

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. As a result, some of the parts have been drawn to allow for cross grain laminations. The fuselage formers are a good example. The fin as also been drawn with a mirror image to allow for markings on both sides. This works fine as long as you are using 1/32" sheet stock.

I like to use a removable nose for winding. The Zero parts have been drawn with this in mind. The nose former has been drawn so a removable nose plug can be used. Colored parts have been included on the parts sheets to allow the build up of a removable nose plug. The plug will fit into the square opening that has been drawn in formers 3 and 4. Use enough disks so the prop will clear the cowl. This assembly will fit through the opening in the cowl. I like to use a Peck thrust bearing for 1/32" prop shafts in the removable nose plug. A drawing of this removable nose plug has been provided for your reference.

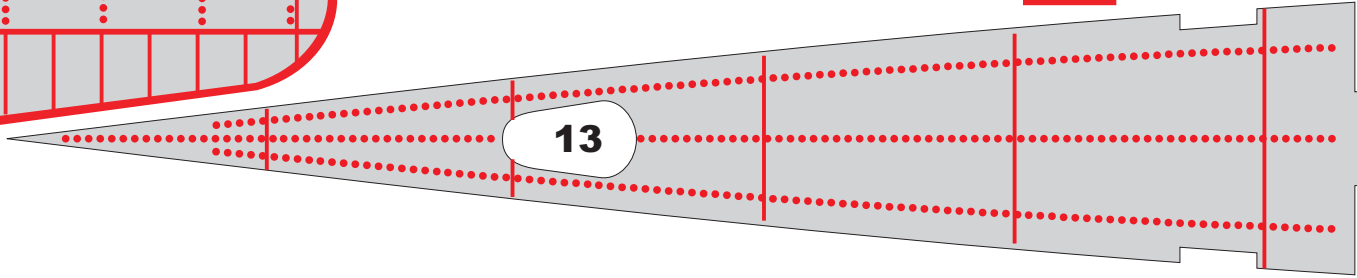
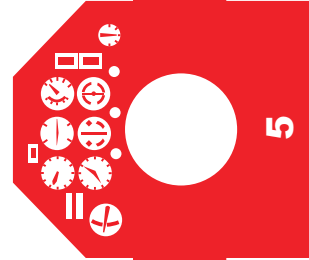
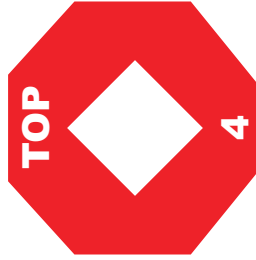
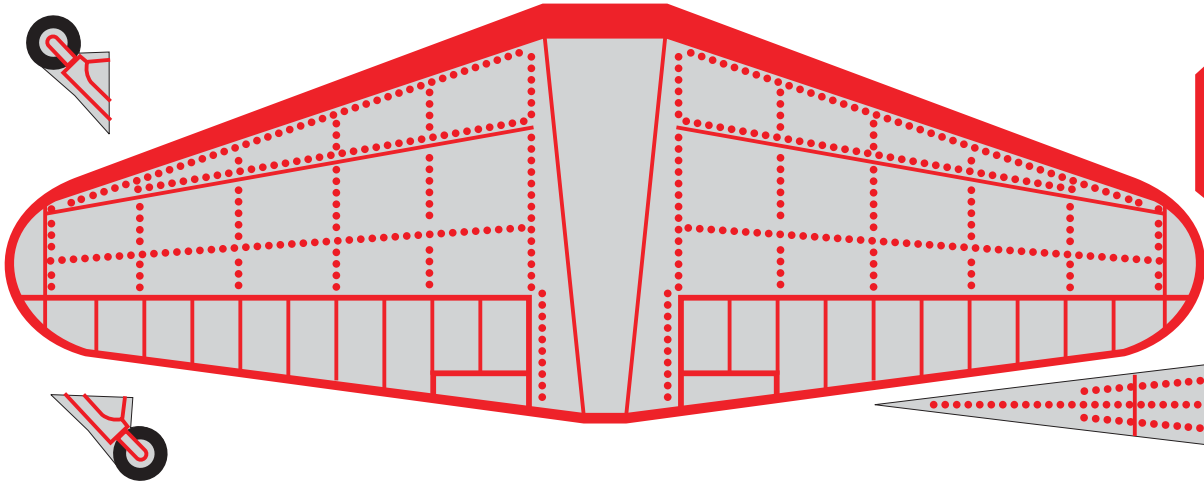
When using 1/32" sheet for the fuselage sides, I was concerned about the load of a fully wound motor on the rear motor peg. I like to use a piece of 3/32" aluminum tubing for the rear peg. Makes holding the model in a winding stoooge very easy. To create a bit more strength at the rear peg, I apply a 3/8" diameter disk of 1/64" plywood to the inside of each fuselage side at the peg location. This has proven to be plenty strong for a fully wound motor of 1/8" Tan II rubber. A piece of 3/32" OD aluminum tubing is used for the rear motor peg.

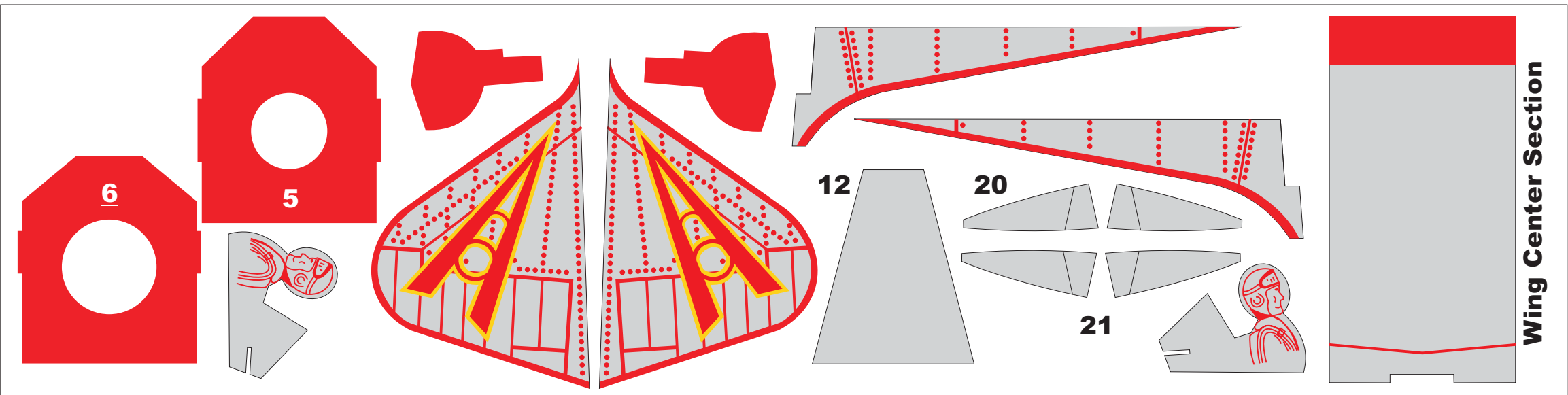
The landing gear parts for the Zero have been drawn per the original kit. Mirrored parts have also been drawn to allow sandwiching the landing gear legs between the 1/32" balsa parts. This makes a nicer looking installation and is quite strong. The location of the gear legs has been printed on each wing panel. You will see a line with a circle on one end. Push the landing gear wire through the printed circle. The bent wire will line up with the printed line.

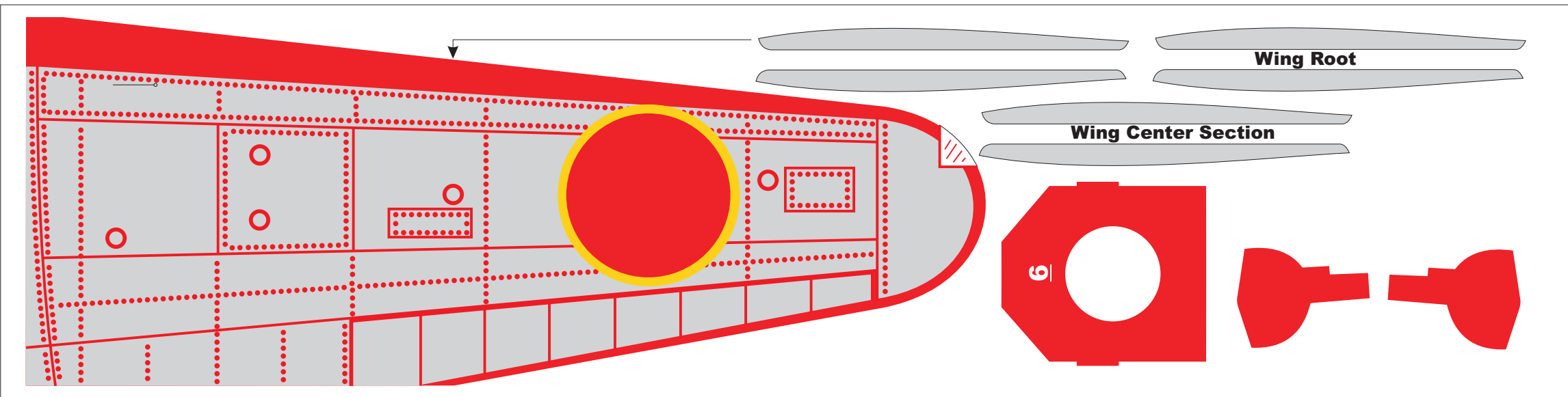
The original kits came with a vacuum formed canopy and cowl. A drawing has been provided that will allow you to develop forms for making your own vacuum formed parts. The original kit cowl came in red plastic.

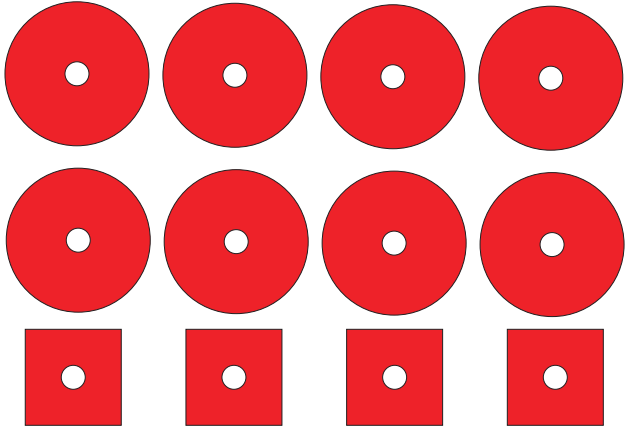
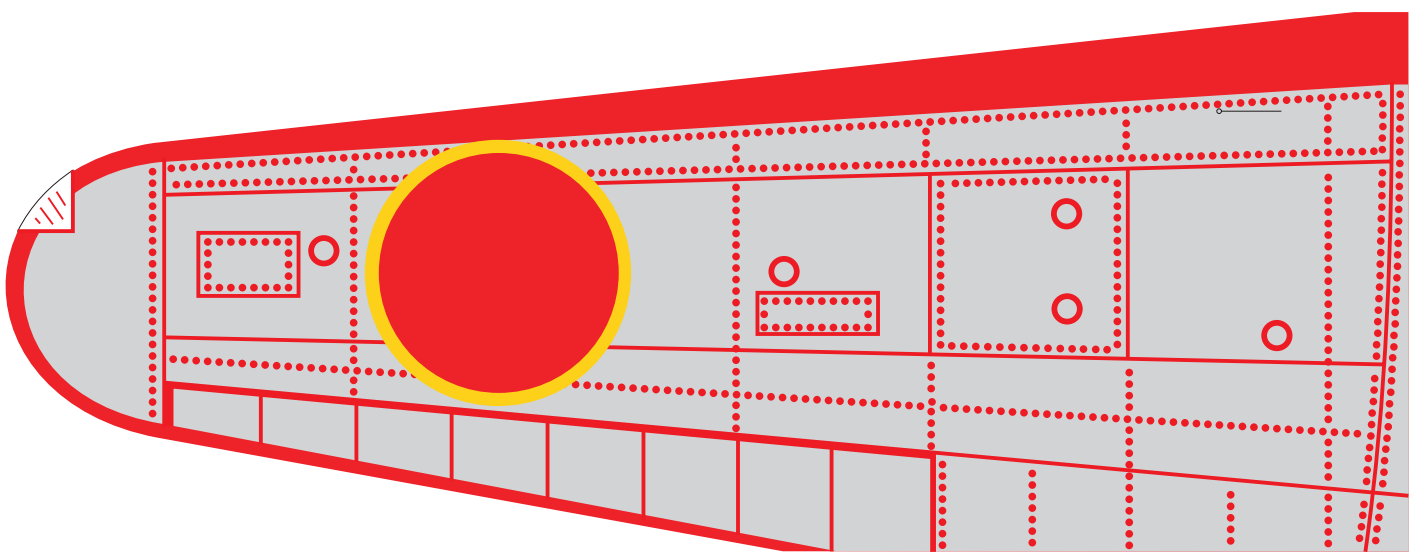
I do hope you build and enjoy a model from this plan package.

Paul Bradley

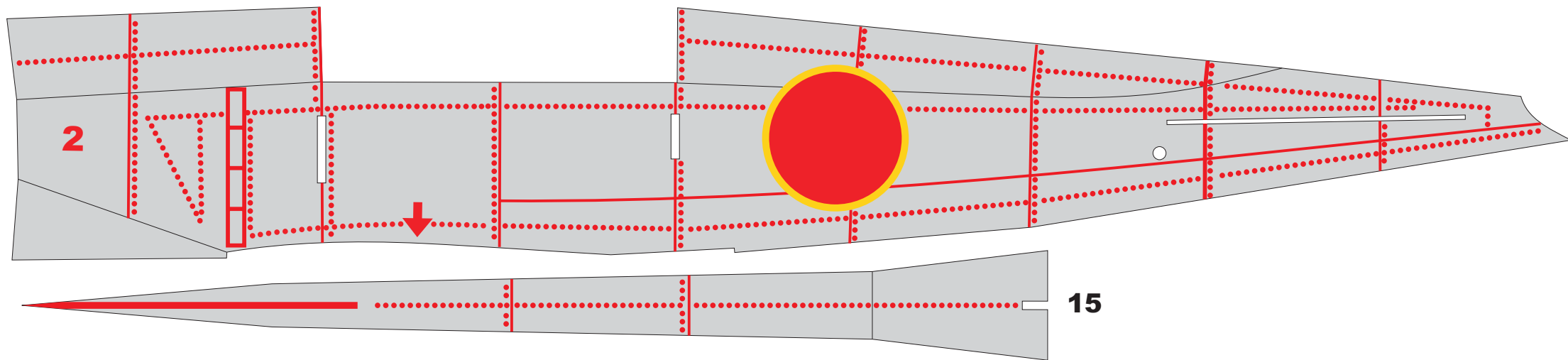


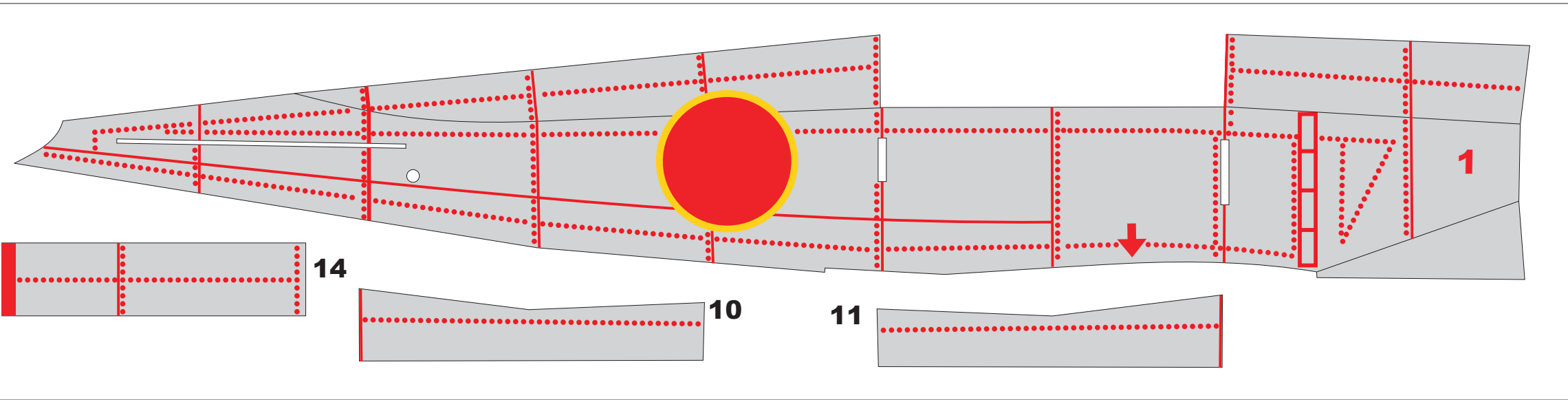






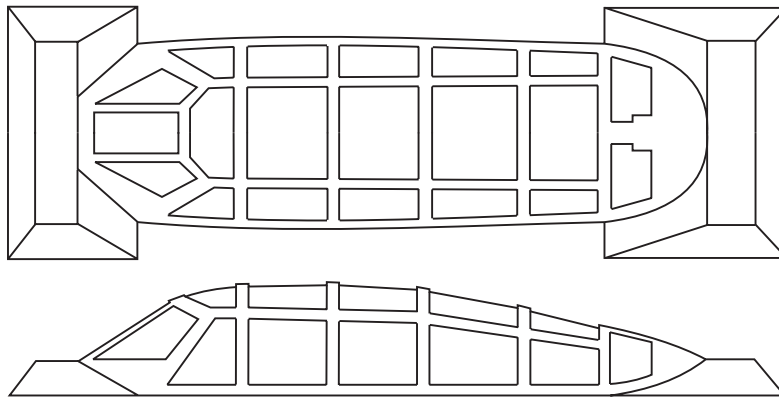
**Laminate these parts for
the removable nose piece**



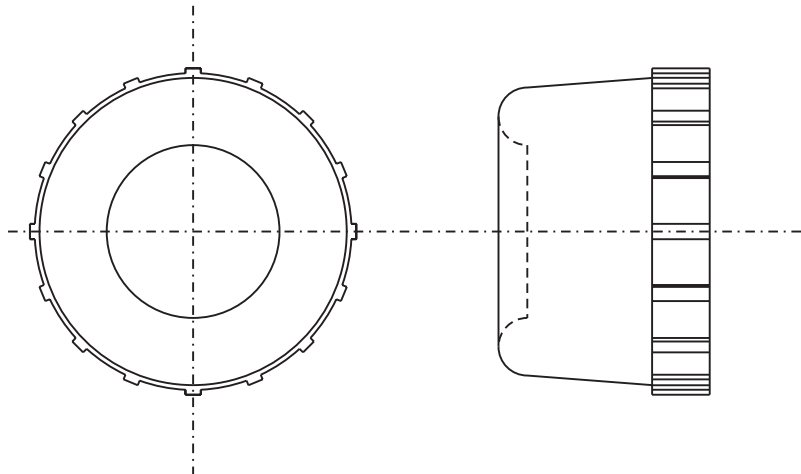




**Landing gear - Make two from .025 music wire
Use 3/4" wheels**



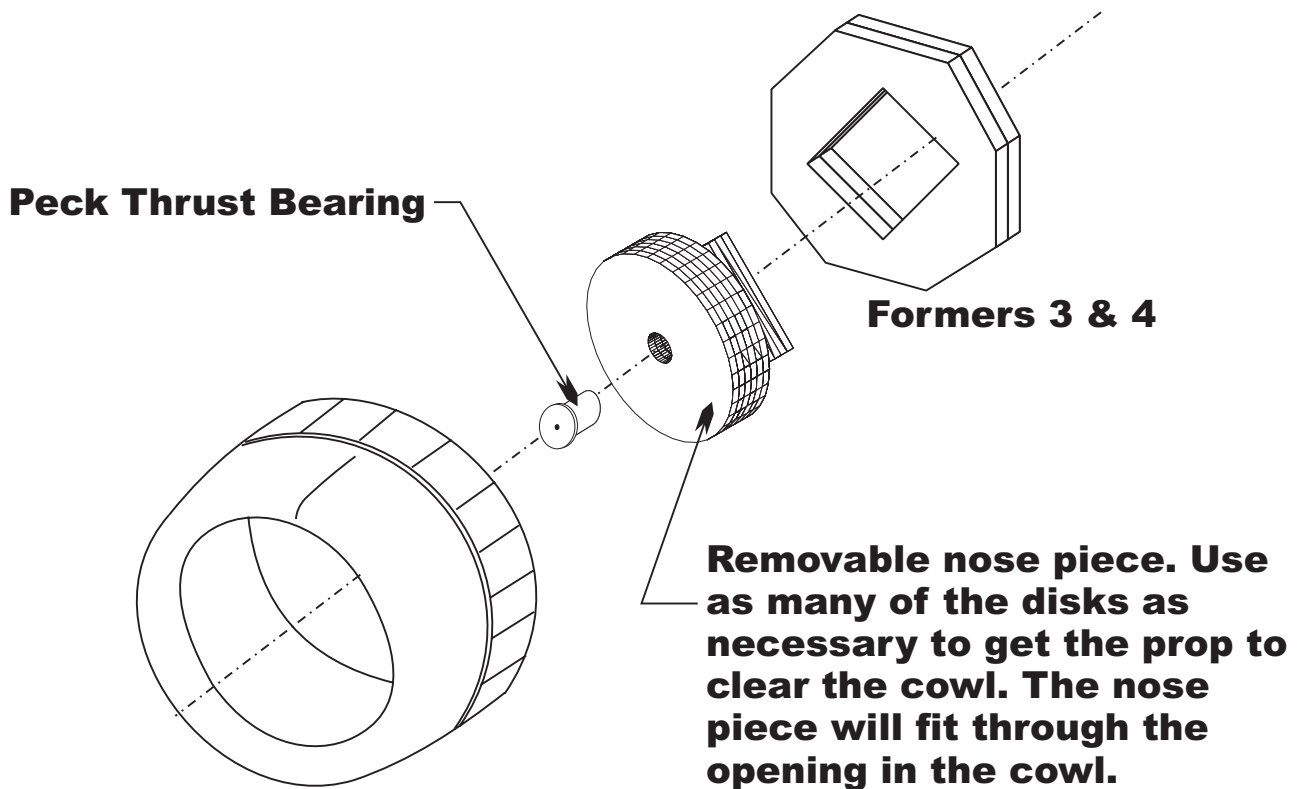
Canopy form.



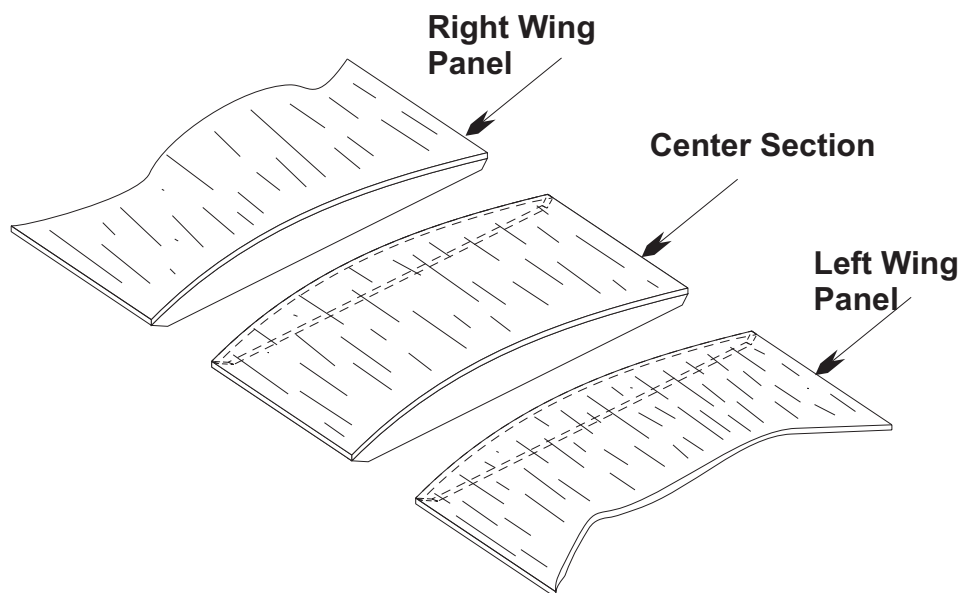
**Vacuum form cowl from .020 material.
Original kit cowl was red.**

Japanese Zero

Modification to the nose to allow for a removable noise piece for stretch winding.



Wing Center Section Assembly

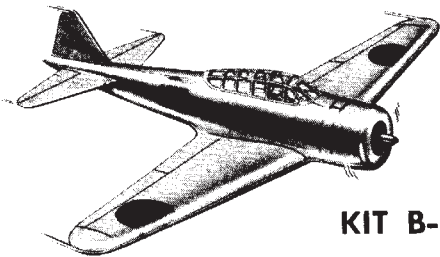


Glue ribs to each end of the center section. Glue a rib to the root end of each wing panel and the mid span location noted on the wing drawing. Block up the tip of each wing panel 1 1/8 inch and sand the root vertical using the edge of the work bench as a guide. Glue each wing panel to the center section. Each tip should be elevated 1 1/8 inch from the building board.

FOR A WELL-BUILT M

TOP FLITE MODELS INC.

2635-45 SOUTH WABASH AVE. CHICAGO 16, ILL.



KIT B-11

JAPANESE ZERO

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.

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.

1 HANDY HINTS

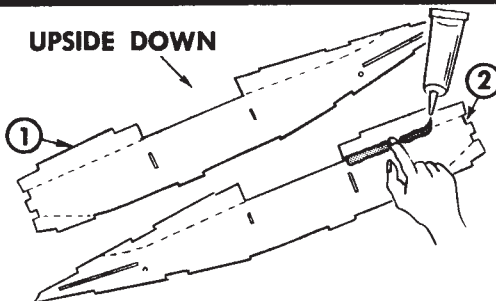
Use regular model airplane cement. Use enough to hold well, and wipe off extra cement.

Use a paper towel or napkin to wipe cement off your fingers.

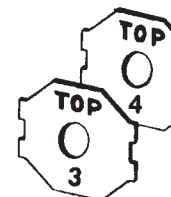
Take parts out of sheets only when you need them. Put scrap in a separate pile.

Be sure to teach your model to fly by following the instructions on "How To Fly."

UPSIDE DOWN



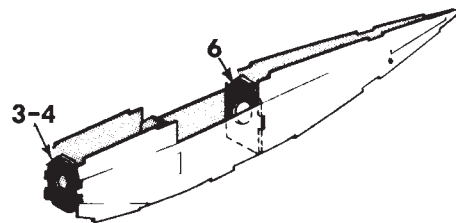
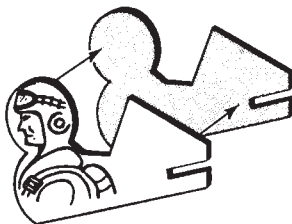
2 To make sides 1 and 2 easier to bend, turn them over and rub cement into back along the creases.



3 Cement and form

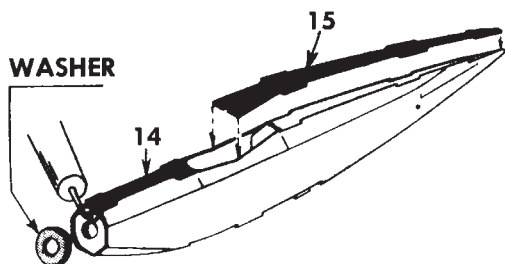


6 Cement tail wheel and pilot halves together.

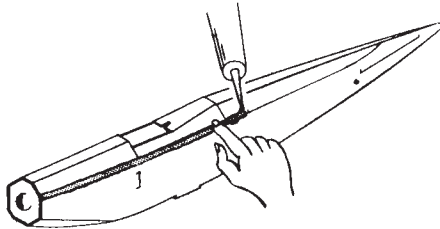


7 Cement former 6 into fuselage. Then cement nose former assembly 3-4 into place.

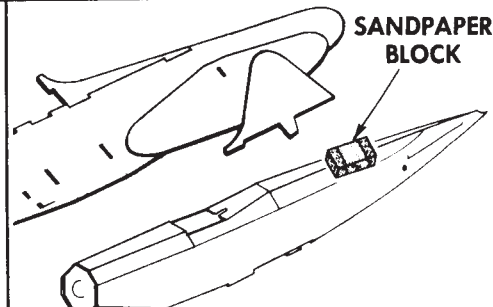
WASHER



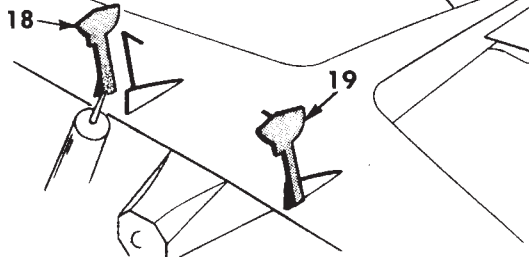
11 Cement top front 14 and top rear 15 into place. Then cement balance washer into nose.



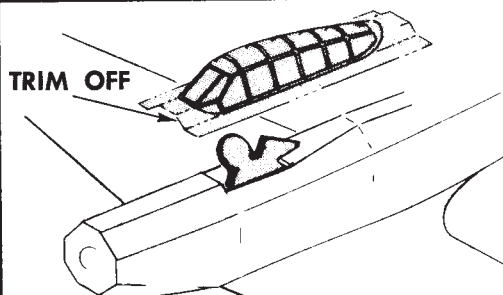
12 Rub cement thoroughly into all seams and cracks.



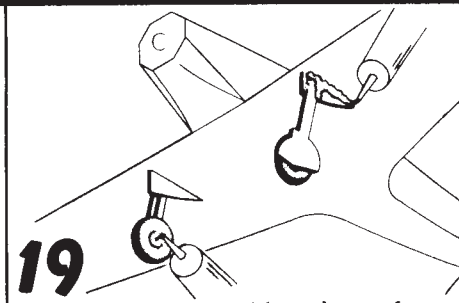
13 Sandpaper fuselage, wing, and tail parts. Round off all sharp corners.



17 Cement landing gear struts 18 and 19 into wing. Leave wire free to spring by cementing only where shown.

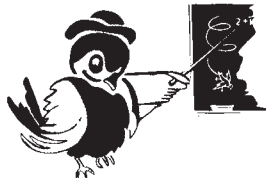


18 Cement pilot into slot. Trim and cement plastic canopy onto fuselage.



19 Hold wheels on with a drop of cement on tip of each axle. Then run a heat coat of cement around landing gear joint.

23

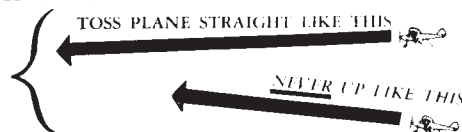


HOW TO FLY

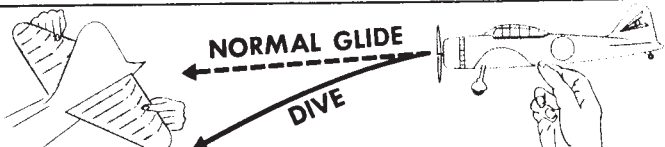
Even little birds must be taught how to fly, so be sure to teach your model to fly by carefully following these suggestions.

26

IMPORTANT!



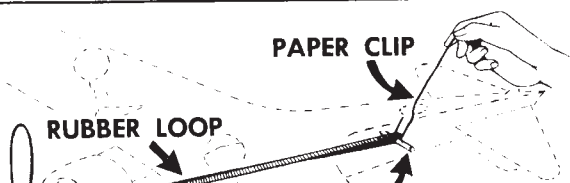
27



Test glide model over tall grass. If model dives, bend tail up a little at a time until a smooth flat glide is obtained.

PAPER CLIP

RUBBER LOOP



MODEL, FOLLOW THESE EASY STEPS!

3 Cement nose formers 3 and 4 together with former braces to formers 5 and 6.

4 Cement former 5 into fuselage sides, then cement back end together.

5 Cement wing parts 7 and 8 onto wing 9.

8 Bend and cement top sides against formers, then bottom front sides.

9 Cement cockpit sides 10 and 11 into place with arrows pointing toward nose.

10 Cement bottom front 12 and bottom rear 13 into place.

14 Cement wing 9, stabilizer 16 and rudder 17 onto fuselage. Run cement around joints.

15 Bend landing gear wire to exact shape shown. Push through wing and cement into creases.

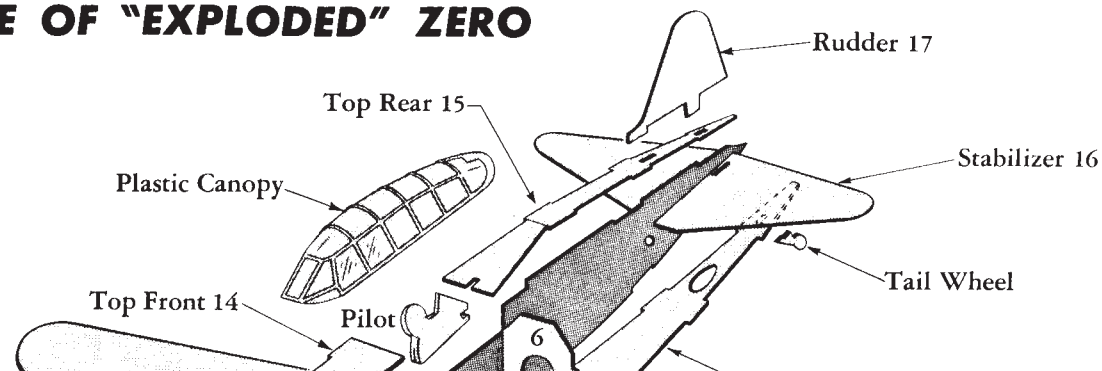
16 Cement landing gear braces 20 and 21 into place, then tail wheel.

20 Cut and trim cowling as shown, then cement in place on fuselage.

21 Slip nose button, 2 washers and propeller onto prop shaft. Bend and cement to prop.

22 Apply decals as shown. Follow instructions on back of decal sheet.

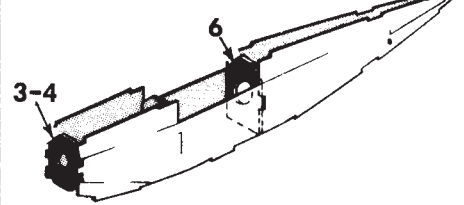
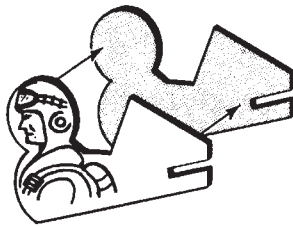
PICTURE OF "EXPLODED" ZERO



JAPANESE ZERO

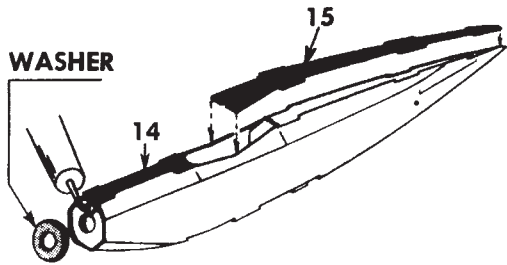
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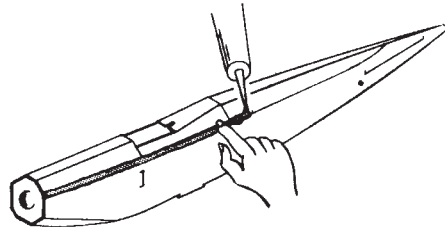


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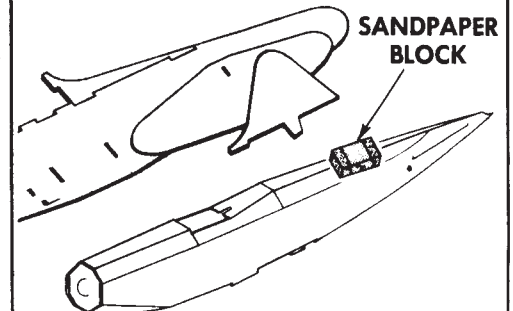
7 Cement former 6 into fuselage. Then cement nose former assembly 3-4 into place.



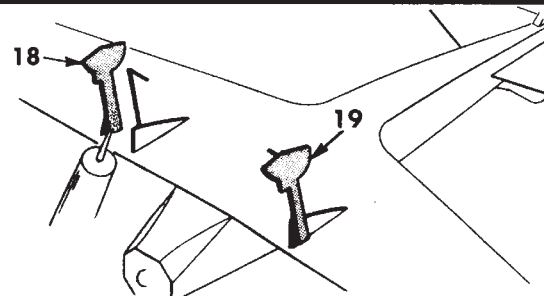
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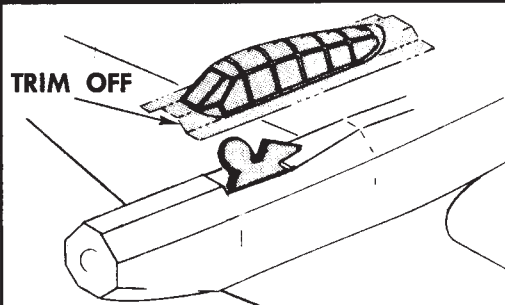
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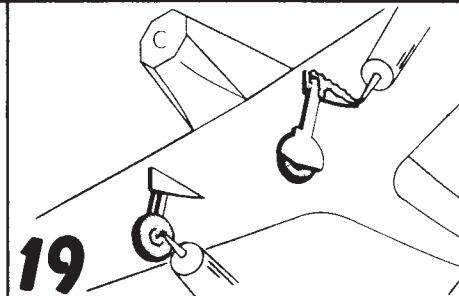
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17 Cement landing gear struts 18 and 19 into wing. Leave wire free to spring by cementing only where shown.

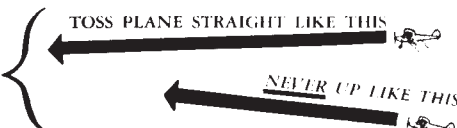


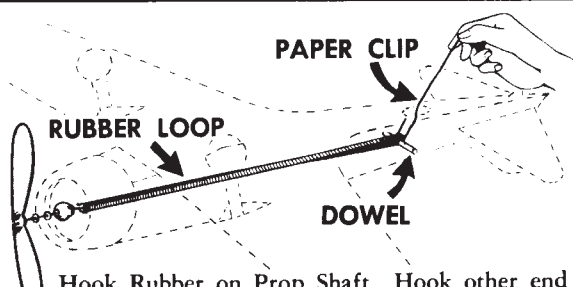
18 Cement pilot into slot. Trim and cement plastic canopy onto fuselage.

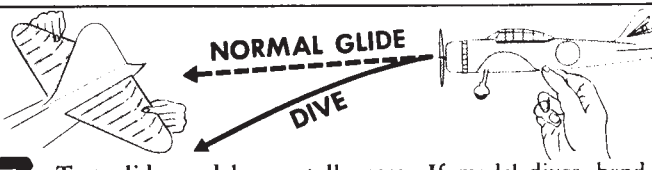



19 Hold wheels on with a drop of cement on tip of each axle. Then run a heat coat of cement around landing gear joints.

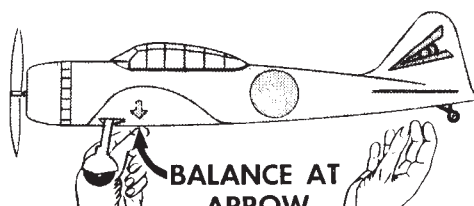
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Even little birds must be taught how to fly, so be sure to teach your model to fly by carefully following these suggestions.

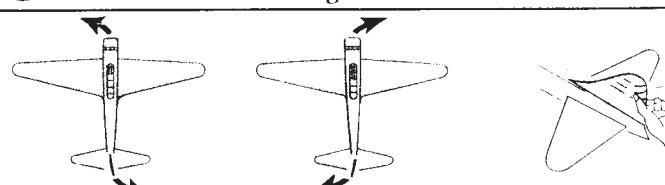
26 **IMPORTANT!**  TOSS PLANE STRAIGHT LIKE THIS
NEVER UP LIKE THIS

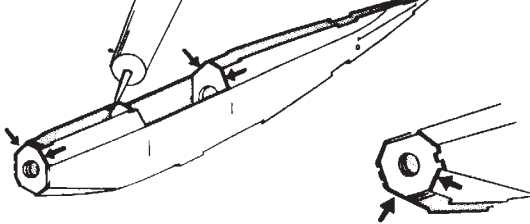
24  **PAPER CLIP**
RUBBER LOOP
DOWEL
Hook Rubber on Prop Shaft. Hook other end of rubber on opened paper clip. Drop clip through Fuselage to opening in Bottom. Slip dowel through Fuselage Side, then through rubber loop and other side.

27  **NORMAL GLIDE**
DIVE
Test glide model over tall grass. If model dives, bend tail up a little at a time until a smooth flat glide is obtained.

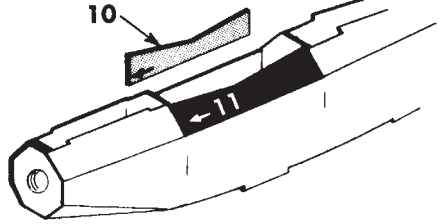
28  **NORMAL GLIDE**
STALL
If model stalls, (climbs, then dives sharply), bend tail down until glide is smooth and flat.

25  **BALANCE AT ARROW**
Balance model as shown, adding small weights (BBs or bits of modeling clay) if needed to bring model level.

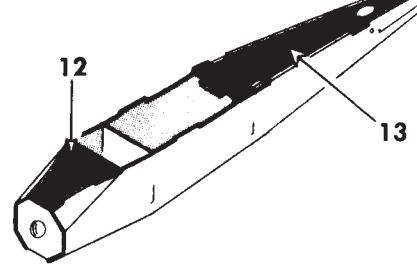
29 
If model turns, bend rudder opposite to direction of turn to get straight flights. Wind motor to 100 turns and check power flight. For extra long flights, rub castor oil into the rubber motor.



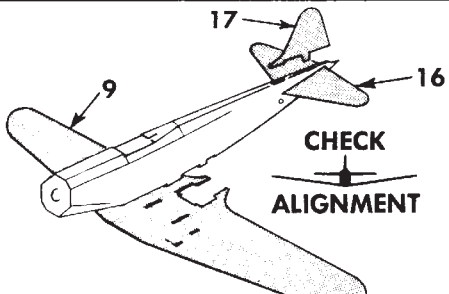
8 Bend and cement top sides against formers, then bottom front sides.



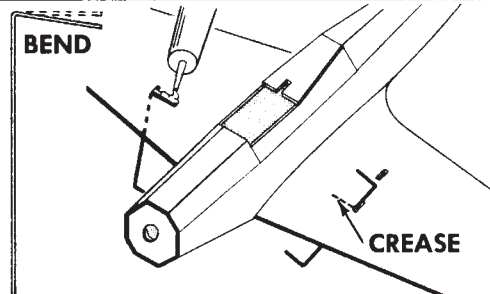
9 Cement cockpit sides 10 and 11 into place with arrows pointing toward nose.



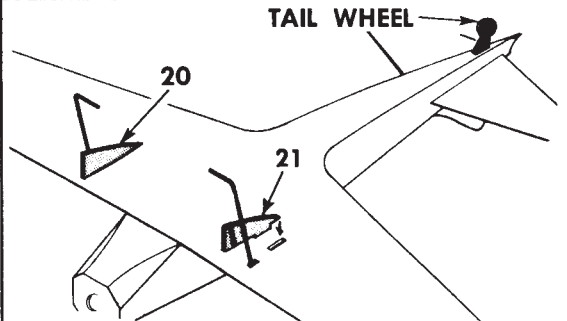
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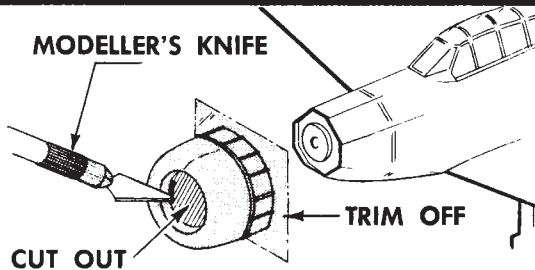
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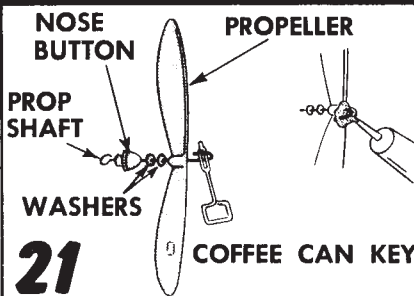
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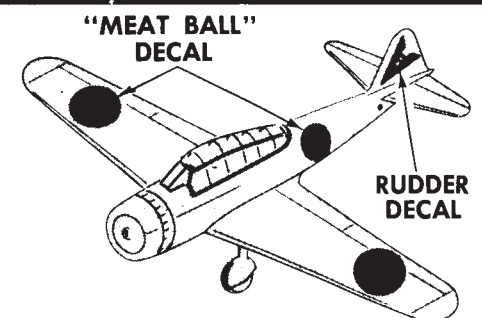
16 Cement landing gear braces 20 and 21 into place, then tail wheel.



20 Cut and trim cowling as shown, then cement in place on fuselage.

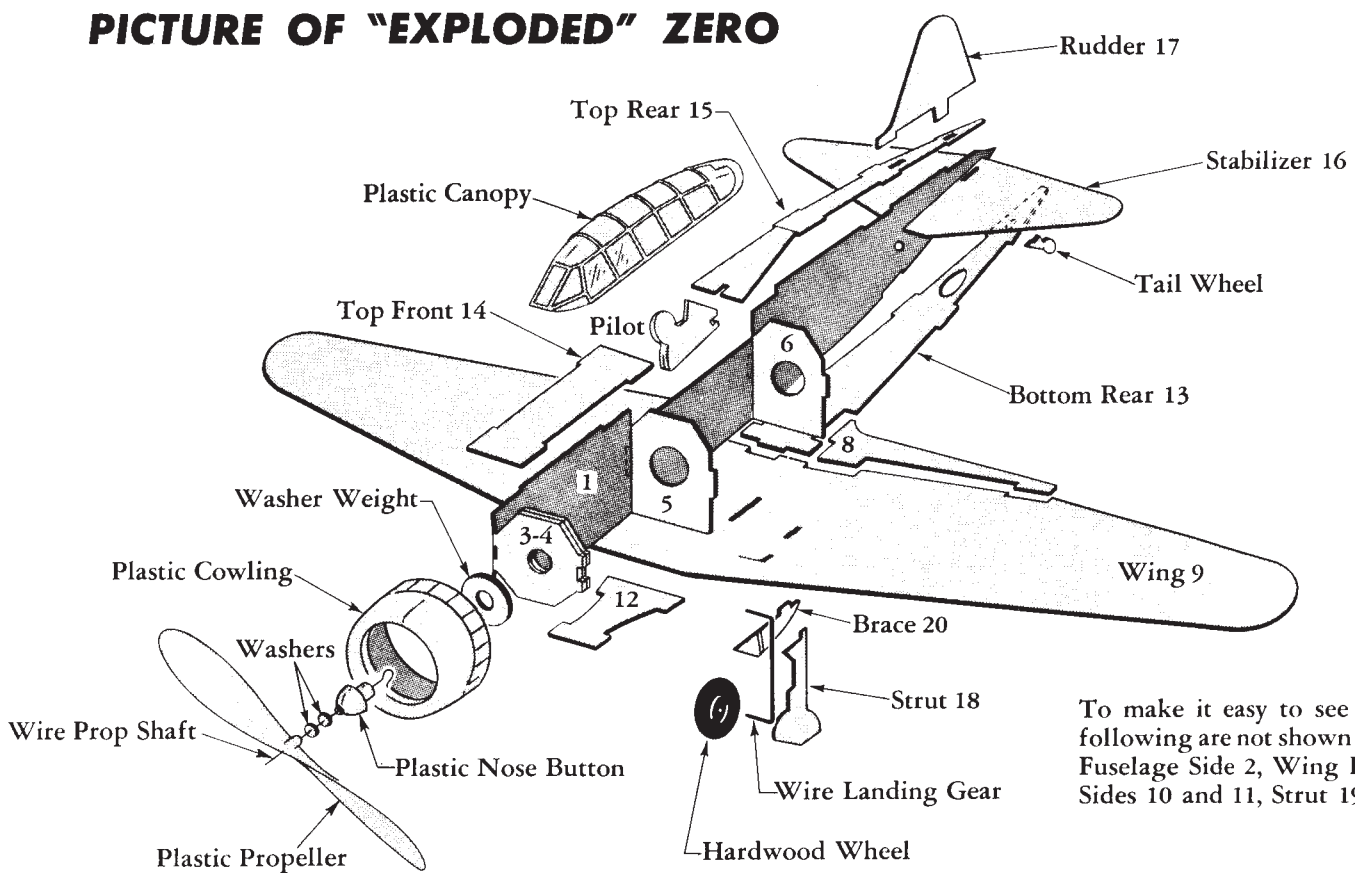


21 Slip nose button, 2 washers and propeller onto prop shaft. Bend and cement to prop.



22 Apply decals as shown. Follow instructions on back of decal sheet.

PICTURE OF "EXPLODED" ZERO



To make it easy to see most parts, the following are not shown: Former Braces, Fuselage Side 2, Wing Piece 7, Cockpit Sides 10 and 11, Strut 19, and Brace 21.