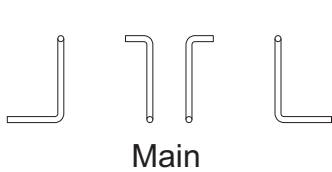




This model is intended to be catapult or Hi-Start launched. It is suggested that if the parts are printed directly on 1/32" balsa that the printed sheets be laminated with a second layer of 1/32" balsa. The original kit model used 1/16" sheet and it will be necessary to have the strength of 1/16" to handle the launching stresses.

If iron-on transfer paper will be used to transfer the graphics to balsa sheet, use 1/16" balsa. 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>.



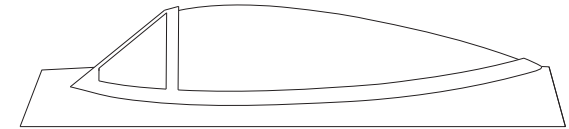
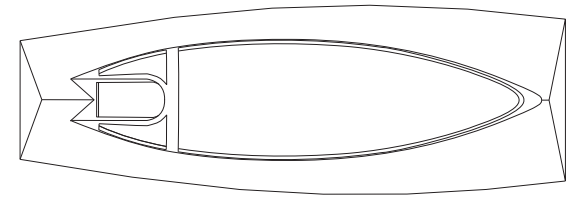
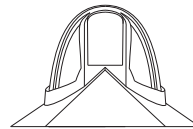
Main



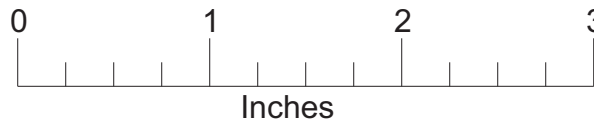
Nose

Landing Gear Patterns  
Make from .025" Music Wire

Use 1/2" Wheels

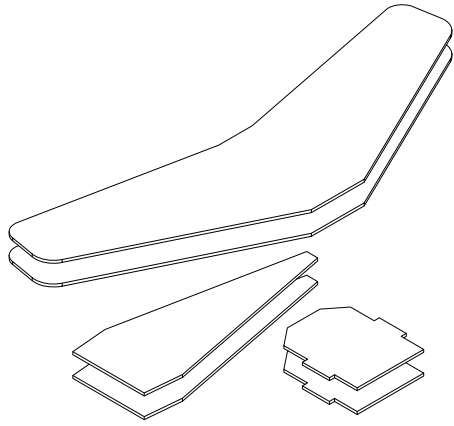


Canopy Mold



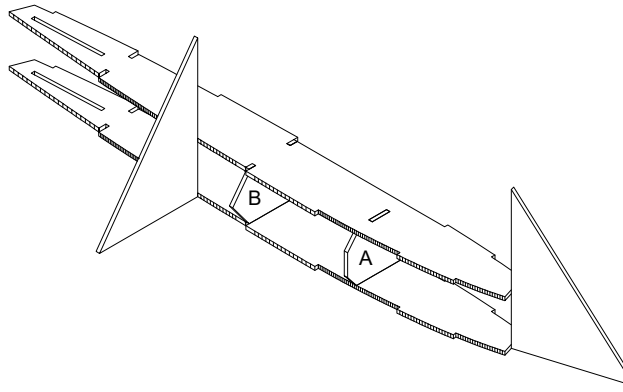
## Cleveland E-Zee F-86

1.



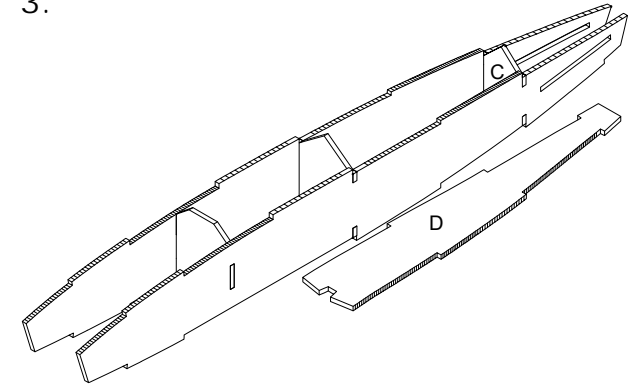
If 1/32" balsa is being used for the parts of this model, glue all of the part pairs together.

2.



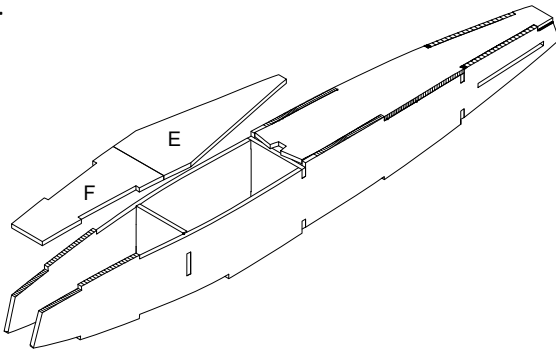
Glue fuselage formers A and B to the two fuselage sides.

3.



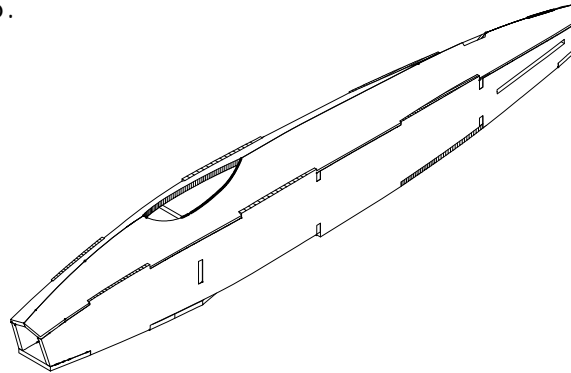
Pull the fuselage sides together at the rear and glue former C to the sides. Also glue the fuselage bottom piece D to the assembly. Be sure the tabs are seated in the slots in the sides.

4.



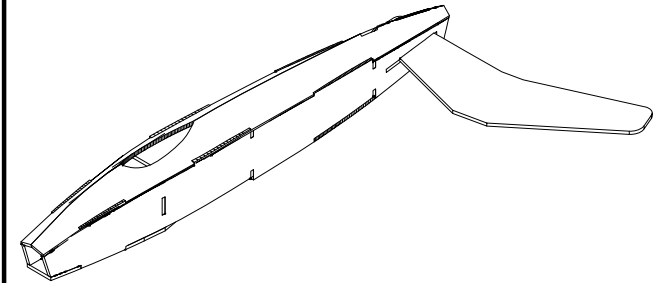
Glue the two fuselage bottom pieces E and F to the assembly as shown. The tip of part E fits in the notch at the forward end of part D.

5.



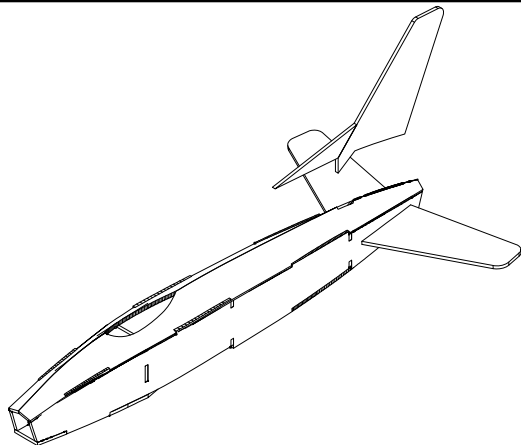
Glue the two top fuselage pieces to the assembly. Use an air dry glue. Hold the pieces in place with rubber bands or string while the glue dries.

6.



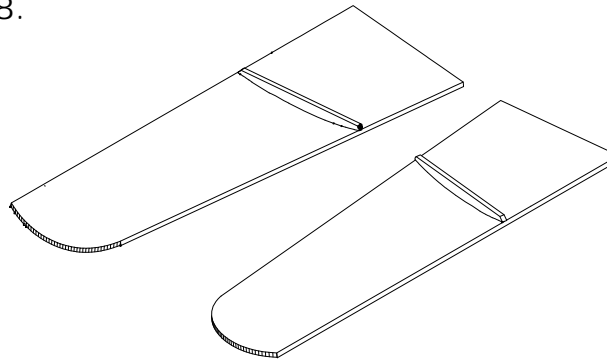
Slide the stabilizer into the slots at the rear of the fuselage. When it is lined up glue it in place.

7.



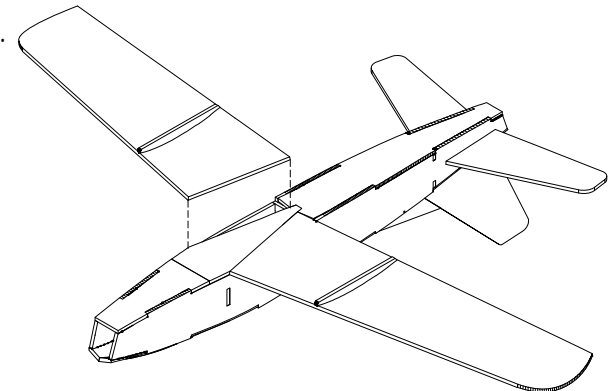
Glue the fin and dorsal fin to the fuselage. The slot in the top of the fuselage keys the extension on the fin.

8.



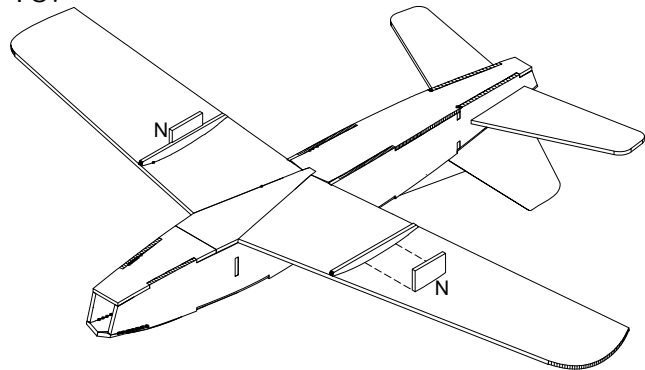
Glue a wing rib to the bottom of each wing panel. Use the two small marks on the top of the wing as a location guide.

9.



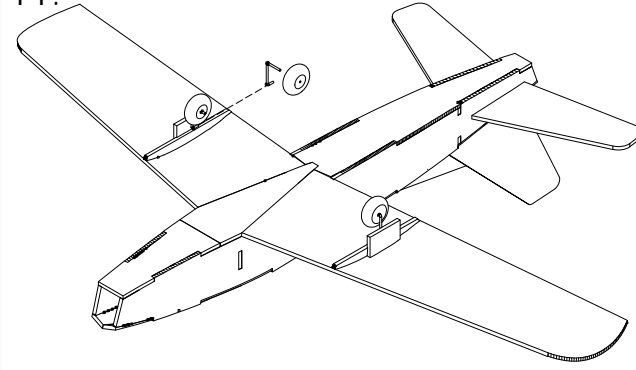
Glue each wing panel to the fuselage and part E. The center of the wing will not have any curve when glued to the fuselage. When the wing is glued tight to the fuselage there should be 3/8" dihedral under each wing tip.

10.



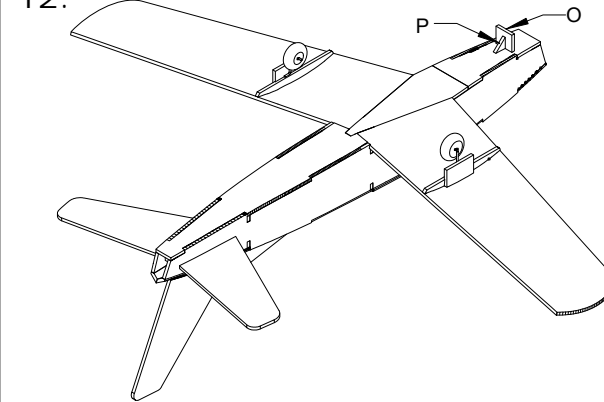
Glue the main landing gear supports N to the outside face of each wing rib. Use the lines on the ribs for a location guide.

11.



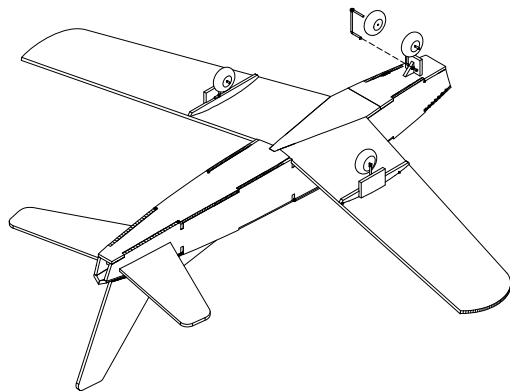
Bend the main landing gear legs from .025" music wire. Mount 1/2" wheels on the main gear legs. Glue the legs to the main gear supports as shown in the illustration.

12.



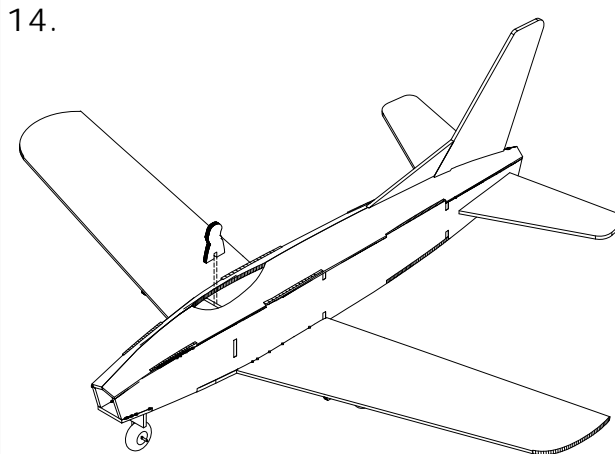
Glue the front landing gear leg support O and part P to the bottom of the fuselage 1/2" back from the nose.

13.



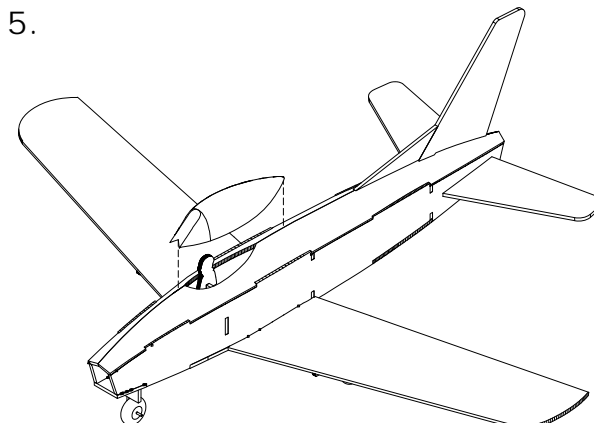
Bend the nose gear leg from .025" music wire. Mount a 1/2" wheel on the gear leg. Glue the leg to the back side of part O using the lines as a guide. You will have to push the end of the gear leg through the joint between part O and P.

14.

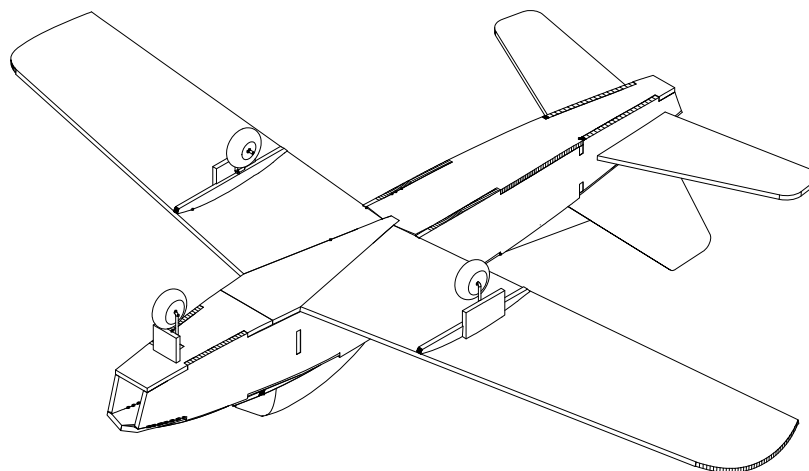
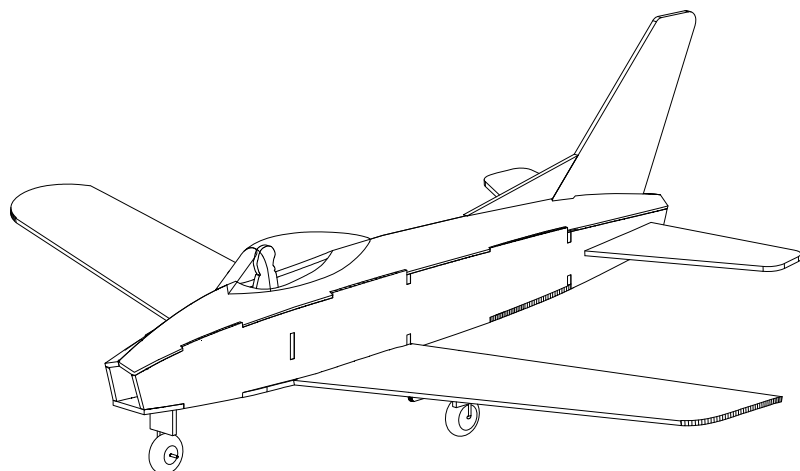


Glue the pilot figure to the top of former A.

15.



Vacuum form the canopy and glue it to the fuselage. This completes the model assembly.



FLIGHT  
ENGINEERED  
MODEL

"SABRE JET" F-86



REDI-SHAPED AND  
CUT-OUT PARTS

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