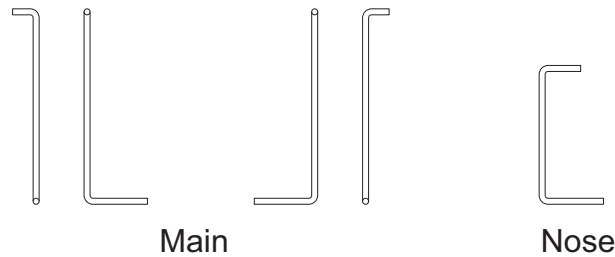


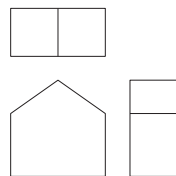
This model is intended to be catapult or Hi-Start launched. For that reason the parts should be 1/16" thick as was the case for the original kit. Since these layouts are intended to be printed on 1/32" balsa, a second layer for each part has been provided. For the fuselage pieces the layer that will 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/ft<sup>3</sup>.

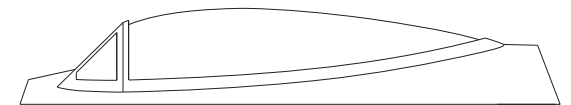
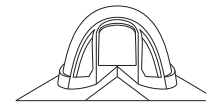
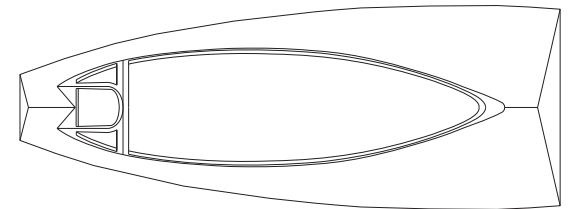


Landing Gear Patterns  
Make from .025" Music Wire

Use 1/2" Wheels



Nose Block Blank  
Make From 1/4" Balsa



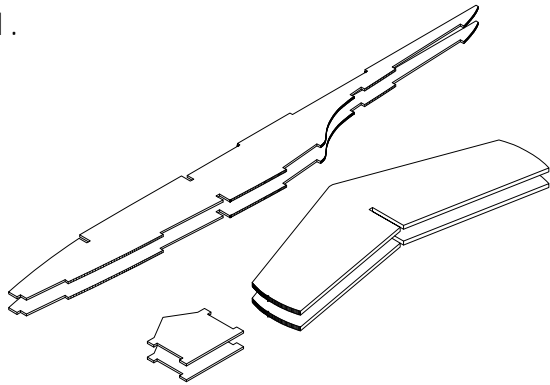
Canopy Mold



## Cleveland E-Zee F-88

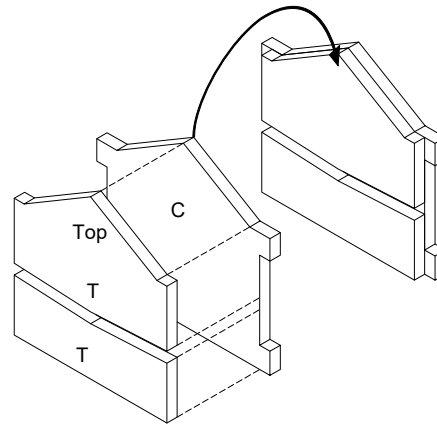


1.



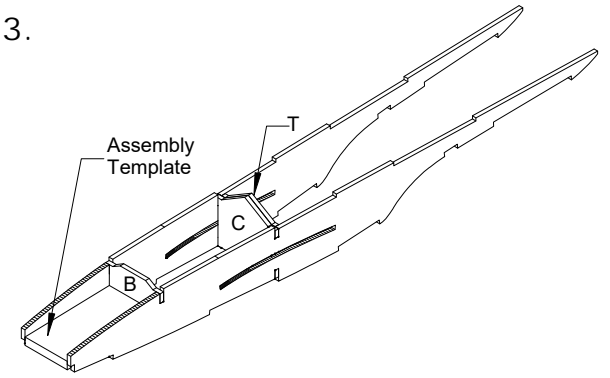
If 1/32" balsa is being used for the parts of this model, glue all of the part pairs together.

2.



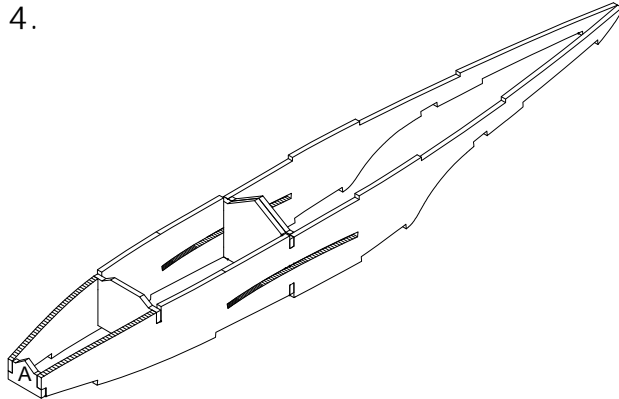
Glue fuselage formers T to the back of C as shown. A 1/16" wide slot will be formed.

3.



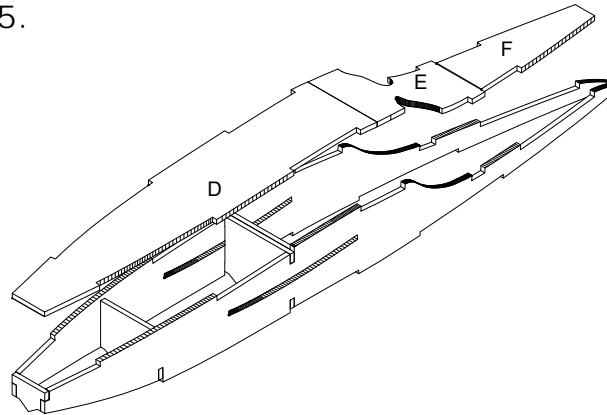
Glue formers B, and C/T to the fuselage sides. Former T faces to the rear. Use the fuselage assembly template to help maintain symmetry. **DO NOT GLUE THE TEMPLATE.**

4.



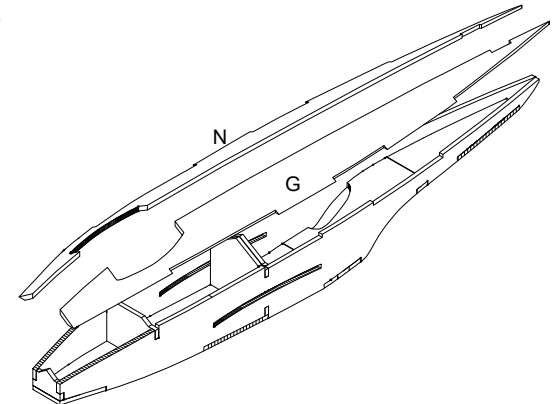
Pull the fuselage sides together at the nose and glue former A to the sides. Use a rubber band to hold the assembly while the glue dries. Also pull the sides together at the rear and glue.

5.



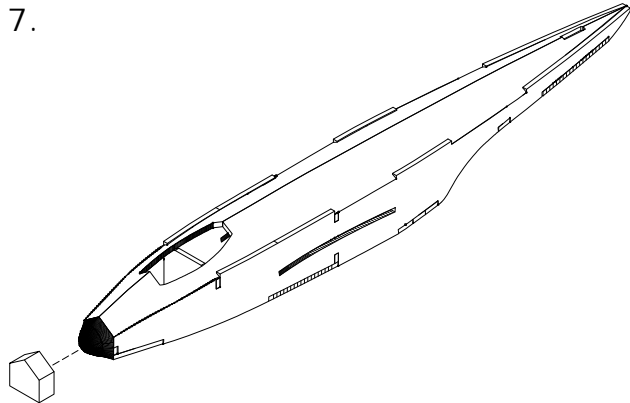
Install the fuselage bottom pieces D, E, and F. If you wet part E to get it to bend, be careful not to get water on the printed graphics if dye based ink has been used.

6.



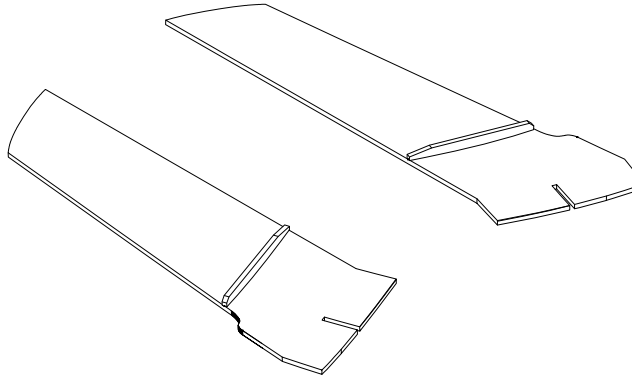
Bevel the edges of fuselage top pieces G, and N. Glue G, and N to the top of the fuselage. Use rubber bands to hold the pieces in place while the glue sets.

7.



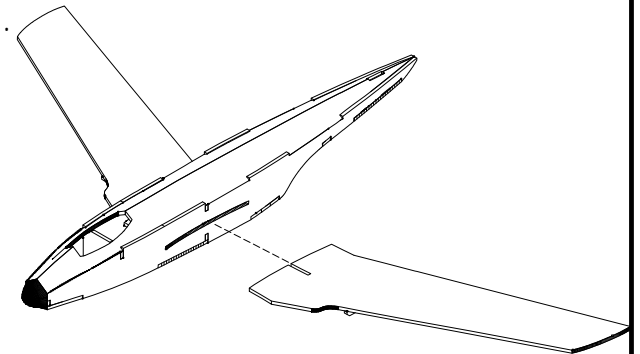
Using the plan, make the nose block from 1/4" balsa sheet. Glue the nose block to the nose and then sand to shape.

8.



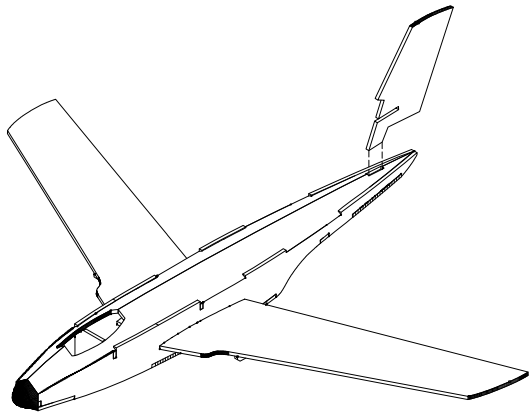
Glue a wing rib to the bottom of each wing panel. Use the two small marks on the top of the wing as a location guide.

9.



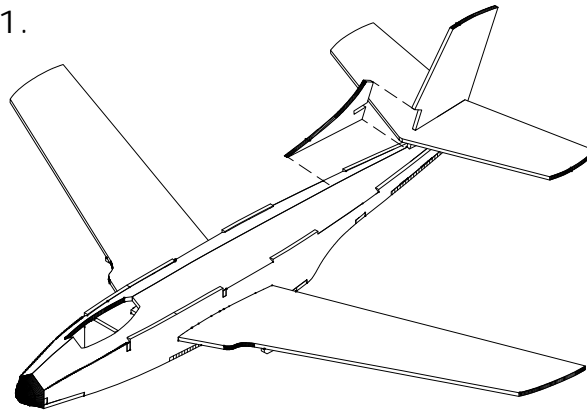
Apply some glue to the wing slots in fuselage former T. Slide the wing panels into the slots in the fuselage. Apply some additional glue to the joint between the wing panels and the fuselage sides.

10.



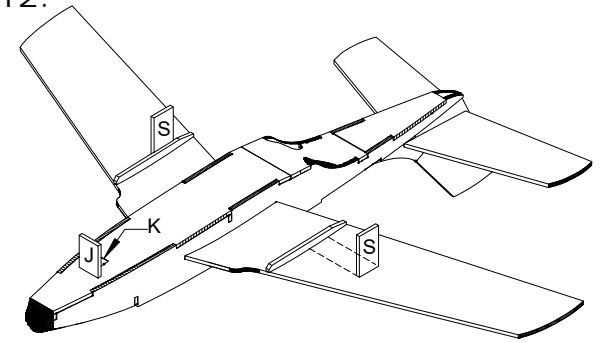
Slide the fin into the slot in the top of the fuselage pieces. Glue it to the fuselage.

11.



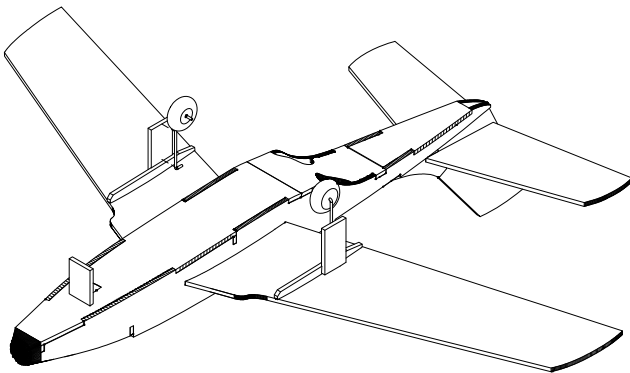
Glue the stabilizer to the fin. Make sure it is square to the fin. Once the glue is dry slide the dorsal fin into the slot of the stabilizer and the fin pocket. Glue it to the fin, stabilizer, and the fuselage.

12.



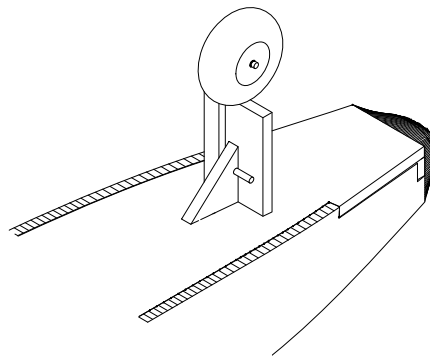
Glue the main landing gear supports S to the outside face of the wing ribs. Use the lines on the ribs as a location guide. Also glue the nose gear support parts J and K to the bottom of the fuselage 1" back from the nose.

13.



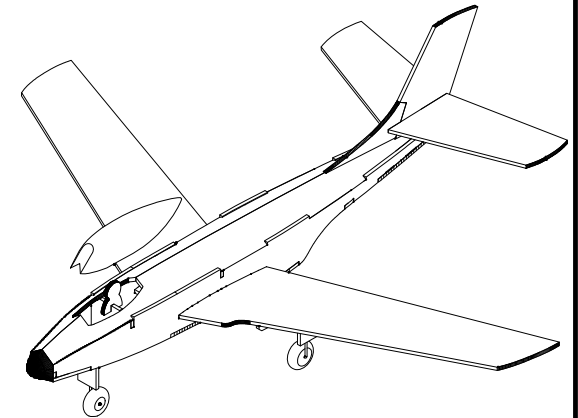
Bend the main landing gear legs from .025" music wire. Mount 1/2" wheels on the gear legs. Glue the legs to the supports as shown in the illustration.

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 J using the lines as a guide. You will have to push the end of the gear leg through the joint between part J and K.

15.



Glue the pilot figure to the top of former B in the middle. Vacuum form the canopy and glue it to the fuselage. This completes the model assembly.

