

There are several notes I need to provide to aid you with the enclosed package. The original kits used 1/16" balsa. Since I wanted to print these directly on balsa sheet I developed the parts for 1/32" balsa sheet. My printer will handle up to 1/20" sheet, but I find 1/32" is a little easier to handle in the printer. Since the Jigtime jet models are intended to be flown as catapult launched gliders, the strength of 1/16" balsa is really necessary. As a result, all of the parts have been drawn to be laminated from two layers of 1/32" balsa. This offers several opportunities to actually enhance an already great design. It also makes it possible to improve the strength of the fuselage formers by having the grain of the two layers oriented 90 degrees from each other.

All of the flying surfaces have been laid out with a mirrored side. This means that the flying surfaces can now have color and markings applied to both sides, not just the top or one side. The bottom parts for wing and stab surfaces have been marked on the part sets. In addition to being able to have both sides of the flying surfaces printed, laminating parts can also make the fuselage assembly much easier and nicer in appearance. The original kits used tabs and slots in the 1/16" balsa parts. This resulted in the tabs and slots being seen on the finished model. If the fit was not great, the model appearance suffered. The reproduction parts have been drawn to place slots only in the inside lamination layer. This effectively forms pockets for the former tabs once the pieces have been laminated. Since the outside layer does not have a slot, the overall appearance of the finished model is much cleaner.

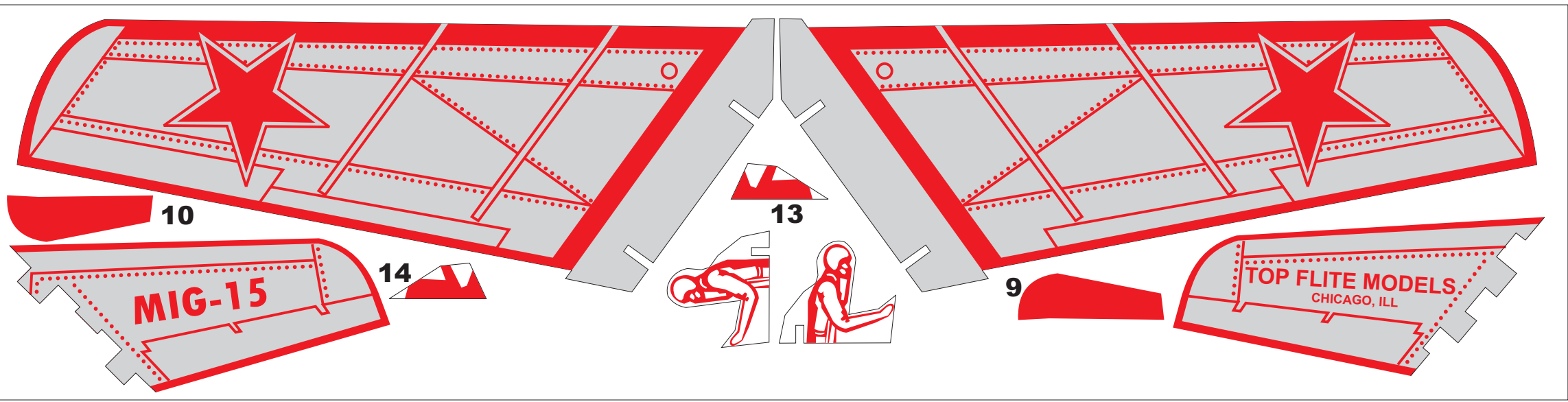
When building the model, I have found it is best to cut out and laminate all parts before cutting out any of the internal details such as holes or wing slots. The only exceptions to this are the slots in the fuselage sides, top, and bottom for former tabs. These should be cut before the parts are laminated. My preferred adhesive is traditional cellulose based model airplane cement. Something like Siment, Ambroid, Testors, or Duco. This adhesive is light weight and dries quickly, but does allow repositioning of parts.

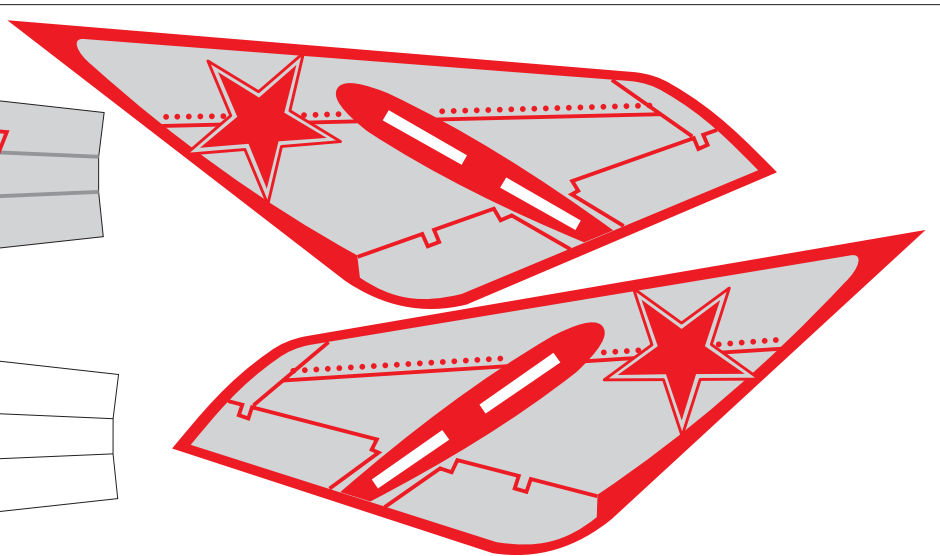
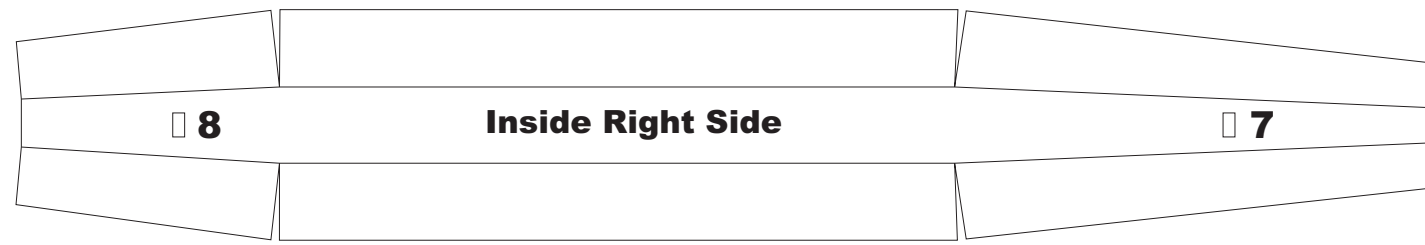
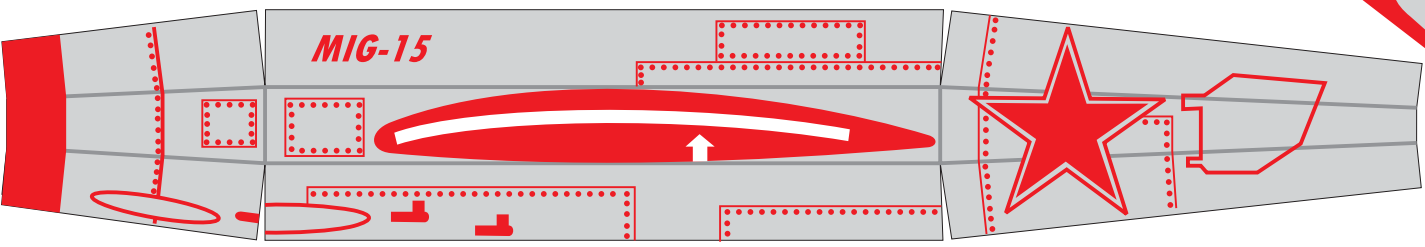
During the assembly, when you come to the step involving sliding the fuselage sides over the wing take special note of the fore and aft positioning. The wing slots will allow for a small amount of alignment adjustment. You want to be sure the two fuselage sides are perfectly aligned with each other after they are in position. If not you can move them slightly fore and aft until proper alignment is achieved.

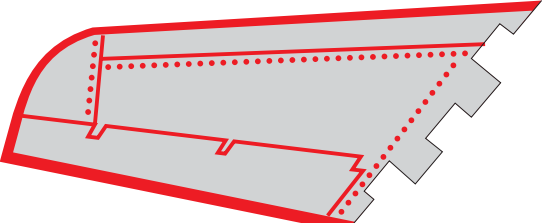
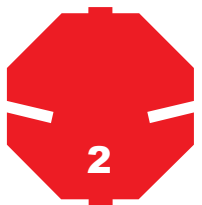
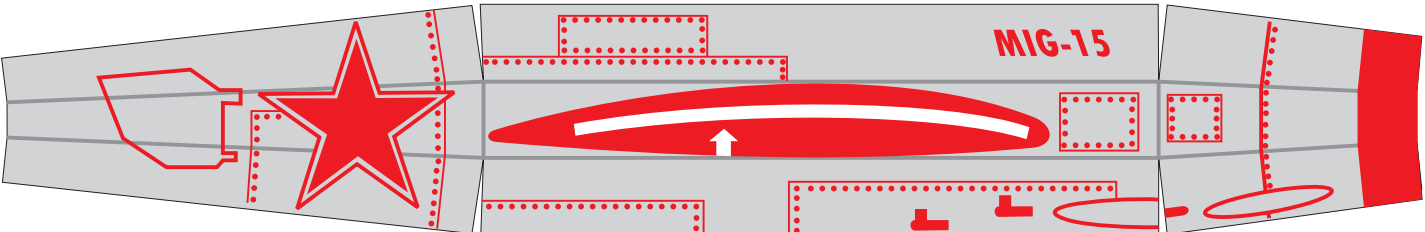
One additional note. The catapult hook should be reinforced. The original kit used two pieces made from 1/16" hard balsa. The two 1/32" balsa pieces will not have the strength needed. I find that a lamination of 1/64" plywood between the two balsa pieces provides plenty of additional strength with very little weight gain.

I do hope you build and enjoy a model from this plan package.

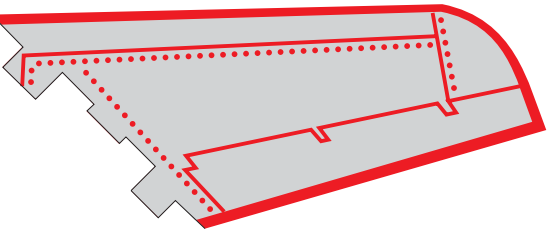
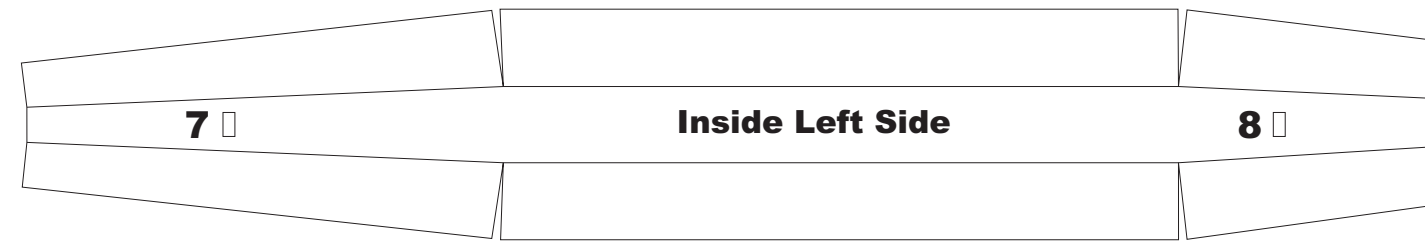
Paul Bradley

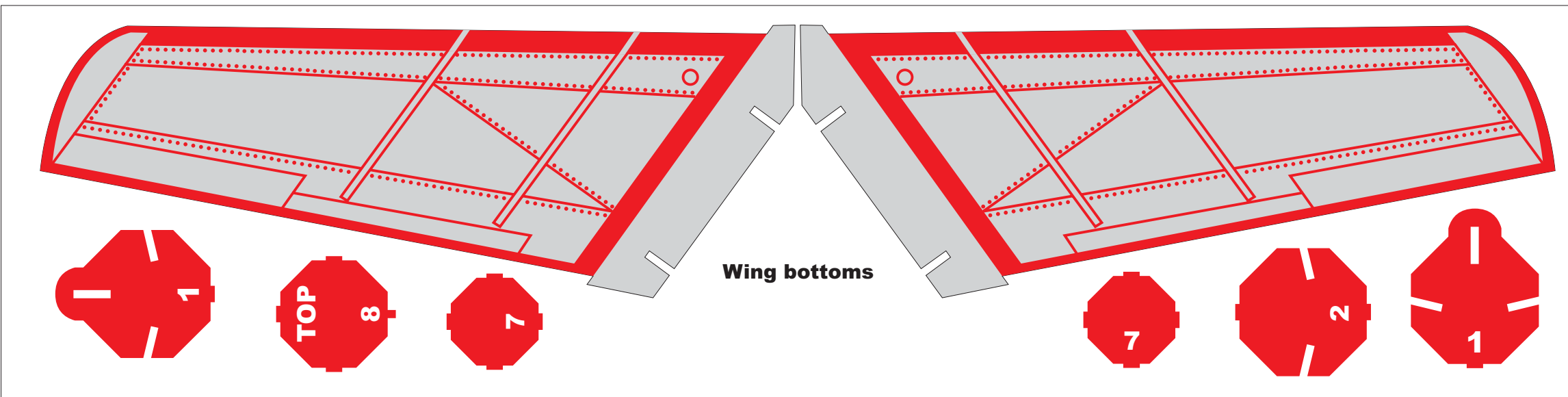






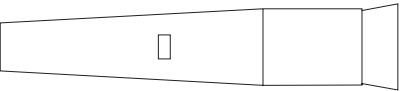
**Stab Bottoms**



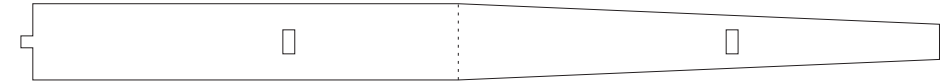




**15**

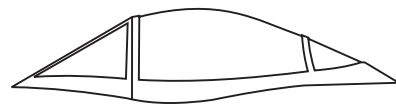
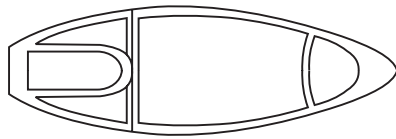


**17**



**16**





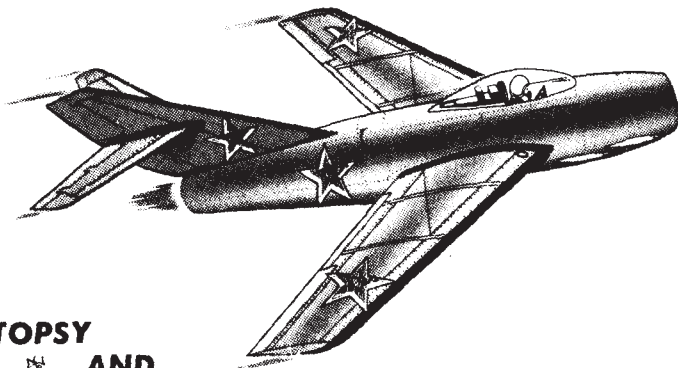
**Plan for vacuum form mold,  
or carved foam part**

**MIG-15**

2635 S. WABASH AVE.

**TOP FLITE**  
MODELS INC.

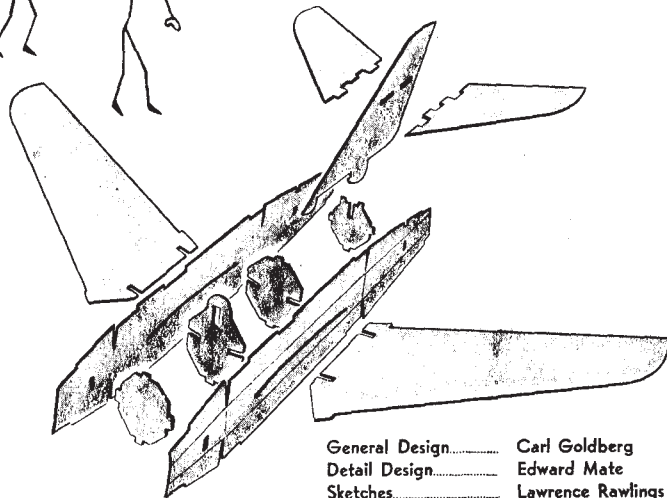
CHICAGO 16, ILLINOIS



**TOPSY  
AND  
FLITEY**

BUILDING THE **JIGTIME**

**RUSSIAN MIG-15**

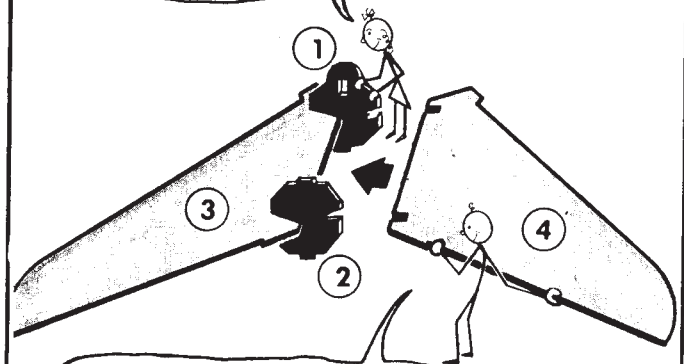


General Design..... Carl Goldberg  
Detail Design..... Edward Mate  
Sketches..... Lawrence Rawlings

**GUARANTEED TO FLY!**

**1**

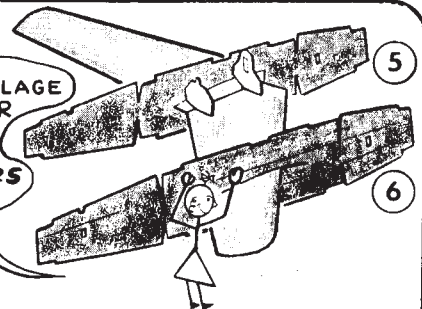
FLITEY, WE HAVE TO USE **REGULAR MODEL AIRPLANE CEMENT**. NOW LET'S FIT FORMERS 1 AND 2 **TIGHTLY** TO WING 3.



THEN WE SLIDE WING 4 **TIGHTLY** INTO PLACE, AND CEMENT. AND LET'S USE A **PAPER TOWEL OR PAPER NAPKIN** TO WIPE THE CEMENT OFF OUR FINGERS.

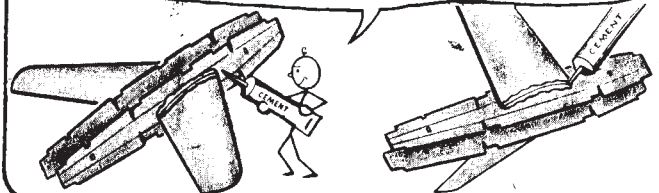
**2**

NOW WE SLIDE FUSELAGE SIDES 5 AND 6 OVER THE WINGS **UNTIL THEY FIT UP AGAINST FORMERS 1 AND 2**.



OK TOPSY, THEN LET'S **RUN CEMENT OVER THE CRACKS** WHERE THE WINGS GO INTO THE FUSELAGE,

..... AND DON'T FORGET THE **BOTTOM!**

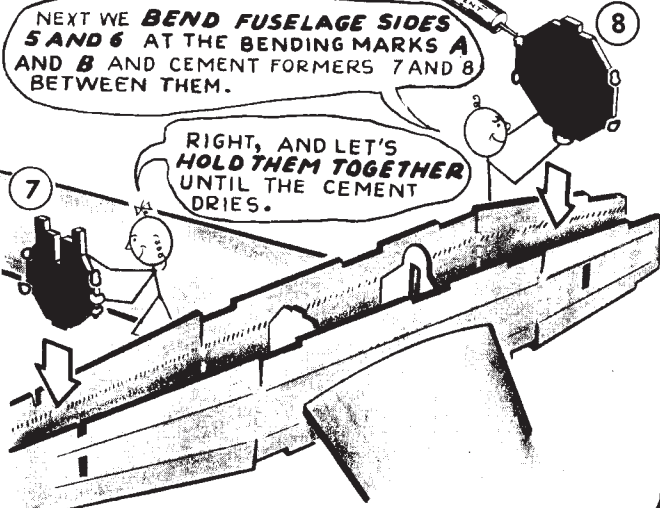




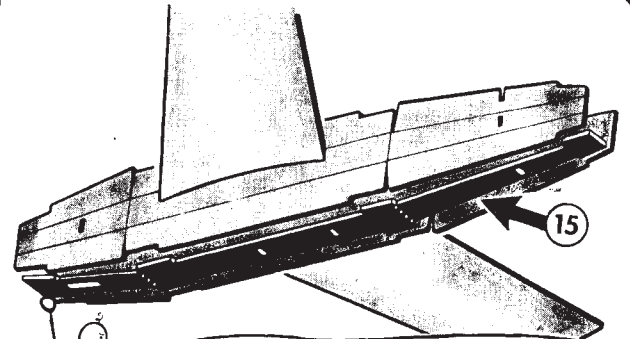
**3** TOPSY AND FLITEY ARE DOING FINE SO FAR, THEY ARE GIVING THE CEMENT TIME TO DRY BEFORE GOING ON TO THE NEXT STEP.

NEXT WE **BEND FUSELAGE SIDES 5 AND 6** AT THE BENDING MARKS **A** AND **B** AND CEMENT FORMERS **7** AND **8** BETWEEN THEM.

RIGHT, AND LET'S **HOLD THEM TOGETHER** UNTIL THE CEMENT DRIES.



**5**



NOW WE **BEND BOTTOM 15** AT THE BENDING MARKS, AND CEMENT IT TO FORMERS **1, 2, 7** AND **8**.

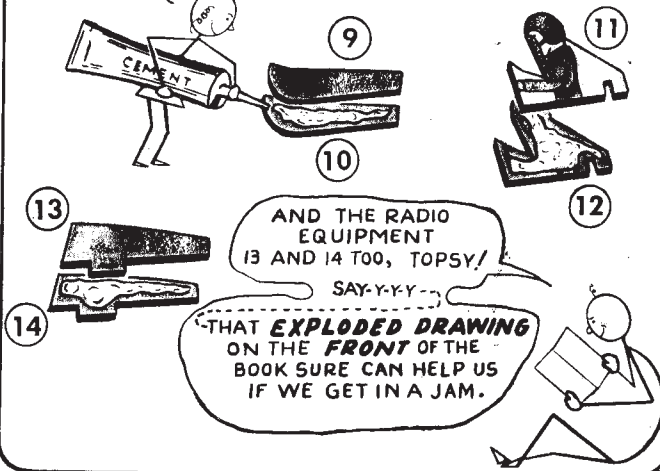
**FLITEY! DON'T CEMENT BOTTOM 15 TO FUSELAGE SIDES 5 AND 6 YET.**



**4**

WELL FLITEY, IT'S TIME TO CEMENT **THE LAUNCHING SKID 9** AND **10** TOGETHER.

ALSO PILOT HALVES **11** AND **12**.



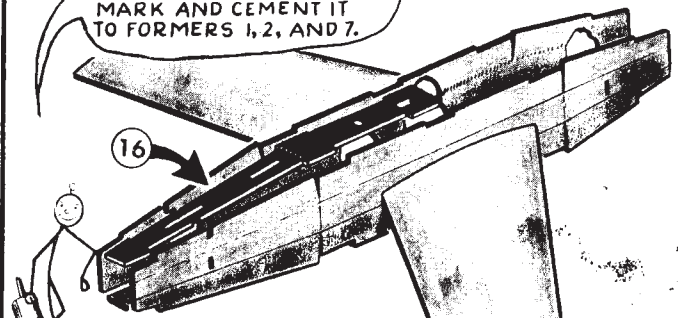
AND THE RADIO EQUIPMENT **13** AND **14** TOO, TOPSY!

SAY-Y-Y-Y-

THAT **EXPLODED DRAWING** ON THE **FRONT** OF THE BOOK SURE CAN HELP US IF WE GET IN A JAM.

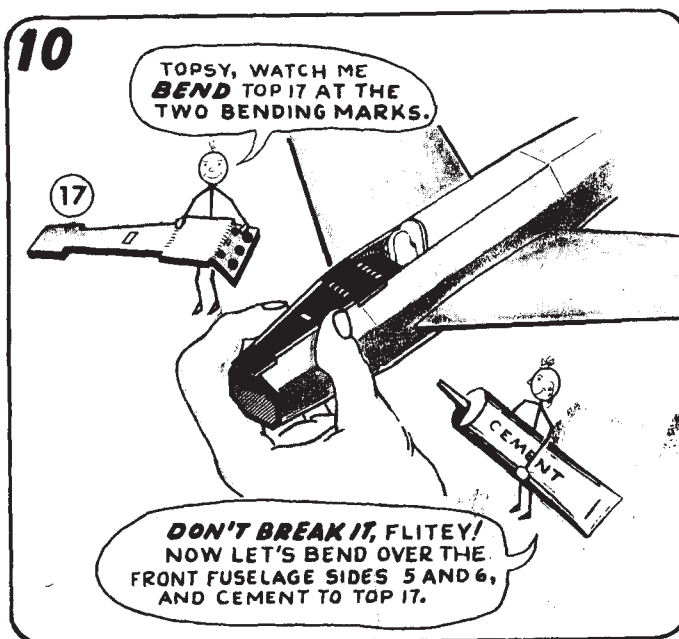
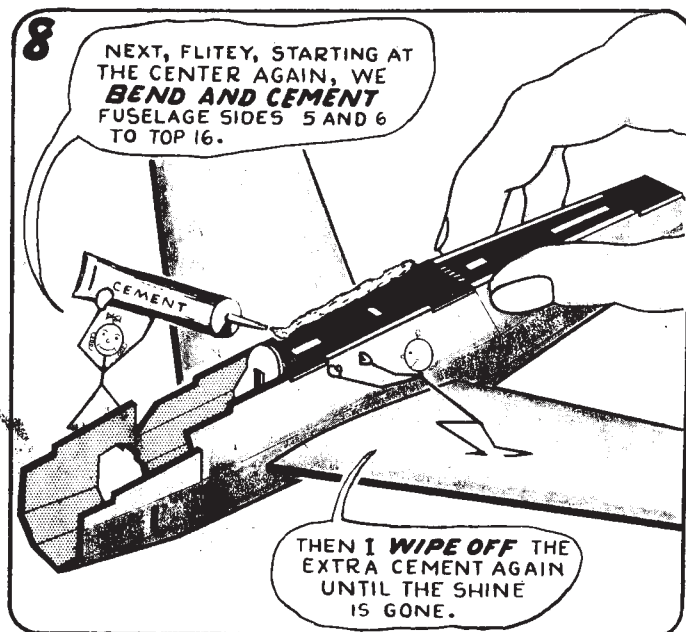
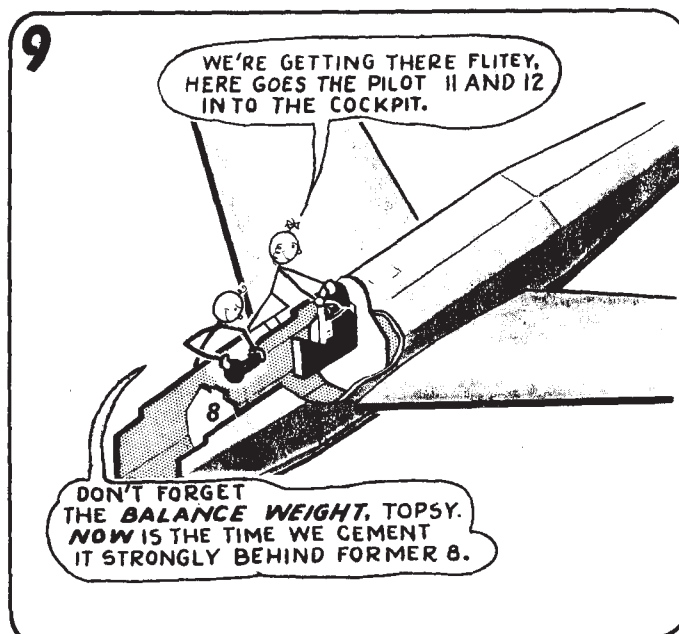
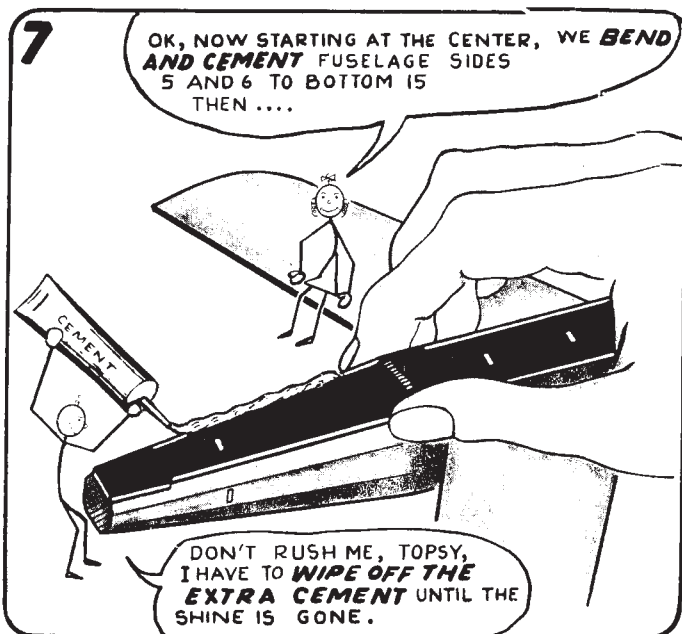
**6**

NEXT, TOPSY, WE **BEND TOP 16** AT THE BENDING MARK AND CEMENT IT TO FORMERS **1, 2, 7** AND **8**.



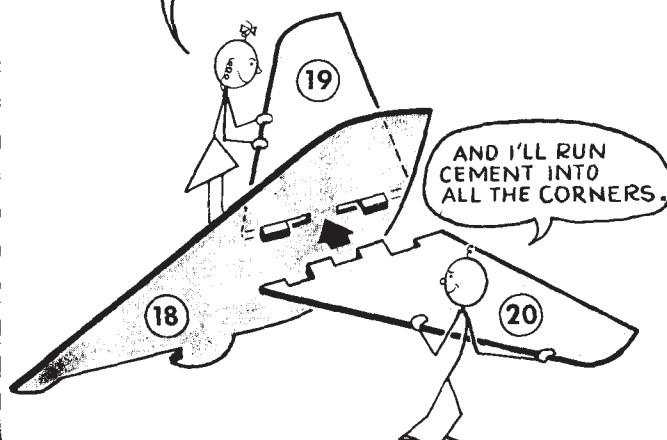
REMEMBER — **DON'T CEMENT TOP 16 TO FUSELAGE SIDES 5 AND 6 YET!**





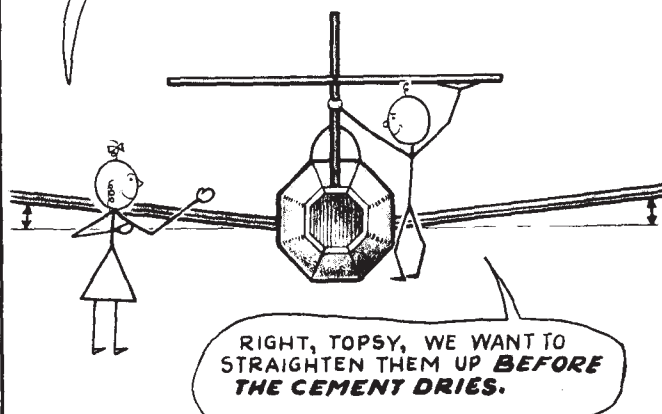
11

NOW I'LL FIT STABILIZER 19 INTO RUDDER 18, THEN YOU FIT STABILIZER 20 INTO RUDDER 18 TOO.



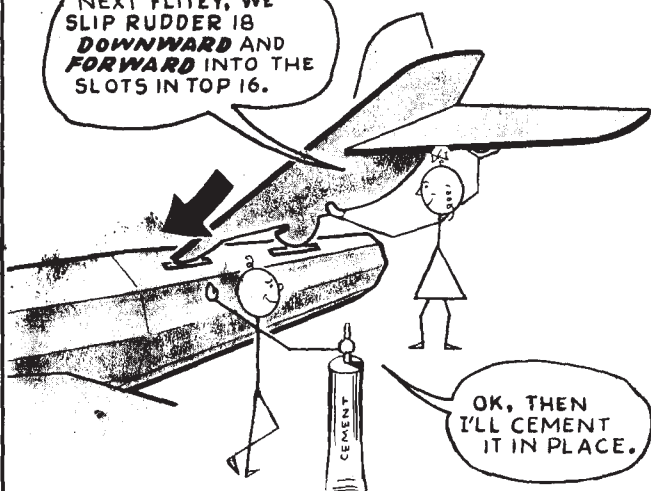
13

NOW WE CAN LOOK FROM BEHIND THE PLANE AND **STRAIGHTEN UP** RUDDER 18 AND STABILIZER 19 AND 20.



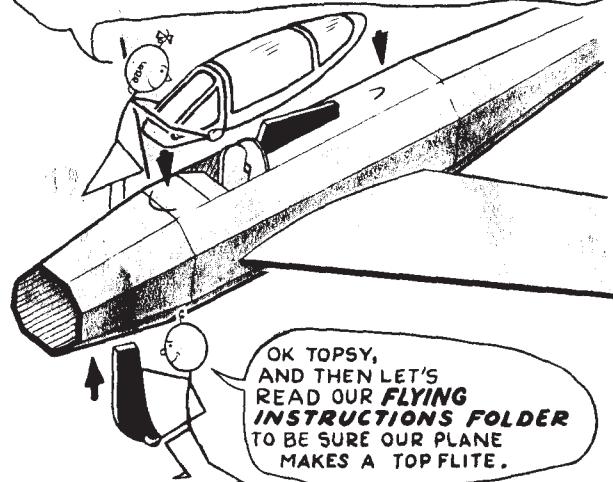
12

NEXT FLITEY, WE SLIP RUDDER 18 **DOWNWARD** AND **FORWARD** INTO THE SLOTS IN TOP 16.

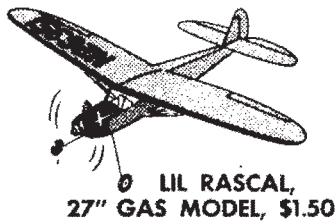
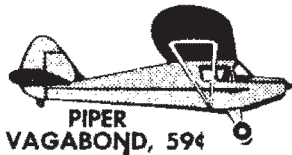
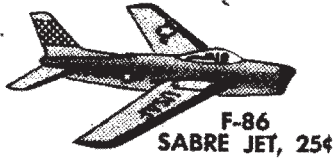


14

FLITEY, YOU PUSH THE **LAUNCHING SKID** 9 AND 10 UP THROUGH THE SLOT IN BOTTOM 15 AND CEMENT IT STRONGLY. I'LL CEMENT THE **RADIO EQUIPMENT** 13 AND 14 BEHIND THE PILOT, AND CEMENT THE **COCKPIT CANOPY** IN PLACE.



## YOUR **TOP FLITE** JIGTIME SQUADRON IS GUARANTEED TO FLY!



### Guarantee Certificate

This Top Flite JIGTIME model is guaranteed to fly when the builder follows the instructions and diagrams accurately. Please comply closely with all directions and your model is sure to fly.

You'll find the instructions on "How To Fly Your Model" very helpful.

In case of difficulty, consult an experienced modeler or your dealer for possible adjustments. If you have made the model accurately, and it still cannot be made to fly satisfactorily, the dealer is authorized to refund your purchase price upon surrender of the finished model.

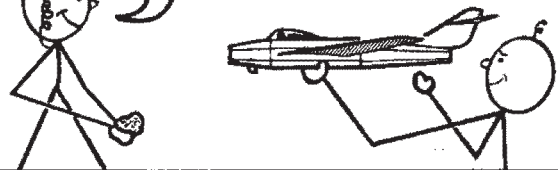
TOP FLITE MODELS, Inc.

Chicago, Ill.

## HERE'S HOW WE GET SUCCESSFUL FLIGHTS ACTUALLY REACHING SPEEDS OVER 50 MILES PER HOUR

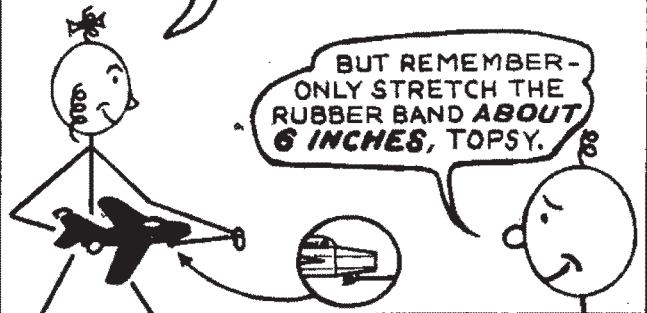
**1<sup>ST</sup> STEP** FIRST WE BALANCE THE MODEL LIKE THIS, TOPSY, AT THE ARROWS UNDER THE WING.

AND IF IT DOESN'T BALANCE, ADD SOME CLAY TO THE NOSE OR TAIL UNTIL IT DOES.



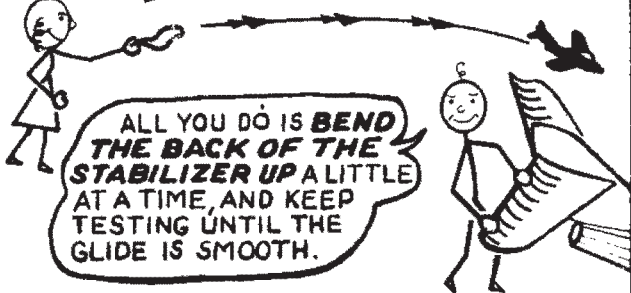
**2<sup>ND</sup> STEP** NOW IN TEST FLYING, FLITEY, WE HOLD THE MODEL LIKE THIS.

BUT REMEMBER - ONLY STRETCH THE RUBBER BAND ABOUT 6 INCHES, TOPSY.



**3<sup>RD</sup> STEP** WHAT DO I DO IF THE MODEL DIVES?

ALL YOU DO IS **BEND THE BACK OF THE STABILIZER UP A LITTLE** AT A TIME, AND KEEP TESTING UNTIL THE GLIDE IS SMOOTH.



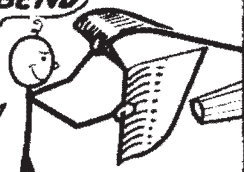


## 4TH STEP

BUT WHAT IF THE MODEL DOES THIS, FLITEY?



THAT'S CALLED A **STALL**, TOPSY. ALL YOU DO IS **BEND THE BACK OF THE STABILIZER DOWN** A LITTLE AT A TIME AND KEEP TESTING UNTIL THE GLIDE IS SMOOTH.

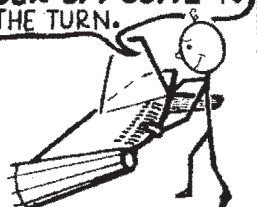


## 5TH STEP

LOOK! THE MODEL IS TURNING TO THE LEFT TOO MUCH.



WELL, WE'D BETTER STRAIGHTEN IT OUT BEFORE WE TRY HIGH SPEED FLIGHTS. JUST **BEND THE RUDDER OPPOSITE TO THE DIRECTION OF THE TURN.**



## 6TH STEP

NOW IT'S GLIDING SMOOTHLY AND A LITTLE TO THE LEFT, SO WE **SLANT IT IN A BANK TO THE RIGHT**, LIKE THIS, AND STRETCH THE RUBBER BAND WAY OUT FOR HIGH FLIGHTS.



THEN LET'S SHOW THE GANG! SAY---- WE CAN **FORM A SQUADRON** AND BUILD LOTS OF PLANES AND **HAVE CONTESTS!**



## HERE'S HOW WE PAINT OUR MODEL

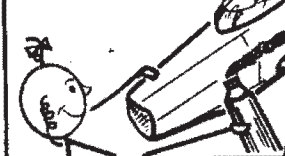
FIRST, WE **ROUND OFF THE FRONT EDGES** ON THE WINGS AND TAIL, USING NUMBER 2-0 SANDPAPER.

NEXT, WE SANDPAPER ALL **REAR EDGES** OF THE WINGS AND TAIL TO A THIN EDGE, **ALMOST LIKE A KNIFE.**



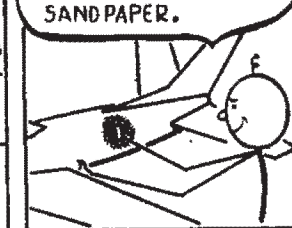
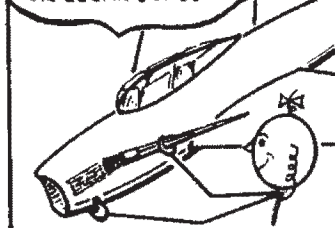
NOW WE **COVER THE CANOPY** WITH SCOTCH TAPE, AND FILL ALL THE FUSELAGE CRACKS WITH A CRACK FILLER.

WHEN IT'S DRY WE CAREFULLY **SAND THE WHOLE MODEL SMOOTH**, AND ROUND ALL SHARP CORNERS ON THE FUSELAGE.



NEXT, WE PAINT THE MODEL WITH TWO COATS OF **SANDING SEALER** OR CLEAR DOPE.

AND WHEN IT'S DRY WE SMOOTH IT DOWN WITH FINE **STEEL WOOL** OR SANDPAPER.



HERE WE BRUSH ON TWO THIN COATS OF COLOR DOPE, BEING CAREFUL TO **KEEP THE TAIL LIGHT**. THEN WE RE-BALANCE AS SHOWN ON THE 1ST PAGE.

NOW WE TAKE THE TAPE OFF THE CANOPY, AND FOR MORE REALISM WE PUT ON **DECAL NUMBERS** AND INSIGNIA.

