby Shops) or Castor Oil. Apply sparingly AND KEEP OFF KNOT OR IT WILL COME UN-DONE! Use winder which you can make by tightening hook into hand drill. To store winds in motor, stretch rubber out three to five times original length, then proceed to wind, moving slowly back to model. Feeling rubber from time to time to be certain it does not get so taut that it breaks. Upon reaching the nose, motor should be completely wound When replacing rubber motor, purchase contest grade T56 brown rubber at your favorite hobby shop. gine powered free flight models are tested and flown in same basic manner as above and is described in Flight Instructions at end of Radio Control Ins-

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L24UJ4

During World War 1, this fighting scout of the Royal Air Force wreaked havoc on the top fighters of the Imperial German Air Force. This great biplane was also used to knock out enemy airfields and rail centers. Out authentic scale model DROPS its twin BOMBS automatically, in flight

KIT A17 WING SPAN 22'

