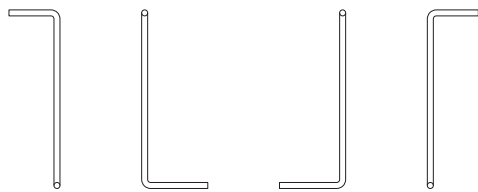


This model is intended to be catapult or Hi-Start launched. For that reason the parts should be 1/16" thick as was the case for the original kit. Since these layouts are intended to be printed on 1/32" balsa, a second layer for each part has been provided. For the fuselage pieces the layer that will be inside does not have any graphics, just an outline.

If iron-on transfer paper will be used to transfer the graphics to balsa sheet, use 1/16" balsa and skip the second layer parts. For this model the iron-on transfer paper method is probably the best to use. Select relatively light balsa, 6.5 to 7.25 lb/ft³.



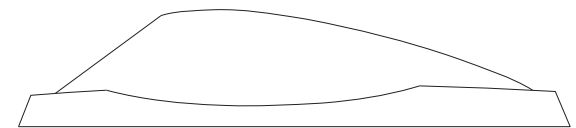
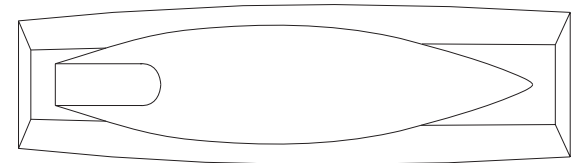
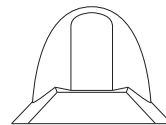
Main



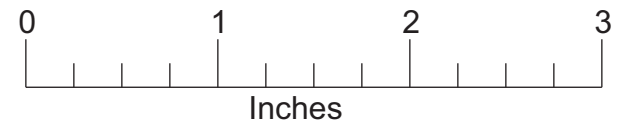
Nose

Landing Gear Patterns
Make from .025" Music Wire

Use 1/2" Wheels

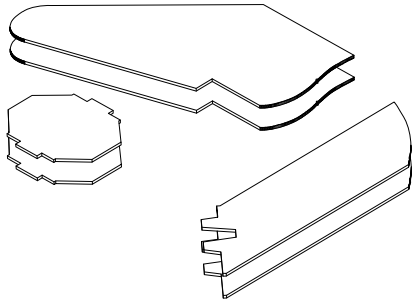


Canopy Mold



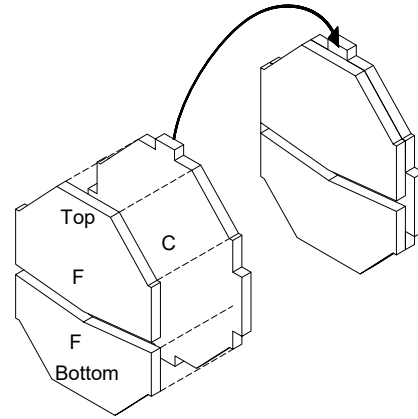
Cleveland E-Zee F-84

1.



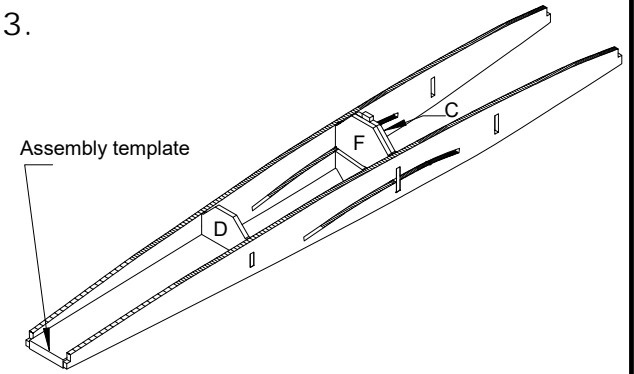
If laminated 1/32" balsa parts are being used to build this model, cut all parts from the balsa sheet and then glue the corresponding halves together. The interior fuselage only have the outlines printed.

2.



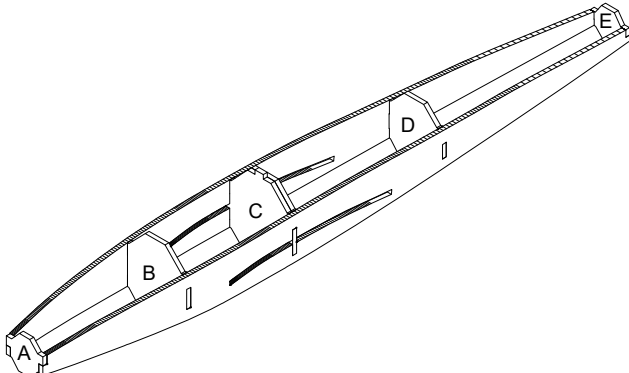
Glue fuselage forms F to the back C as shown. A 1/16" wide slot will be formed.

3.



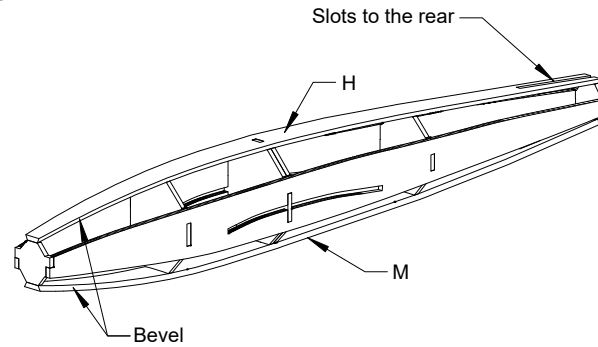
Use the fuselage assembly template as an alignment guide and glue formers C/F and D to the fuselage sides L and R. **DO NOT GLUE THE TEMPLATE.** Note that former F faces to the rear.

4.



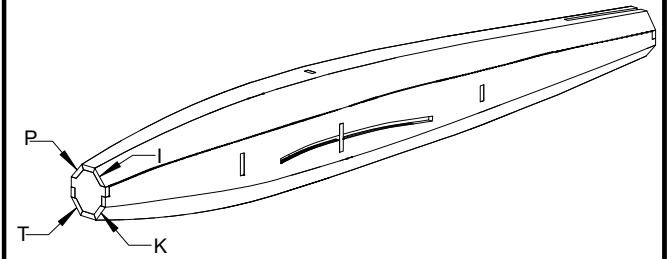
Glue formers A, B, and E to the fuselage sides. Use rubber bands to hold the sides against the formers while the glue sets.

5.



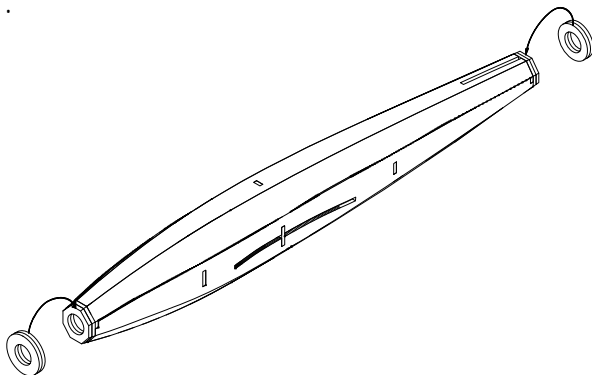
Sand a bevel on the edges of fuselage top H and bottom M. Glue H and M to the fuselage assembly. Use rubber bands to hold things while the glue sets.

6.



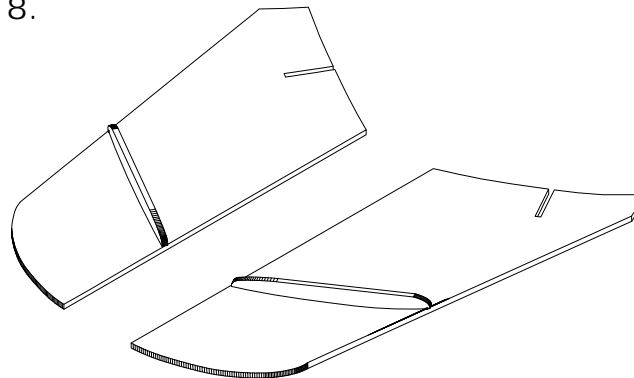
Bevel the edges of fuselage corner pieces I, P, K, and T. Glue I, P, K, T to the fuselage assembly. Again, use rubber bands to hold the pieces in place while the glue sets.

7.



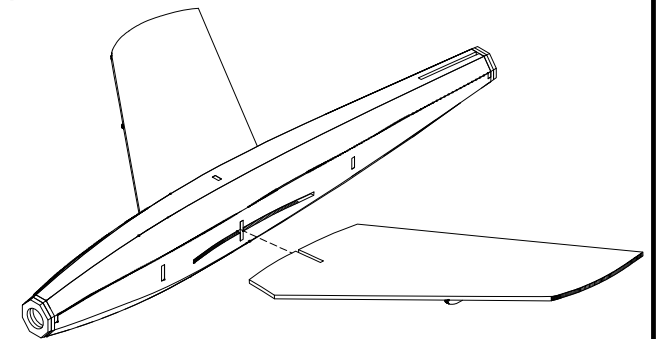
Glue the nose and tail rings in place. Sand them to shape once the glue has set.

8.



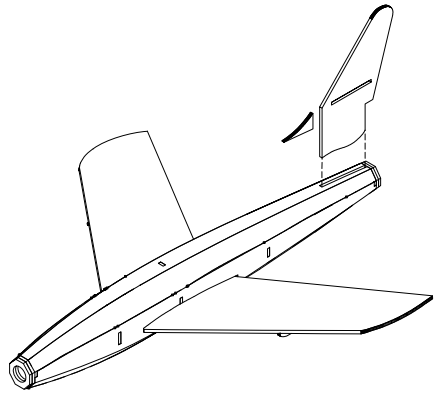
Glue a wing rib to the bottom of each wing panel. Use the two small marks on the top of the wing as a location guide.

9.



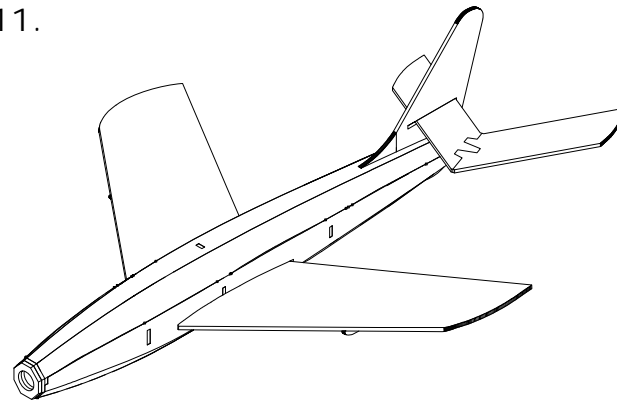
Apply some glue to the wing slots in fuselage former F. Slide the wing panels into the slots in the fuselage. Apply some additional glue to the joint between the wing panels and the fuselage sides.

10.



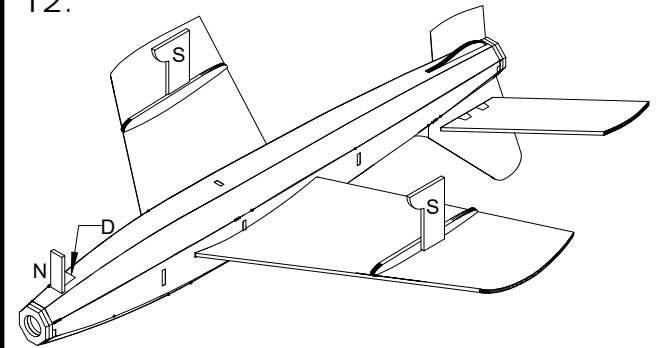
Glue the two halves of the fin and dorsal fin together. Once the glue is dry, slide the fin into the slot in the top and bottom fuselage pieces. Glue it to the fuselage. Also glue the dorsal fin to the fin and fuselage.

11.



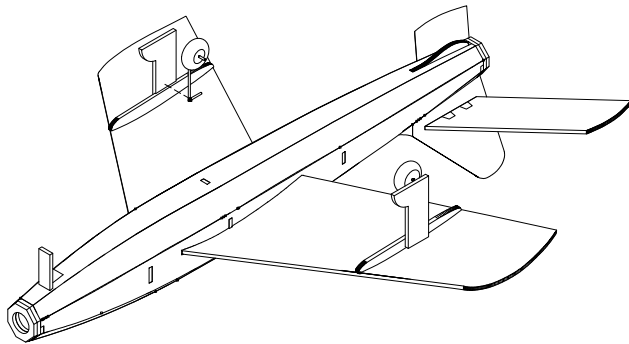
Glue the stabilizer halves together. Once the glue is dry slide the stabilizer into the slot in the fin and glue it in place. Make sure it is square to the fin.

12.



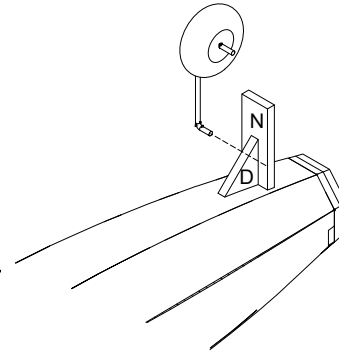
Glue the main landing gear supports S to the outside face of the wing ribs. Use the lines on the ribs as a location guide. Also glue the nose gear support parts N and D to the bottom of the fuselage 3/8" back from the nose.

13.

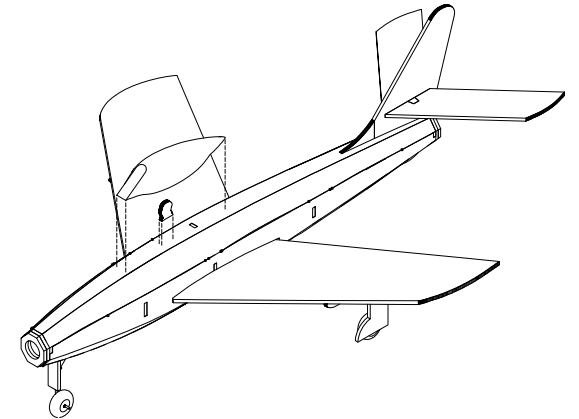


Bend the main landing gear legs from .025" music wire. Mount 1/2" wheels on the gear legs. Glue the legs to the supports as shown in the illustration.

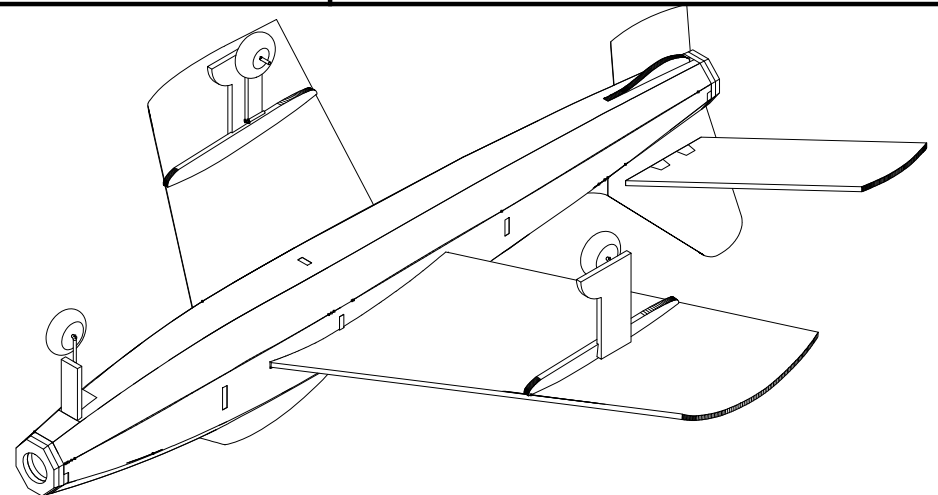
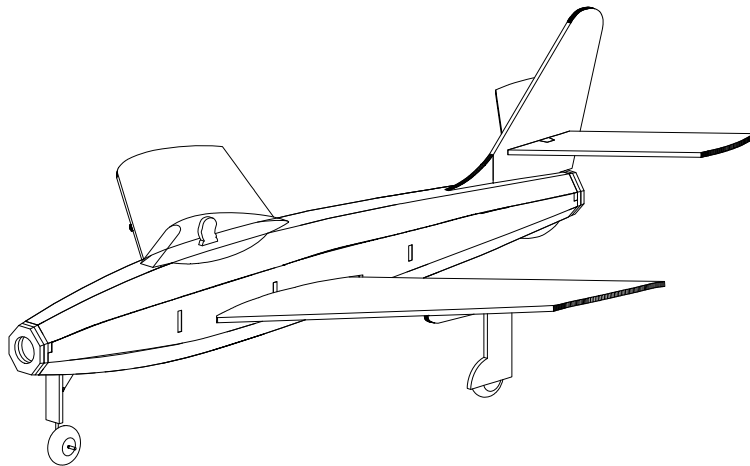
14.



Bend the nose gear leg from .025" music wire. Mount a 1/2" wheel on the gear leg. Glue the leg to the back side of part N using the lines as a guide. You will have to push the end of the gear leg through the joint between part N and D.



Glue the pilot figure to the colored rectangle on the fuselage top. Vacuum form the canopy and glue it to the fuselage. This completes the model assembly.



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PRODUCTS CO.
Cleveland 2, Ohio, U.S.A.

1/2 Hour from Kit to Flight and They Really Fly!

FLIGHT
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REDI-SHAPED AND
CUT-OUT PARTS

