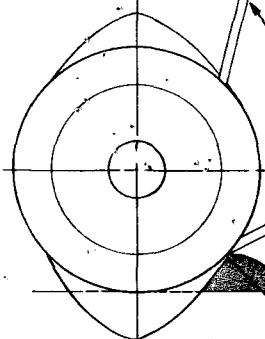


CLEAR Balsa, 3/16" x 1/8" x 1/8" (1/16" x 1/8" x 1/8")
 THIS KIT INCLUDES ALL MATERIALS AND PARTS AT ALL TIMES.
 1/8" x 1/8" x 1/8" (1/16" x 1/8" x 1/8")
 1/8" x 1/8" x 1/8" (1/16" x 1/8" x 1/8")

RECOMMENDATION
 WHEN SOME OF THESE PARTS ARE NOT AVAILABLE, YOU CAN SUBSTITUTE OTHERS OF EQUAL QUALITY. CONTACT YOUR SUPPLIER FOR SUGGESTIONS.
 1/8" x 1/8" x 1/8" (1/16" x 1/8" x 1/8")
 1/8" x 1/8" x 1/8" (1/16" x 1/8" x 1/8")

MEASUREMENTS
 IN INCHES



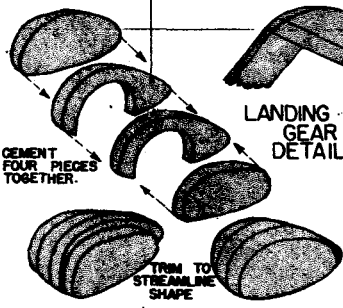
COLOR SCHEME
 FOR A FINISHED MODEL, KEEP EYES TO A MINIMUM. WE SUGGEST YOU COVER EXTERIOR SURFACES WITH COLOR OF YOUR CHOICE. THIS MODEL USES COLOR FOR CONTRAST. COLOR IS NOT NECESSARILY LITTLE WEIGHT AND GIVES A VERY REALISTIC APPEARANCE.

LANDING GEAR STRUT

LEAVE RECTANGULAR TO FIT FUSELAGE LONGERONS

LANDING GEAR STRUTS STREAMLINED

MAKE LANDING GEAR COMPLETE IN ONE UNIT



SECTION

FRONT STRUT

REAR STRUT

WING "V" STRUT

2 REQUIRED (OPPOSITE)

ACTUAL SIZE

SECTION

END OF PROP SHAFT IS BENT OVER AFTER INSERTING IN PROPELLER.

TURNOFF NOSE

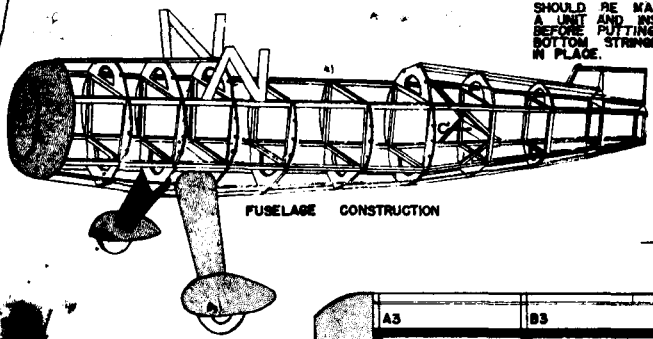
STIFF PAPER

WASHERS

HARDWOOD THRUST BEARINGS

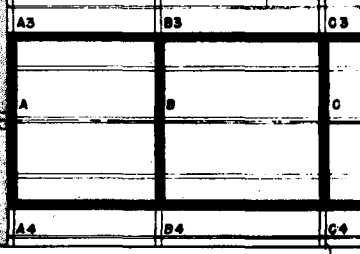
RUBBER BAND MOTOR

NOTE: LANDING GEAR SHOULD BE MADE AS A UNIT AND INSTALLED BEFORE PUTTING BOTTOM STRUNGERS IN PLACE.

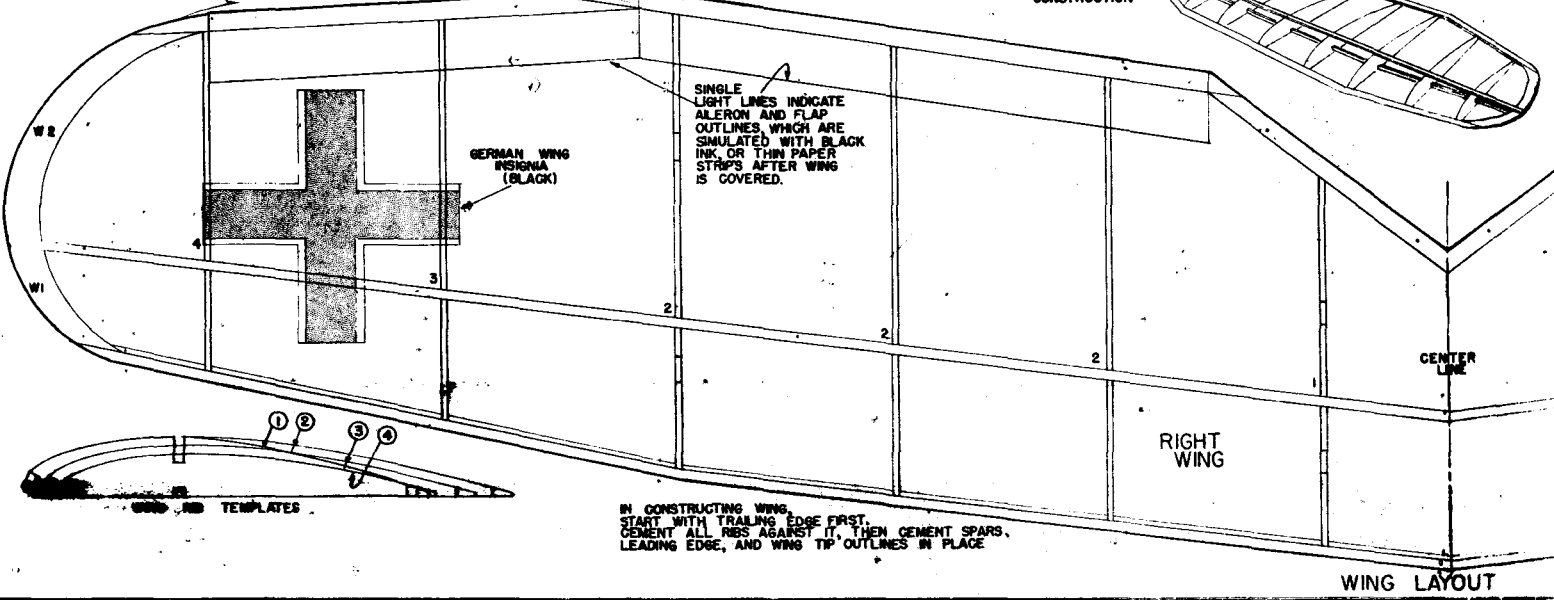
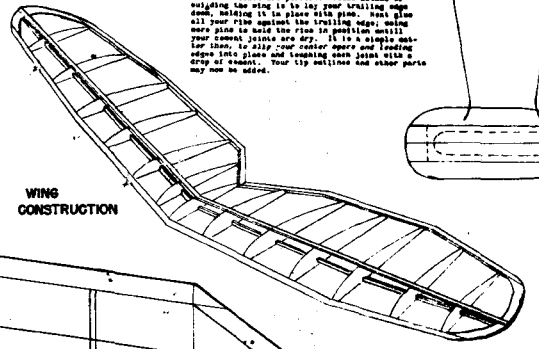
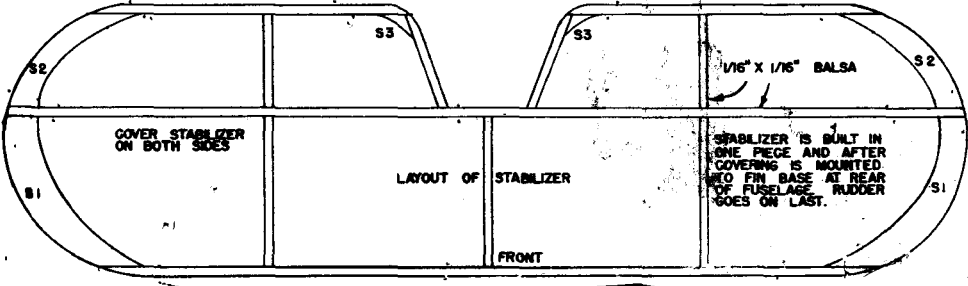


HOLE IN NOSE FOR THRUST BEARING

5. TAIL ASSEMBLY: The stabilizer is usually made separately to see plane, and it like you did the fuselage sides. Using specified strip section for spars and ribs, and the printed plans for several parts. Under it will be the same way. Main parts are covered on both sides before installing on the model.



6. THE RIBS: On the sheet below trace the ribs from the plan, or use the printed plan to the rib, and cut out the ribs carefully. Sandpaper the edges of all the ribs carefully and make sure all the notches are perfect. Use a small amount of glue to hold the ribs in place on the trailing edge down, making it to place with plan. Then glue all your ribs against the trailing edge; when your cement joints are dry. It is a simple matter then to slip your center spars and leading edges into place and taping over joints with a drop of cement. Your tip outlines and other parts may now be added.



IN CONSTRUCTING WING, START WITH TRAILING EDGE FIRST. CEMENT ALL RIBS AGAINST IT, THEN CEMENT SPARS, LEADING EDGE, AND WING TIP OUTLINES IN PLACE.

WING LAYOUT

GENERAL CONSTRUCTION NOTES

1. THE BODY: The first step in building this model is to lay the drawing out flat on a work table, drawing board or plywood panel. Fasten it down with bookstaples as illustrated and lay a sheet of wax paper over the entire plan to keep your work from adhering to it.
Now study the entire plan carefully so that you are familiar with every part of this model, and will know what you are referring to in the outline construction procedure that follows.
FIRST STEP: Begin with the side view of the fuselage. Make two sides (which are clearly shown on this plan), by laying down the required lengths of strips, and holding them in place with pins. Then cut the cross piece lengths and fit them into position. Make two of these sides next by gluing "True up" each side.

2. FUSELAGE: The next operation is to assemble the two sides to form the fuselage. This time use the plan view or top view of the fuselage. On it measure the cross pieces which are clearly indicated and cut them to length. Set the two sides on upon the plan and screw in place all the struts indicated by the special drawing illustrating this step. When these joints are dry, pull the sides together at front and rear as required and fit in all the remaining cross struts. Use thread or rubber bands, to keep the fuselage sides from springing apart in this operation. If the threads make an angle at any point, such as near the nose, you may break the angle nearer at the joints by firmly wedging it between finger nails or by notching with your razor blade. Seamless joints are specified, or else slight curves may be had by steaming. Check your fuselage for "flattens".

3. FUSELAGE AND FAIRING: If this plane has a round or oval fuselage, this must be made with fore and aft fairing strips added to the rectangular framework. Cut your fore and aft strips from the same stock as the fuselage sides. Fair them on the frame by checking with the plan. Then add the necessary fairing strips and "stringers", cementing them at the points indicated in the drawings. Make the nose and tail sections according to the shapes indicated on this plan. If it already is shaped, merely cement it in place.
4. RUDDER: It is usually installed as illustrated. It is very important that you cement everything securely so that nothing pulls loose inside of your model.

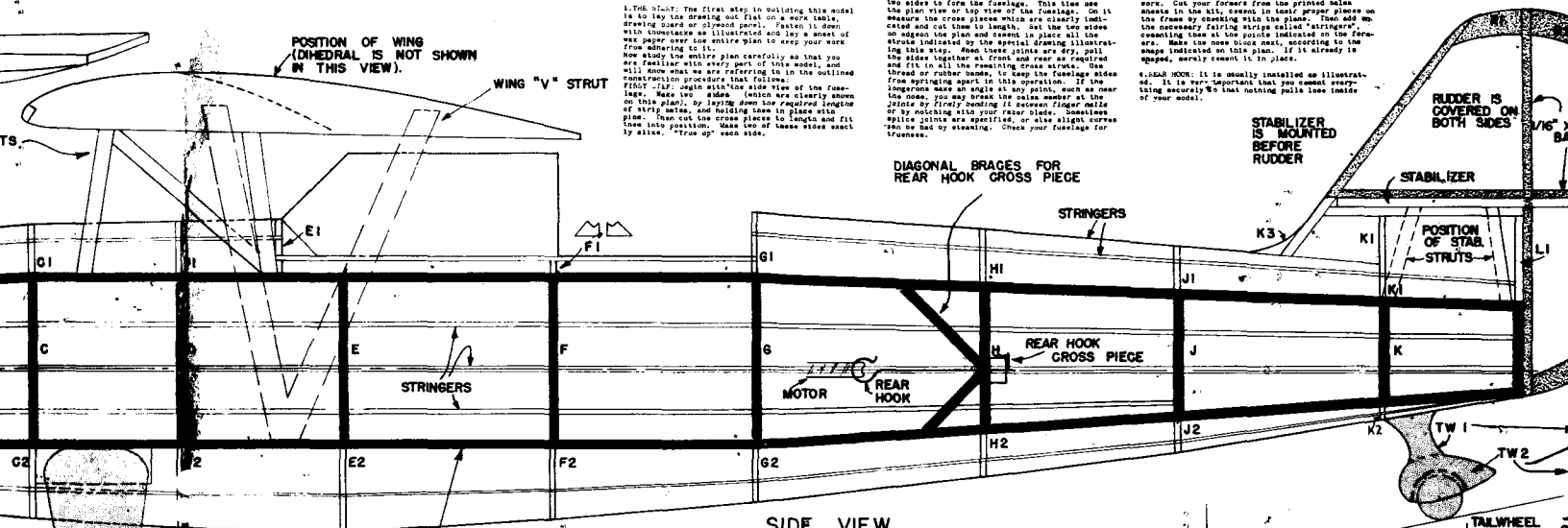
POSITION OF WING (DIHEDRAL IS NOT SHOWN IN THIS VIEW).

WING "V" STRUT

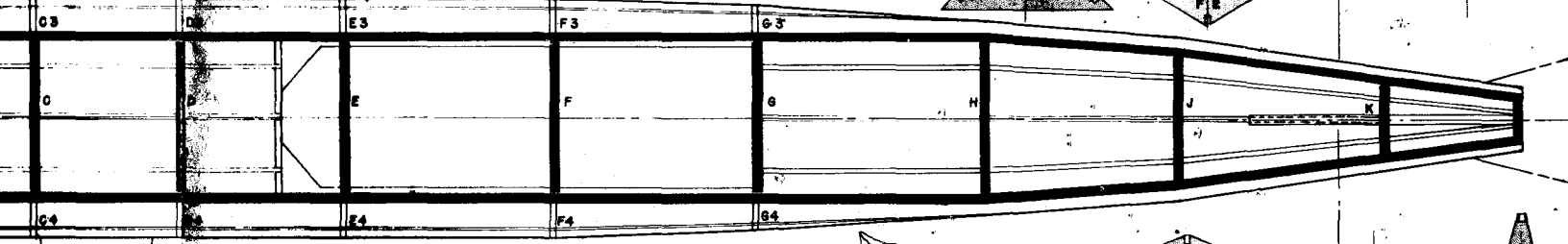
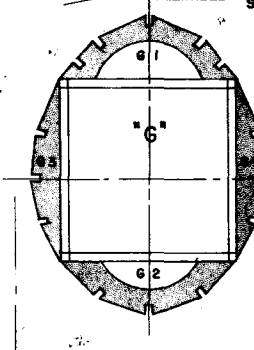
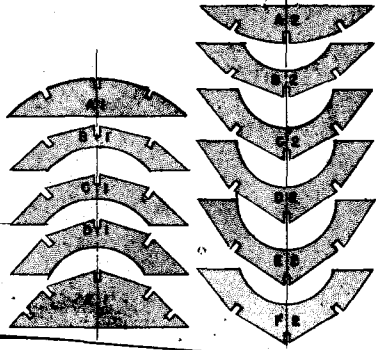
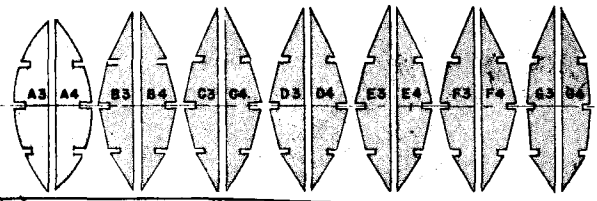
DIAGONAL BRACES FOR REAR HOOK CROSS PIECE

STABILIZER IS MOUNTED BEFORE RUDDER

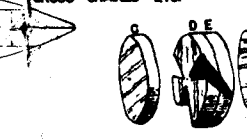
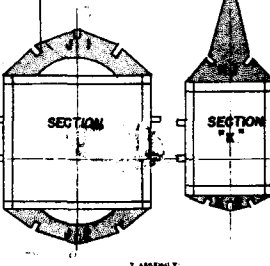
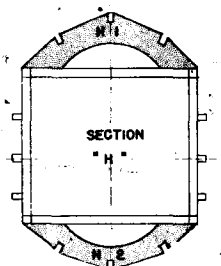
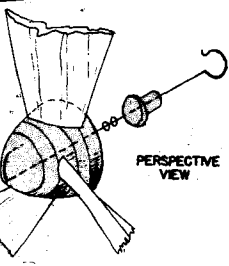
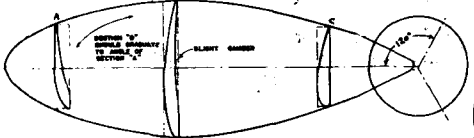
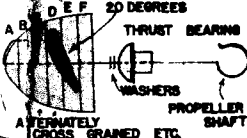
RUDDER IS COVERED ON BOTH SIDES



FIRST STEP: MAKE TWO FUSELAGE SIDES - COMPLETE AS DRAWN IN SOLID INK. FUSELAGE IS CONSTRUCTED AS SHOWN IN THE PERSPECTIVE CONSTRUCTION SKETCHES.

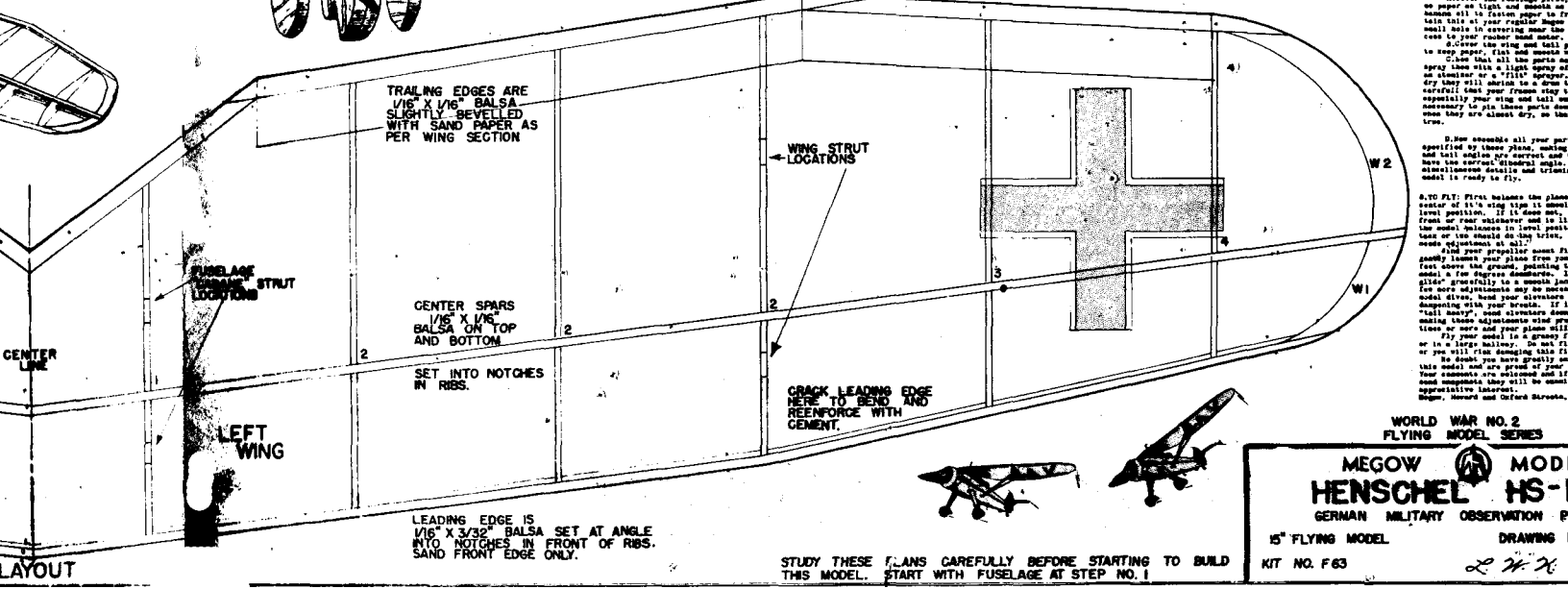


FUSELAGE TOP VIEW



PROPELLER BLADE TEMPLATE AND SECTIONS
BLADE STOCK IS Balsa 1/16" THICK FOR AN EFFICIENT PROPELLER BE SURE TO CARVE TO SECTION AND ANGLE INDICATED

PROPELLER



TRAILING EDGES ARE 1/16" X 1/16" Balsa SLIGHTLY BEVELLED WITH SAND PAPER AS PER WING SECTION

WING STRUT LOCATIONS

CENTER SPARS 1/16" X 1/16" Balsa ON TOP AND BOTTOM

SET INTO NOTCHES IN RIBS.

CRACK LEADING EDGE HERE TO BEND AND REINFORCE WITH CEMENT.

FUSELAGE STRUT LOCATIONS

CENTER LINE

LEFT WING

LEADING EDGE IS 1/16" X 3/32" Balsa SET AT ANGLE INTO NOTCHES IN FRONT OF RIBS. SAND FRONT EDGE ONLY.

7. ASSEMBLY: Cover the fuselage with wax paper on light and smooth in bands all to fasten paper to tail with a rubber band. Paper will hold in covering and will ease in your rubber band when you remove the paper. Do not use glue to keep paper, fit and smooth it. When all is done, use a spray lamp with a light spray of an adhesive or a "fix" spray. Dry this will assist in a dry and careful don't your frame especially your wing and tail. Necessary to have your wings when they are almost dry, so the glue will set.

8. Now consider all your parts specified by these plans, making sure the correct and correct have the correct dihedral angle. Also check the dihedral angle and trim it is ready to fly.

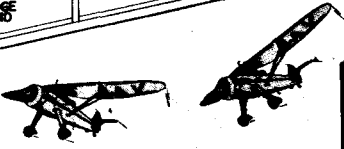
9. TO FLY: First between the plane center of its wing tips it should level position. If it does not, front or rear whichever and is in the same distance in level, make a note of the should do the trim, make adjustments all in level. The propeller must fit snugly in the propeller mount. If you find your propeller does not fit snugly on the ground, pointing to the center of the propeller mount. If you find your propeller does not fit snugly, you may adjust it by sanding the propeller mount. If you find your propeller does not fit snugly, you may adjust it by sanding the propeller mount. If you find your propeller does not fit snugly, you may adjust it by sanding the propeller mount.

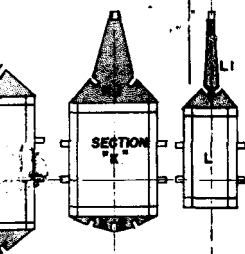
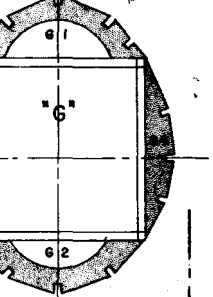
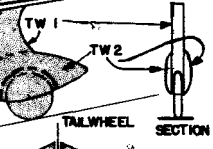
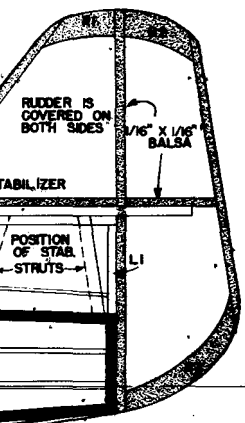
WORLD WAR NO. 2 FLYING MODEL SERIES

MEGOW MOD HENSCHEL HS- GERMAN MILITARY OBSERVATION P

15" FLYING MODEL DRAWING KIT NO. F63

STUDY THESE PLANS CAREFULLY BEFORE STARTING TO BUILD THIS MODEL. START WITH FUSELAGE AT STEP NO. 1





7. ASSEMBLY.
 a. Cover the fuselage "struts" keeping the tissue paper as tight and smooth as possible. Use same glue as tissue paper to frame the stabilizer tabs at your regular Super Glue. Leave a small hole in covering near the rear blank for access to your rubber band motor.
 b. Cover the wing and tail parts using care to keep paper flat and smooth without wrinkles. Clean that all the parts were once covered. Spray them with a light spray of clear water. Use an electric fan or a hair dryer. As the covering dries they will shrink to a drum tightness. Be very careful that your frame stay true and do not warp, especially your wing and tail surfaces. It may be necessary to pin these parts down to a flat surface once they are almost dry, so that they will dry true.
 c. Now assemble all your parts together, as specified by these plans, making sure your wing and tail surfaces are correct and that the wings have the correct dihedral angle. Add all other miscellaneous details and trimmings, and your model is ready to fly.

8. TO FLY: First balance the plane. If held at the center of its wing tips it should balance in a level position. If it does not, add weight to front or rear whichever end is lighter, until the model balances in level position. A thumb-tack or two should do the trick, if your model needs adjustment at all.
 Find your propeller mount (fly time) and push it down your plane from your hand about four feet above the ground, pointing the nose of your model a few degrees downward. It should "power glide" gracefully to a smooth landing. However, a few more adjustments may be necessary: if your model dives, bend your elevator up slightly, after dumping with your hands. If it "wakes" (tail heavy), bend elevator down slightly. After making these adjustments your propeller about 100 times or more and your plane will fly.
 Fly your model in a grassy field if outdoors, or in a large hallway. Do not fly in a small room or you will risk damaging this fine model.
 Be sure you have greatly enjoyed building this model and are proud of your achievement. Your comments are welcome and if you desire to send comments they will be mentioned with our usual appreciative interest.
 Roger, Howard and David Stinson, Philadelphia, Pa.