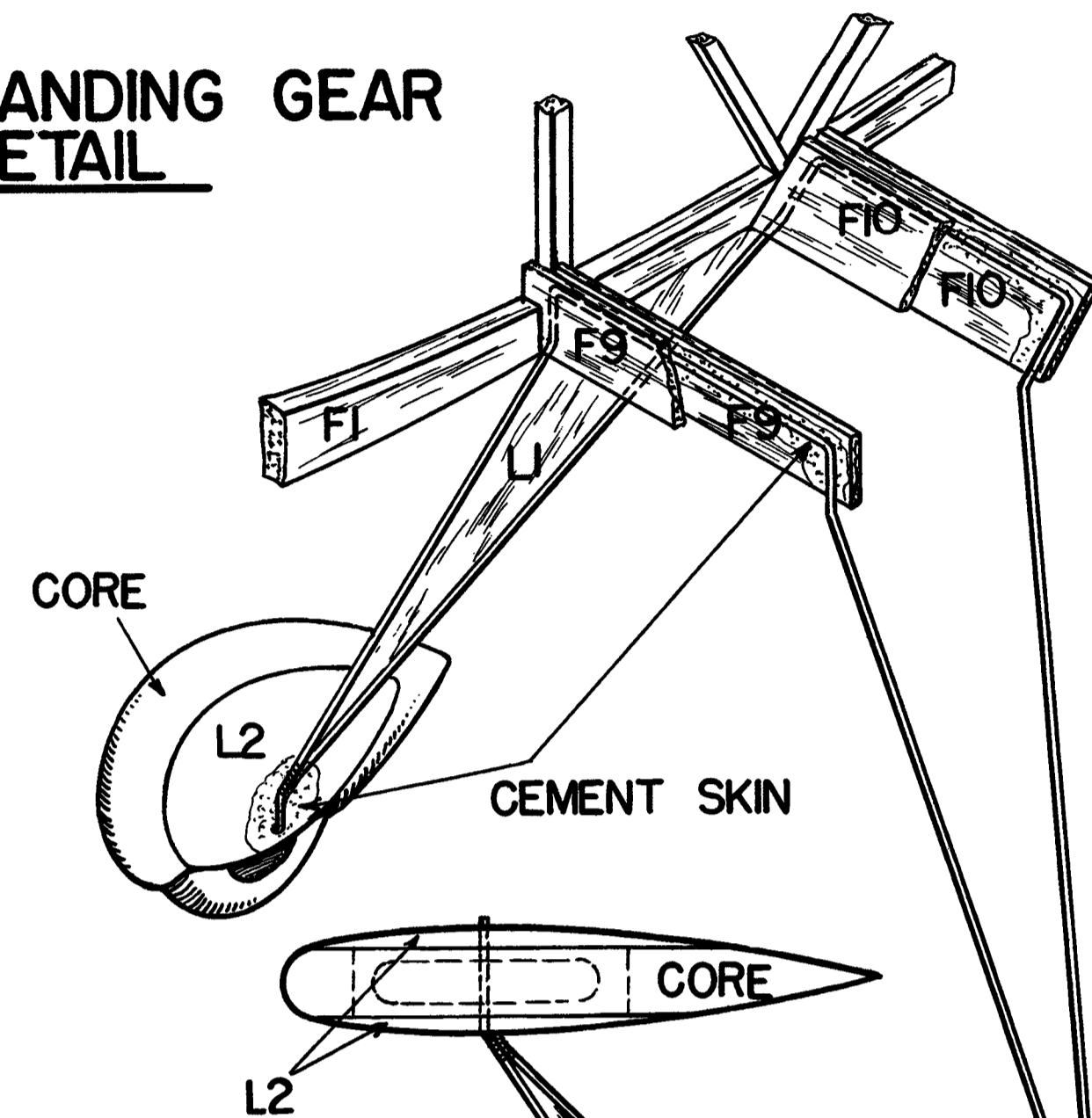


**LANDING GEAR  
DETAIL**



**DIRECTIONS  
FOR BUILDING & FLYING**

The Banner Executive is a semi-scale flying model that combines a realistic appearance with unusual flying ability. Its simple but sturdy construction offers pleasure in both building and flying.

**FUSELAGE.**  
Cover the side of the fuselage plan with wax paper. Pin the 1/8" sq. longerons and the proper cut out parts in place. Insert the necessary crosspieces and diagonals between them. Build the second side directly over the first side to insure an exact duplicate. When the cement has dried, separate the two sides and proceed to put the horizontal cross members between them. Insert the center cross pieces first and work towards the ends. Cement the bulkheads in position. Before attaching the stringers, form the landing gear and build into the fuselage as shown.

**TAIL SURFACES.**  
The rudder and stabilizer are flat and are laid out directly on the drawing. The tail surfaces are covered on both sides after the framework has been properly sanded.

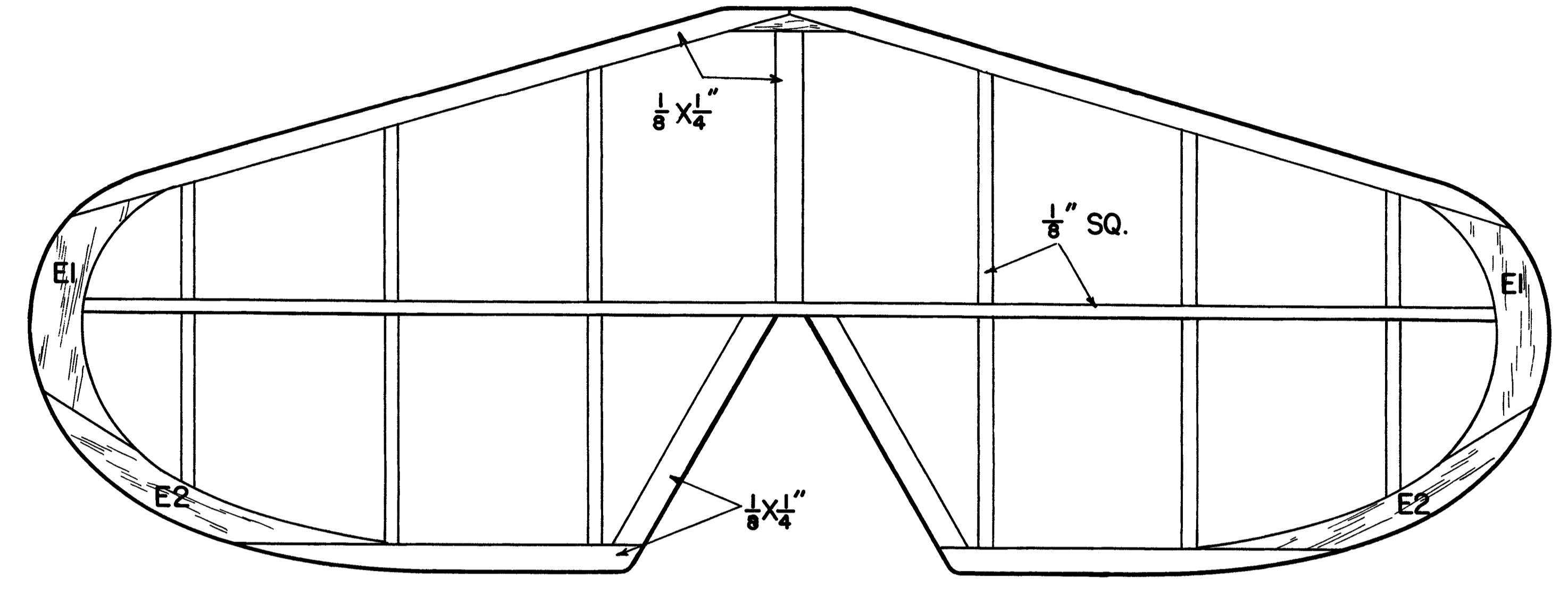
**WINGS.**  
The wings are built directly on the drawings. First cement the outline tips of the wing together and pin them in position. Wax pin the leading and trailing edge in position, inserting the ribs between them. The top spar is put in position, and then the wing frame is removed from the drawing. The bottom spar is now added. Make a left and right panel. Cement the two frames together with dihedral as shown in the front view. Add gussets as shown for additional strength.

**WING**

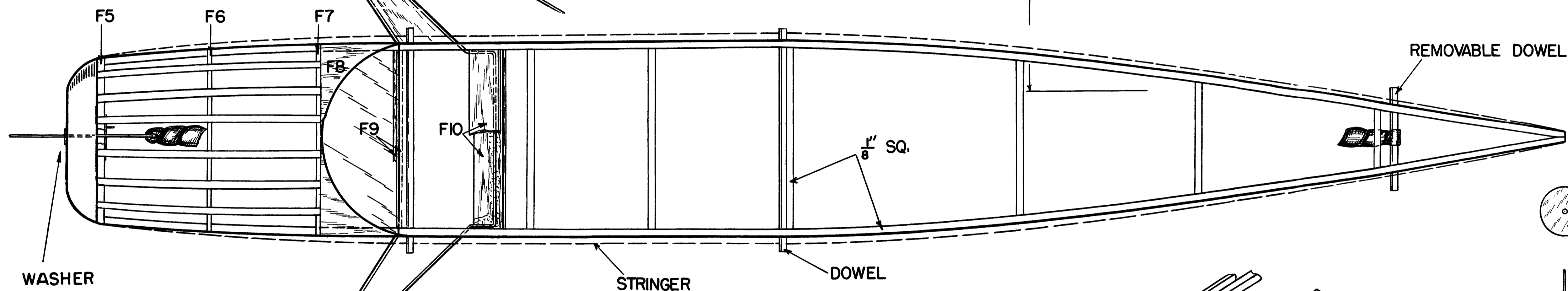
**PROPELLER AND NOSE.**  
The turned nosing is held in place by the tension of the rubber motor. The "N" piece is cemented behind the nosing. After the large brass bushing has been cut and bent as shown, it is cemented to "N" in the position as shown. The "Prop-Lock" keeps the propeller in a horizontal position after the rubber has unwound, permitting the model to land without danger of breakage in landing. When the rubber motor is wound up, the spring between the propeller and the nose turning is compressed, allowing the propeller to revolve freely. When the power of the rubber becomes weak, the spring will expand and push the propeller shaft forward, engaging the arm of the rubber hook with the protruding part of the brass bushing. The propeller is now in a horizontal position and the danger of breaking in landing is eliminated.

**COVERING AND DECORATING.**  
It is best to follow these hints when covering your model.  
A. Sand the wood smooth before beginning to attach paper.  
B. Always have the grain of the paper running lengthwise on the model. By holding the paper up to the light, the grain can be easily detected.  
C. Apply tissue to the framework with clear dope, a small portion at a time.  
D. Cut tissue into small strips when covering curved parts of the fuselage, wing tips, etc.  
E. Cover tissue over all wood parts and dope well. (Prop, nose block, landing gear struts, etc.)  
F. After the entire ship is covered, spray or brush lightly with water and allow to dry. Watch the tail surfaces and if necessary twist gently to avoid warping.

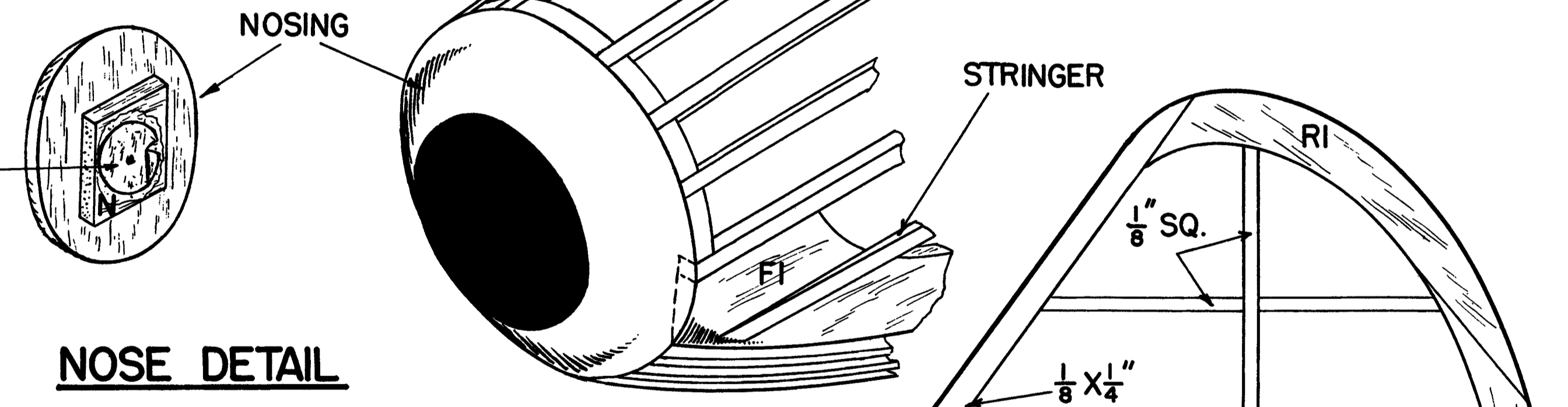
**FLYING.**  
The best results can be obtained using 8 strands of 3/16" Rubber. By stretching and winding the rubber in slowly, duration can be tripled.  
The model should be flown from a take-off position unless it is flown in a field with tall grass. Adjust the model so that it turns to the right in 75 foot circles. If it tends to stall, put a small piece of wood under the leading edge of the wing. If it shows a tendency to stall, put the wood under the trailing edge.  
Never fly the model on windy days or where there are too many obstructions.



**TAIL**



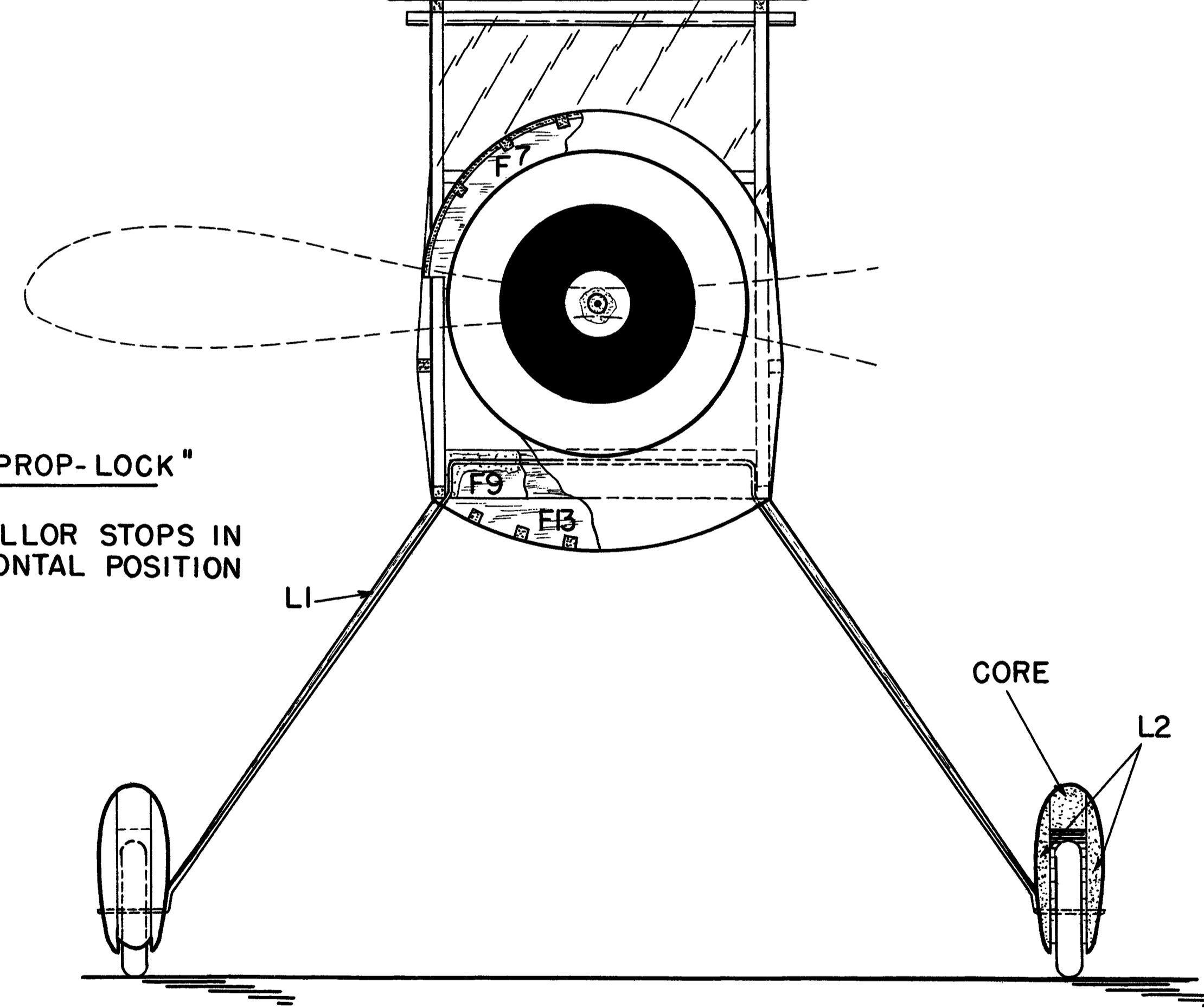
**TOP VIEW**



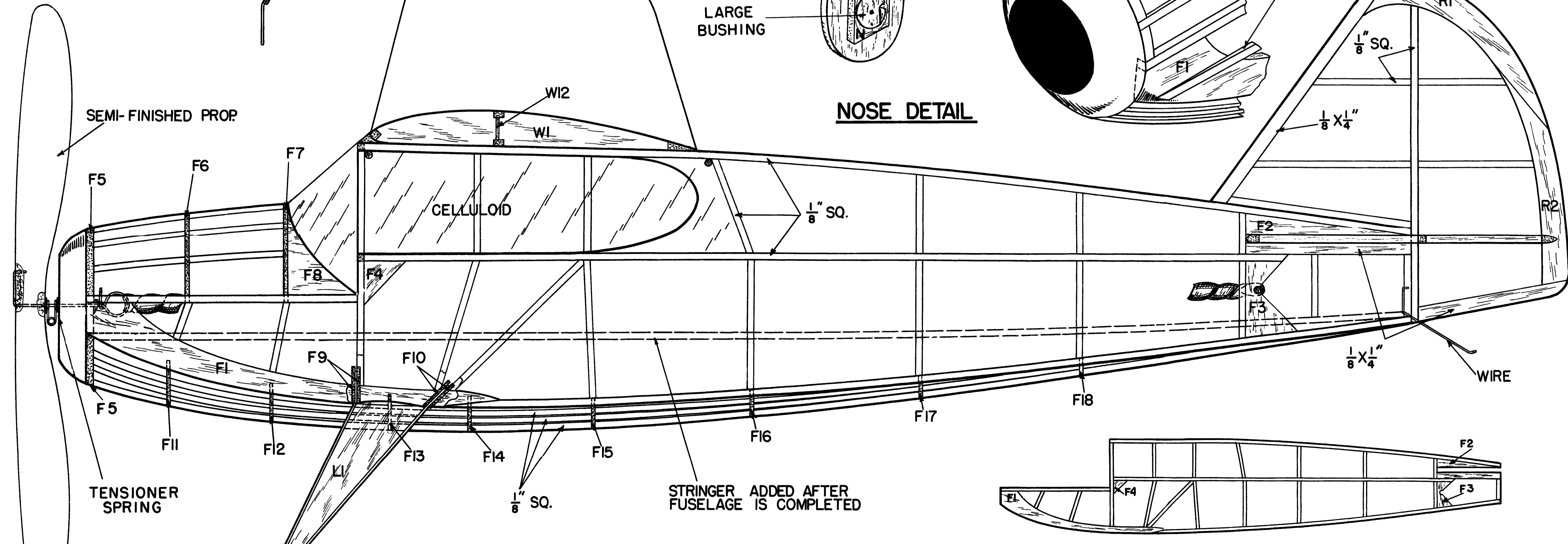
**NOSE DETAIL**

**"PROP-LOCK"**

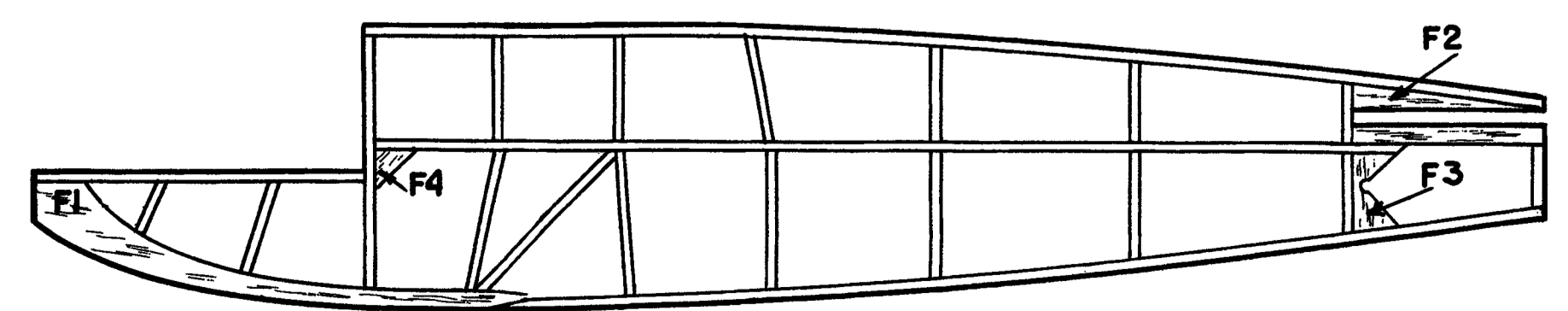
PROPELLOR STOPS IN HORIZONTAL POSITION



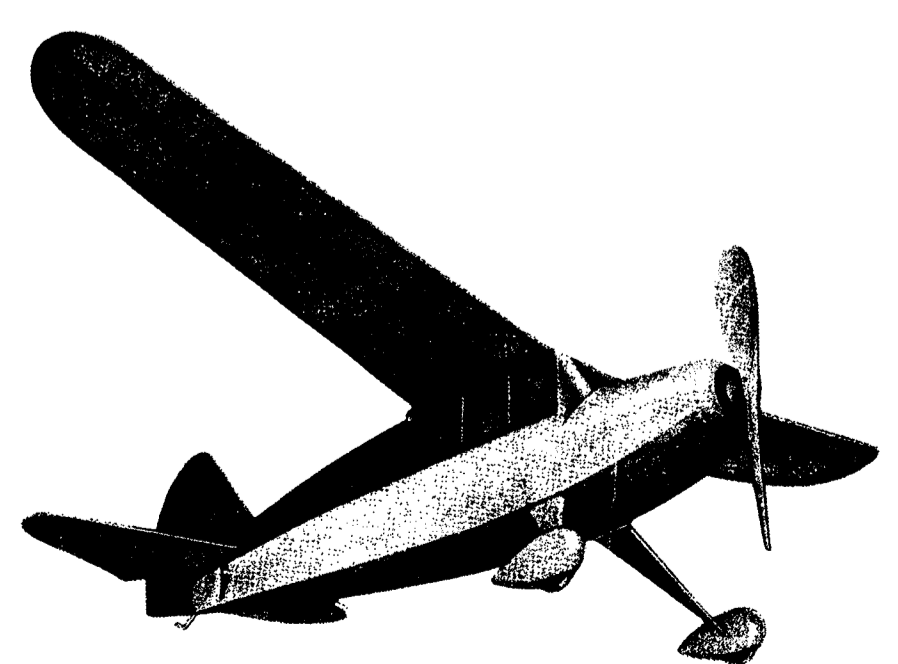
**FRONT VIEW**



**SIDE VIEW**



FUSELAGE ASSEMBLY (MAKE TWO SIDES, ONE ATOP THE OTHER)



**"BANNER EXECUTIVE"**

BERKELEY MODELS, INC.  
230 STEUBEN ST. BROOKLYN N.Y.  
COPYRIGHT 1941