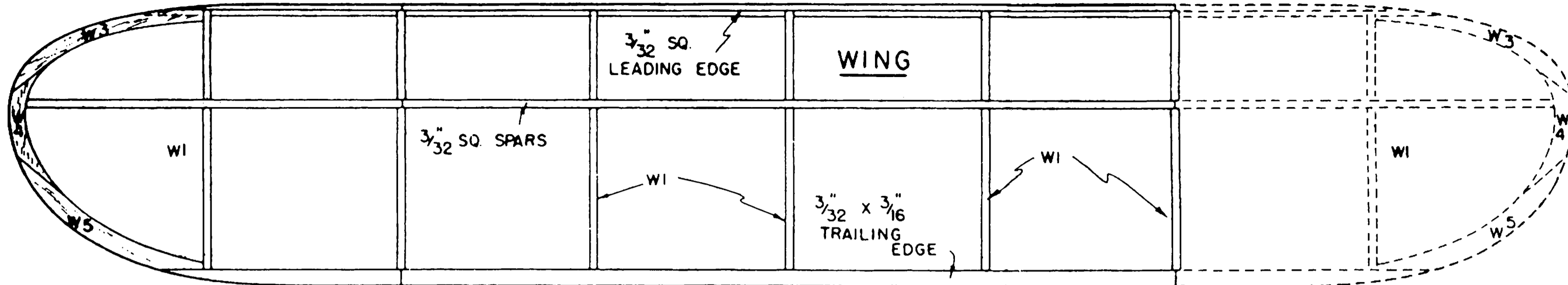
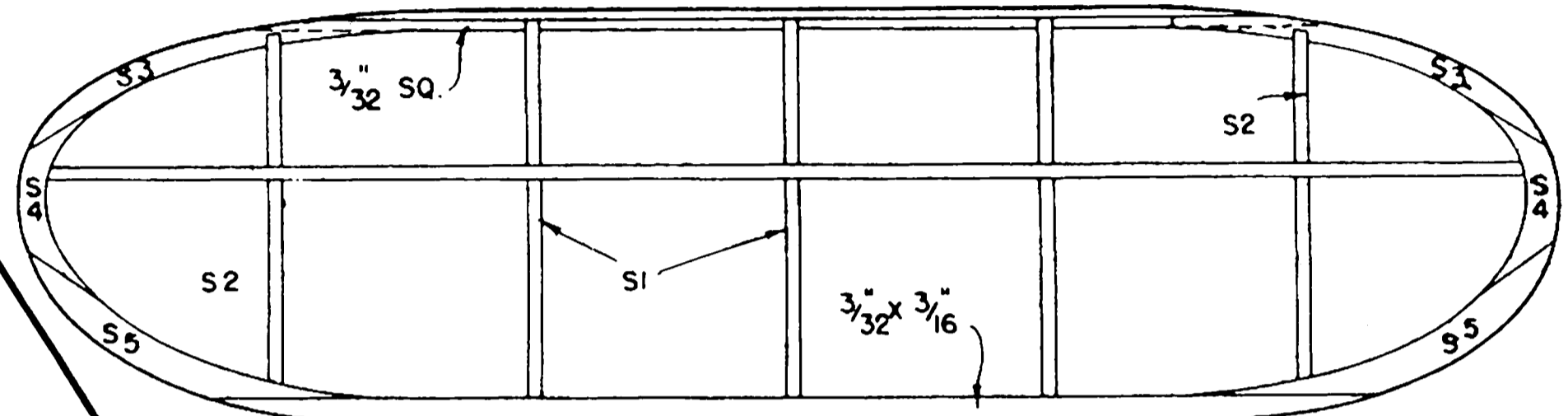


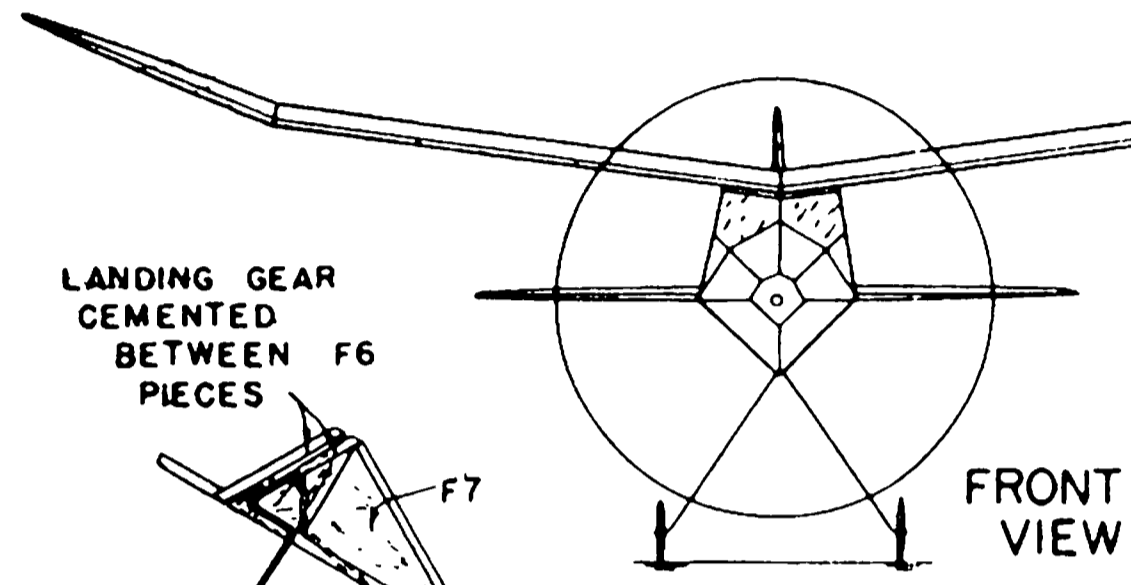
THE  
**"FLYING CLOUD JR."**  
 FLYING  
 MODEL AIRPLANE  
**BERKELEY MODELS  
 INC.**  
 230 STEUBEN ST. BROOKLYN, N.Y.  
 COPYRIGHT 1941



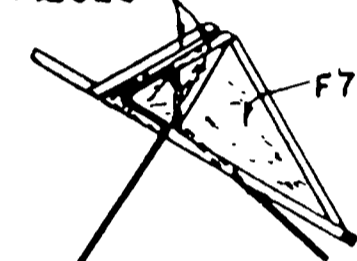
RIGHT WING PANEL LAYOUT



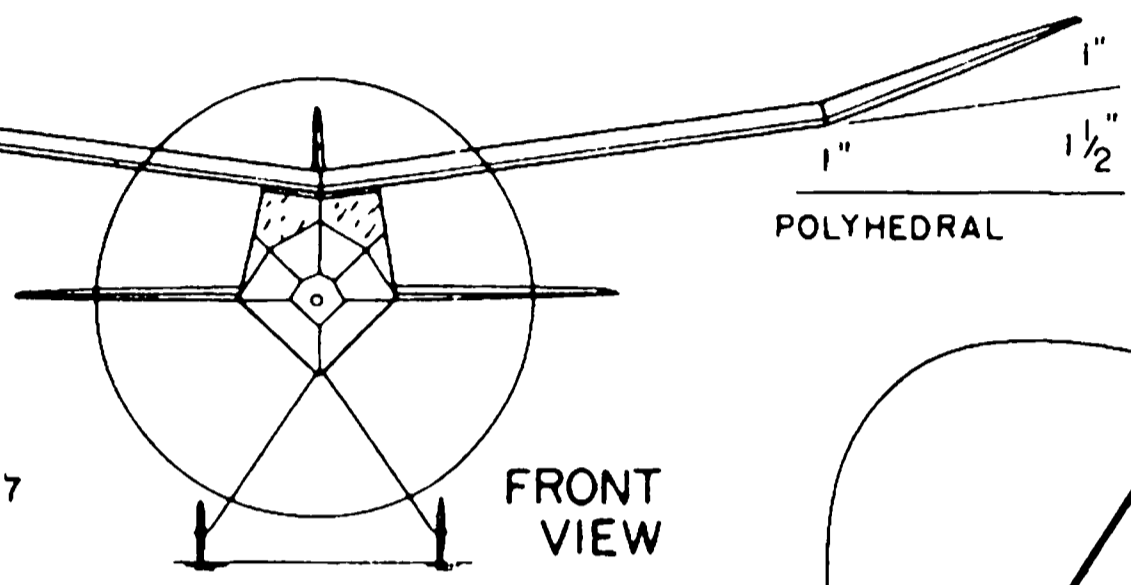
STABILIZER



LANDING GEAR  
 CEMENTED  
 BETWEEN F6  
 PIECES



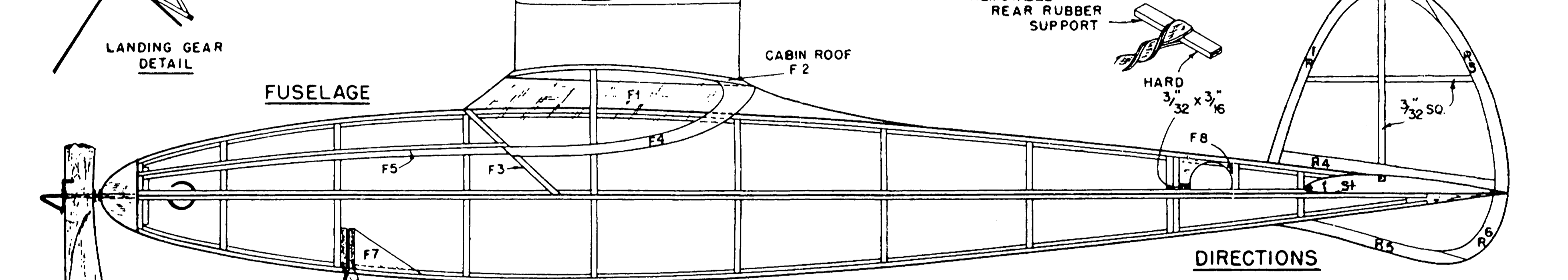
LANDING GEAR  
 DETAIL



POLYHEDRAL



LANDING GEAR  
 LAYOUT



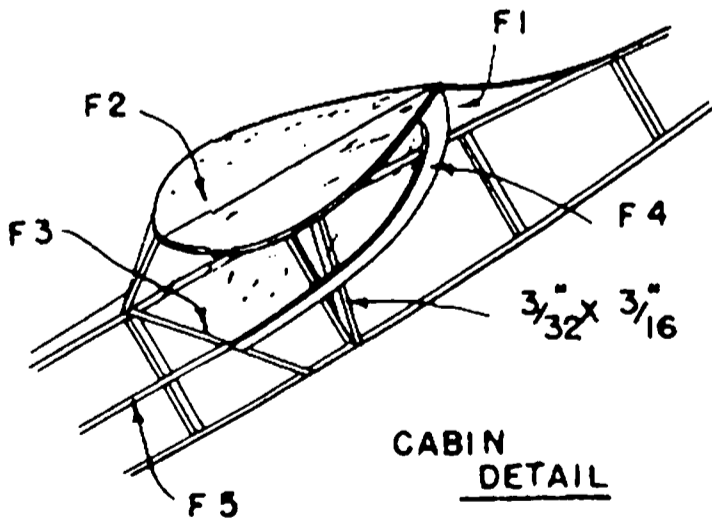
FUSELAGE

CABIN ROOF  
 F2

REMOVABLE  
 REAR RUBBER  
 SUPPORT

HARD  
 $\frac{3}{32} \times \frac{3}{16}$

DIRECTIONS



CABIN  
 DETAIL

BUILD 2 SIDES  
 ONE ATOP THE OTHER

The model is simple in structure and design, and should offer no difficulties in construction. Refer to the beginning of the instructions for a list of materials and tools. Before beginning the construction of the airplane, check over the plans carefully to obtain a general idea of the construction. If any difficulties appear, try to construct the model as far as possible. Most of the construction will become simple as work progresses. In all cases, use your time, making sure that all parts are correctly cut and aligned.

Select a flat board, table top, or workbench for layout work. It is best to have a model knife, pliers, and sandpaper handy.

**THE FUSELAGE.**  
 Cover the side view of the fuselage with mill paper. Lay  $\frac{3}{32}$ " sq. longrons along the lines. Insert all necessary cross members. To make the second side exactly the same, build directly over the first side. When the cement has dried, separate the two sides and proceed to put the horizontal cross members in place. Insert the front cross members first, working towards the rear of the fuselage.

Cut out the fuselage bulkheads from the printed wood but do not notch them. It is best to cement the cut out parts in their correct place as you cut them out in order to avoid losing them. The landing gear wire should be formed at this time and cemented. Cement F8 in place at the rear of the fuselage. A hard piece of  $\frac{3}{32}$  x  $\frac{3}{16}$  slip into F8 and supports the rubber at the rear of the fuselage. Attach all struts to the top and sides of the fuselage, forming smooth curves. If necessary, do not follow the printed notches exactly.

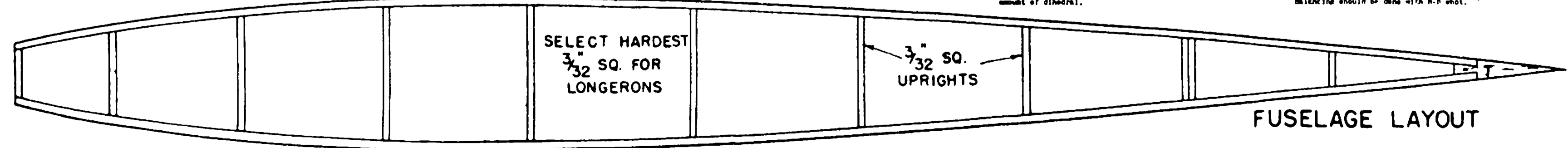
**TAIL SURFACES.**  
 The tail surfaces (rudder and stabilizer) are flat and are laid out directly on the drawings. The tail surfaces are covered on both sides.

**WING.**  
 The wings are built directly on the drawing and construction is self-explanatory. Be sure to give each wing an equal amount of dihedral.

**PROPELLER.**  
 The propeller included with the kit is well finished. Drill a hole with a needle in the true center of the propeller. It is recommended that propellers be drilled with a hole in the center and propeller and rubber motor be cemented together. Bend shaft over propeller and cement firmly. Be sure that the propeller turns true before flying the model. Cement the rubber over the propeller. Mount rubber on the propeller and shaft close to a streamline shape.

**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 in front of a light, the grain can be easily detected.  
 C. Apply the tissue to the fuselage with Clear Dope, a small portion at a time.  
 D. Cut tissue in small strips when covering curved parts of the fuselage, wing tips, etc.  
 E. After the entire ship is assembled, spray or brush lightly with water and allow to dry slowly. Watch the tail surfaces when drying and, if necessary, rub gently to avoid warping.

**FLYING.**  
 If possible, obtain a small hand drill for winding the rubber. By stretching and winding in slowly, tension can be tripled. The model should balance exactly when finished. Test flights should be made from a take off position until the model is properly adjusted. Never fly it on windy days, or where there are too many obstructions such as trees, buildings, etc. Balancing should be done with a B.B. shot.



SELECT HARDEST  
 $\frac{3}{32}$  SQ. FOR  
 LONGERONS

$\frac{3}{32}$  SQ.  
 UPRIGHTS

FUSELAGE LAYOUT

SPAN 24 INS.