HAWKER HURRICANE MK1

Revell

H-217.

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HAWKER HURRICANE MK I

Britain's famous Hurricane proved to be a master of adaptability. Its seemingly endless activities have given it the reputation of being the most versatile single-seat warplane of World War II. During its lifetime the Hurricane was used as a bomber, a carrier-based fighter, and a reconnaissance plane; it was, on occasions, equipped with skis for snow operations, catapulted from cargo ships, towed as a gilder, and even made into a biplane!

READY FOR BATTLE

The Hurricane was the first monoplane fighter adopted by the Royal Air Force and its level speed of 300 mph made it the RAF's fastest weapon in 1937. When the Battle of Britain thundered into the skies over England, thirty squadrons of Hurricanes were ready. This was the result of a far sighted decision on the part of the directors of the Hawker Aircraft Company who recognised the abilities of their new fighter. On the basis of the performance of the first prototype, Hawker began the production of 1,000 Hurricanes, certain that quantity orders would soon be placed. This was a risk never before taken by the British aircraft industry. But three months after the decision was made, a contract for 600 Hurricanes was signed.

IT COULD TAKE PUNISHMENT . . .

As the Battle of Britain began, it was the Hurricane that took the brunt of the fighting. However, as modern as it was, the Hurricane was outclassed by the German's speedy Messerschmitt Bf 109's. Thus it was that the tactics for the Battle were developed. The faster Spitfires flew top cover and drew the German fighters into combat while the Hurricanes attacked the heavier bombers. But the fighting abilities of the Hurricane were not to be underestimated. In spite of the Messerschmitt's greater speed, the Hurricane held an advantage in manoeuvreability. It could absorb an unbelievable amount of punishment and was easy to fly; an ideal mount for less experienced pilots. And in the hands of an expert pilot, the wily Hurricane could whip up a storm. The only Fighter Command Victoria Cross went to a Hurricane pilot.

. . . AND GIVE IT

Any Messerschmitt unfortunate enough to stray in front of a Hurricane soon learned of the destruction that could come from the eight wing-mounted Brownings firing 160 rounds per second! Some Hurricanes carried twelve 0.303 in. Brownings and spewed a veritable wall of bullets when firing at their victims.

Early Hurricane MK I's had fabric covered wings and this feature caused some misgivings among the military authorities. In fact, it was quite unusual for a modern fighter with such advanced features as retractable landing gear and monoplane design to use the fabric wing. Although the fabric wing did not cause any notable problems, an all metal wing soon became standard on late MK I's and subsequent aircraft.

ACE IN THE (BARREL) HOLE!

Many notable aces flew the Hurricane during the Second World War. Among them was Squadron Leader R. R. Stanford-Tuck. The Revell model of the Hawker Hurricane I represents the plane flown by Stanford-Tuck at the end of the Battle of Britain when he was commander of No. 257 Squadron. Stanford-Tuck's final score was 29 victories before he was downed by flak on January 28, 1942. As he prepared to crash-land in enemy territory he shot at the flak implacement and silenced it as one of his cannon shells went right into the German gun barrel, splitting it open. The German gunners were so impressed that they treated the British pilot with respect.

After being imprisoned for three years, Stanford-Tuck escaped to Russia where he fought with the Russian infantry before his return to England.

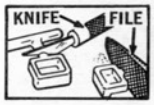
When Hurricane production was completed, over 14,000 of the fighters had been built.

HAWKER HURRICANE MK I SPECIFICATIONS

Wingspan:	40 feet.
Length:	31 feet, 4 inches.
Powerplant:	One Rolls Royce Merlin III 1,030 hp inline liquid cooled engine.
Armament:	Eight Browning 0.303 inch machine guns 14 seconds firing duration.
Performance:	Maximum speed–328 mph at 20,000 ft. Range–505 miles. Service ceiling–34,200 feet.

★ ★ ★ BEFORE YOU BEGIN ★ ★ ★

GET YOUR TOOLS READY:



KNIFE TO DETACH AND TRIM PARTS **FILE** TO REMOVE EXCESS PLASTIC

TWEEZERS TO PICK UP AND HOLD SMALL PARTS

CEMENT USE TOOTHPICK PAINT BRUSH OR PIN TO APPLY IT

TAPE AND CLOTHES PINS TO CLAMP AND HOLD PARTS UNTIL THEY ARE DRY

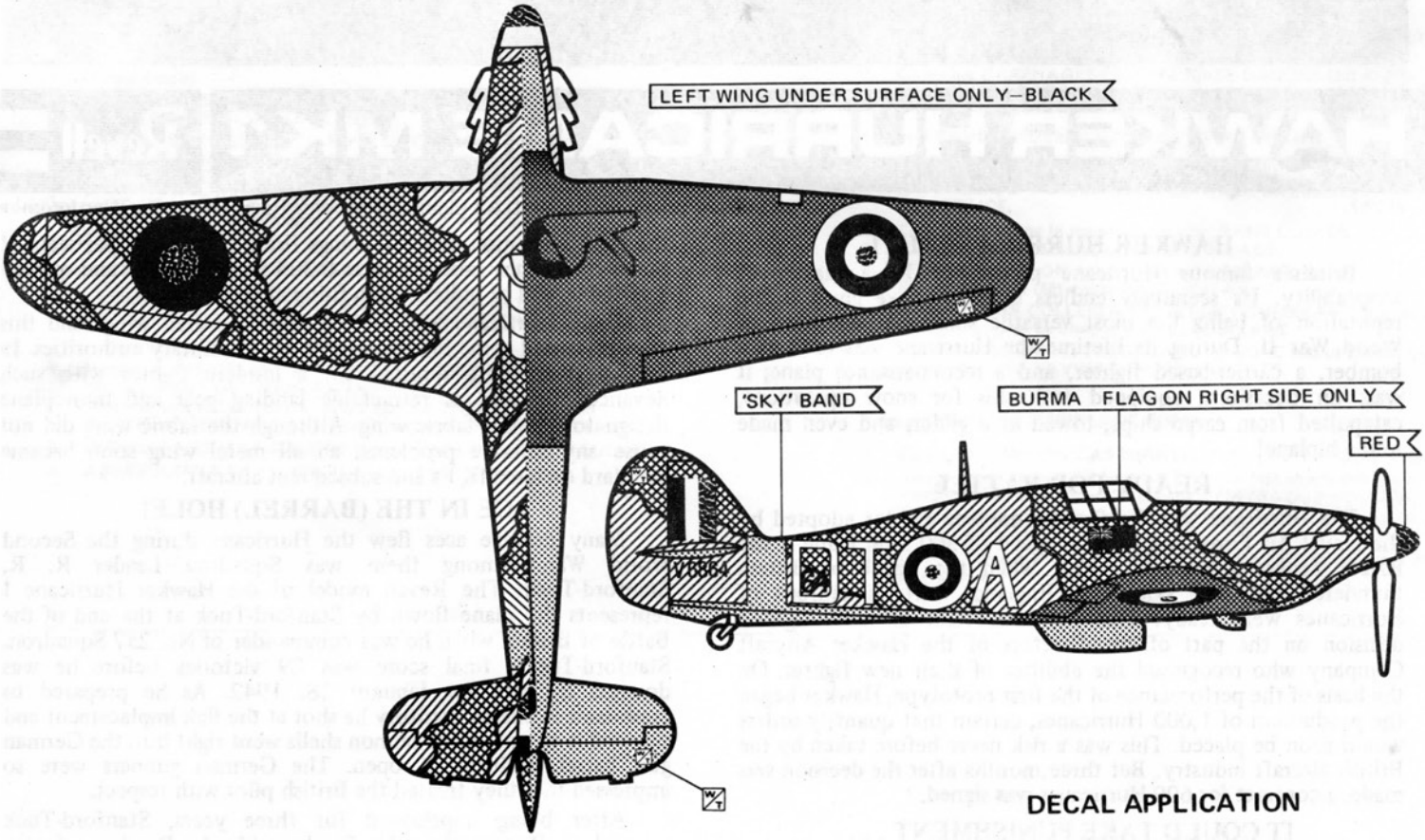
DO NOT DETACH PARTS UNTIL YOU ARE READY TO USE THEM! PARTS ARE NUMBERED TO HELP YOU FIND THEM. LOOK FOR THE NUMBER ON TAB NEXT TO PART OR ON PART ITSELF.

FIRST, FIT PARTS TOGETHER and TRIM EXCESS PLASTIC. Use a toothpick, pin or small paint brush to apply cement. APPLY CEMENT SPARINGLY. Too much cement will damage your model.

NOTE: In the illustrations some of the details on the parts have been OMITTED FOR CLARITY.

IF YOU WISH TO PAINT YOUR MODEL — See PAINTING FLAGS for color suggestions.

- Paint small parts **before** detaching from runner.
- Start with the lighter colors.
- Scrape off paint where cement is to be applied. Cement will not work on paint.
- Scrape off paint or chrome where parts are to be cemented to obtain a good bond.



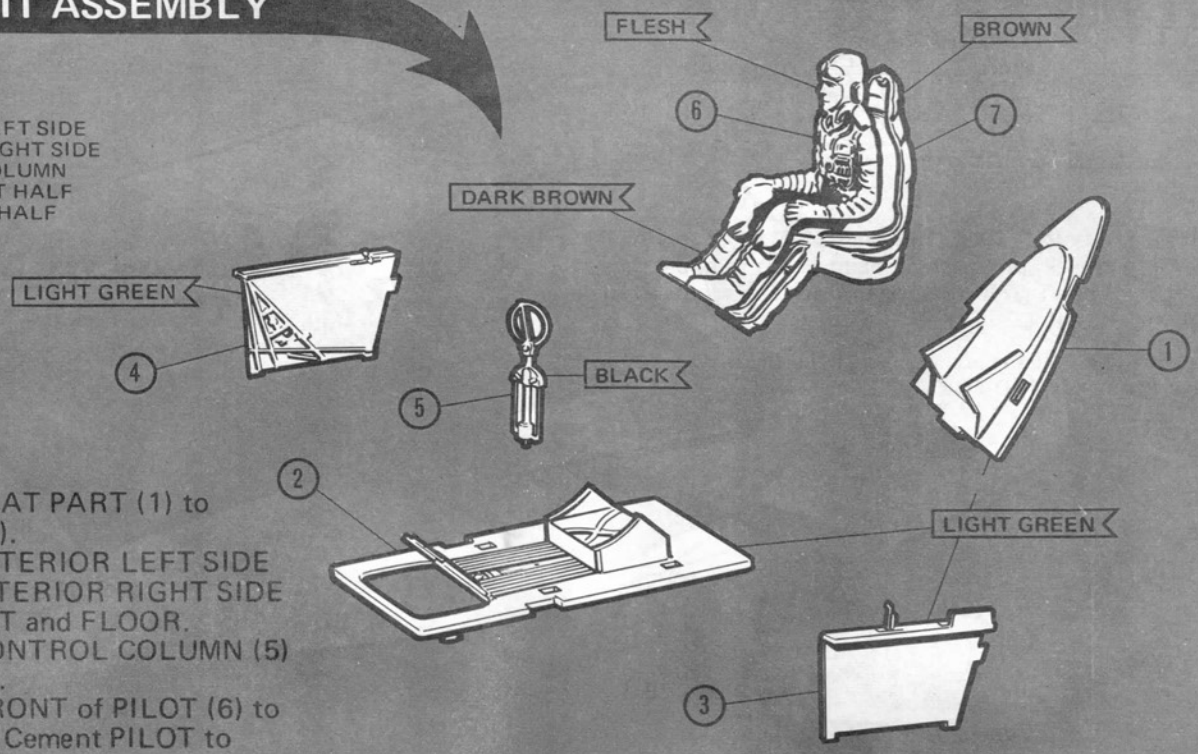
DECAL APPLICATION

1. Cut each design from decal sheet as needed.
2. Dip in water.
3. Slide decal from paper face up.
4. Use a small brush to wet your model and slide decal into position.
5. Do not touch decal with fingers.
6. Press down with blotter.

DARK GREEN **DARK EARTH** **BLACK** **SKY**

1 COCKPIT ASSEMBLY

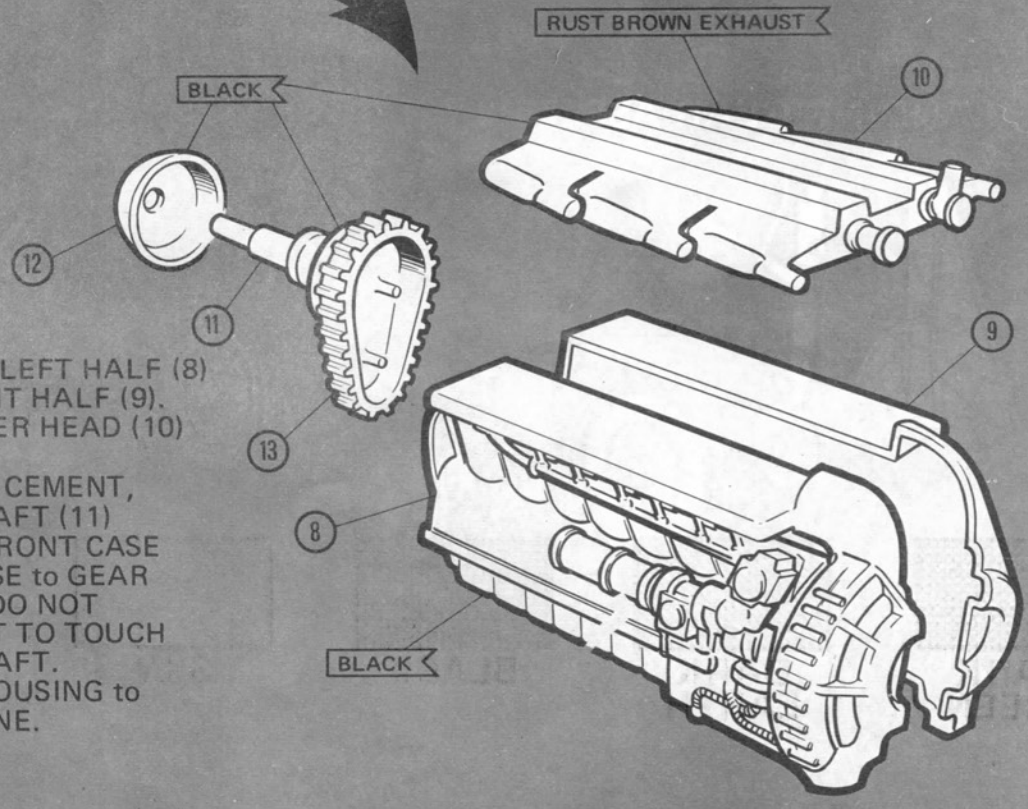
1 SEAT
2 FLOOR
3 INTERIOR LEFT SIDE
4 INTERIOR RIGHT SIDE
5 CONTROL COLUMN
6 PILOT FRONT HALF
7 PILOT BACK HALF



1. Cement SEAT PART (1) to FLOOR (2).
2. Cement INTERIOR LEFT SIDE (3) and INTERIOR RIGHT SIDE (4) to SEAT and FLOOR.
3. Cement CONTROL COLUMN (5) to FLOOR.
4. Cement FRONT of PILOT (6) to BACK (7). Cement PILOT to SEAT.

2 ENGINE ASSEMBLY

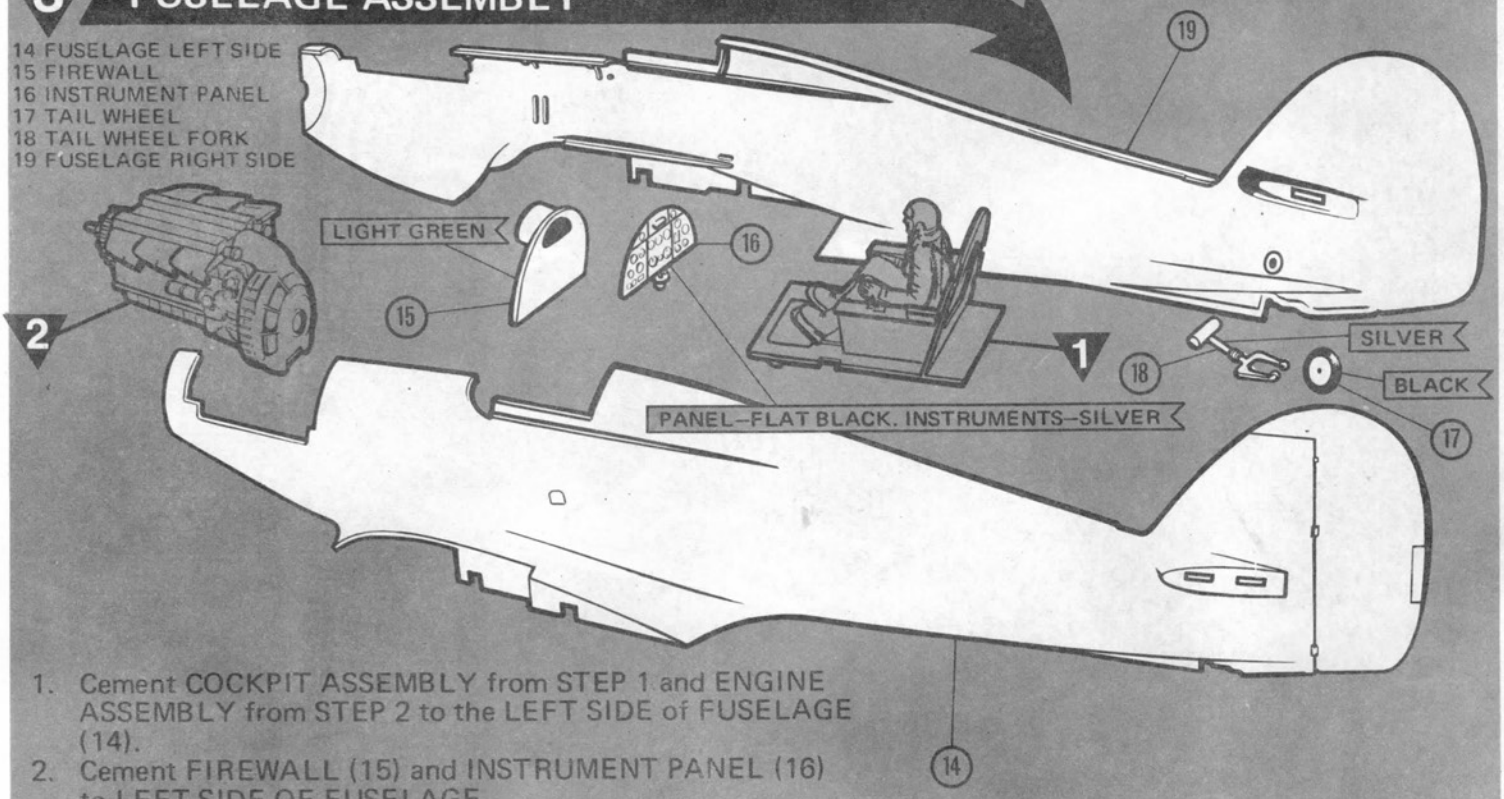
8 ENGINE LEFT HALF
9 ENGINE RIGHT HALF
10 CYLINDER HEAD
11 PROPELLER SHAFT
12 FRONT CASE
13 GEAR HOUSING



1. Cement ENGINE LEFT HALF (8) to ENGINE RIGHT HALF (9). Cement CYLINDER HEAD (10) to ENGINE.
2. PLACE, DO NOT CEMENT, PROPELLER SHAFT (11) through hole in FRONT CASE (12). Cement CASE to GEAR HOUSING (13). DO NOT ALLOW CEMENT TO TOUCH PROPELLER SHAFT.
3. Cement GEAR HOUSING to FRONT of ENGINE.

3 FUSELAGE ASSEMBLY

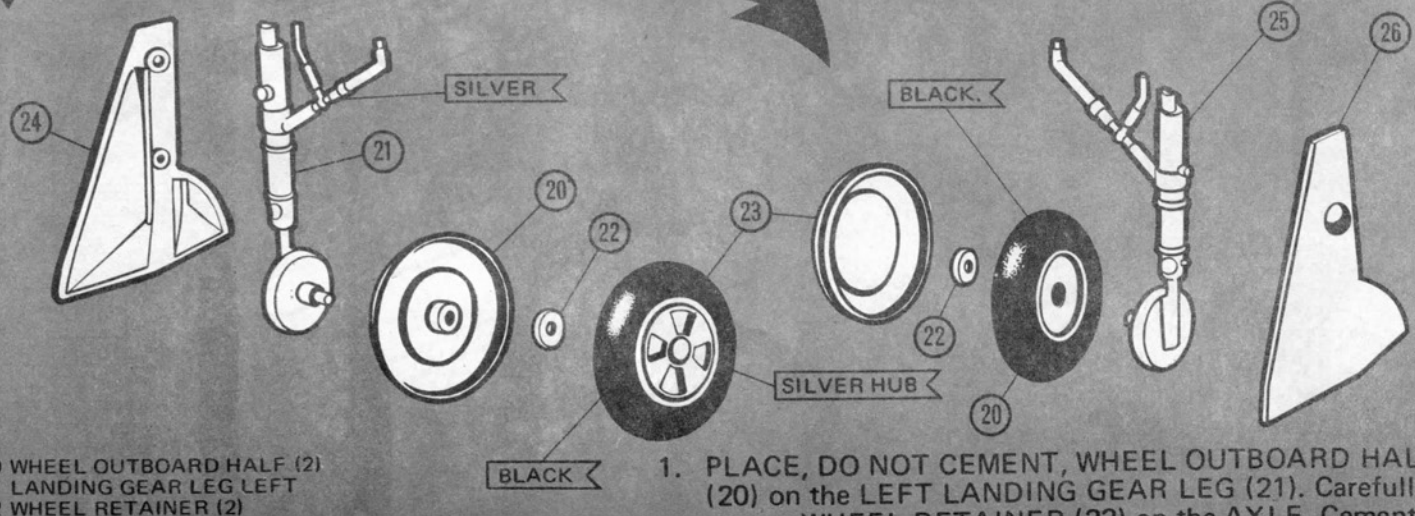
14 FUSELAGE LEFT SIDE
15 FIREWALL
16 INSTRUMENT PANEL
17 TAIL WHEEL
18 TAIL WHEEL FORK
19 FUSELAGE RIGHT SIDE



1. Cement COCKPIT ASSEMBLY from STEP 1 and ENGINE ASSEMBLY from STEP 2 to the LEFT SIDE of FUSELAGE (14).
2. Cement FIREWALL (15) and INSTRUMENT PANEL (16) to LEFT SIDE OF FUSELAGE.
3. SNAP, DO NOT CEMENT, TAILWHEEL (17) into TAILWHEEL FORK (18). Cement FORK to locator in LEFT SIDE of FUSELAGE.
4. Cement FUSELAGE RIGHT SIDE (19) to LEFT SIDE. Be sure parts fit into RIGHT FUSELAGE locators.

NOTE: IF YOUR MODEL IS TO BE ASSEMBLED IN FLYING POSITION GO STRAIGHT ON TO STEP 5

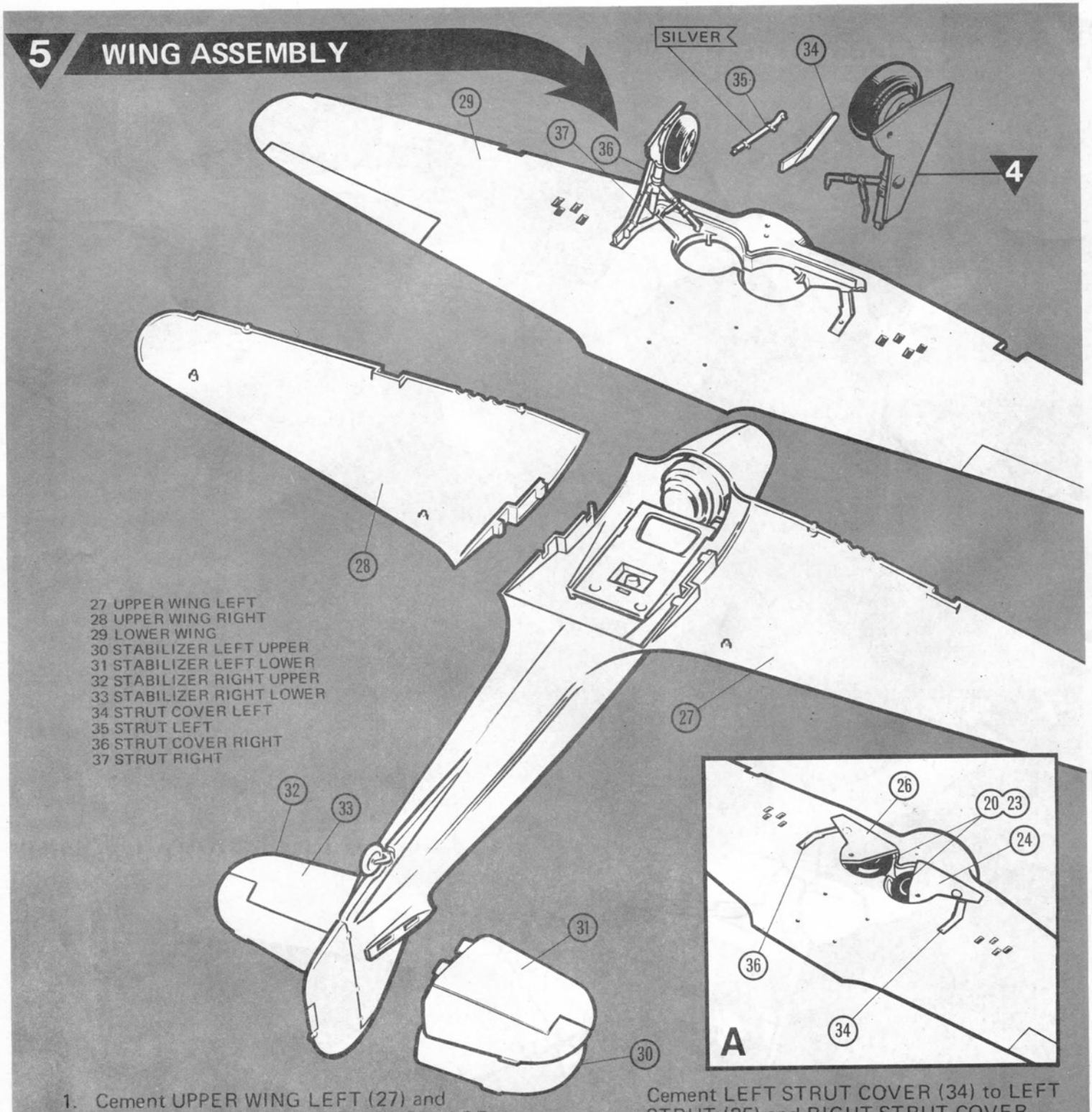
4 LANDING GEAR ASSEMBLY



20 WHEEL OUTBOARD HALF (2)
21 LANDING GEAR LEG LEFT
22 WHEEL RETAINER (2)
23 WHEEL INBOARD HALF (2)
24 LANDING GEAR COVER LEFT
25 LANDING GEAR LEG RIGHT
26 LANDING GEAR COVER RIGHT

1. PLACE, DO NOT CEMENT, WHEEL OUTBOARD HALF (20) on the LEFT LANDING GEAR LEG (21). Carefully press a WHEEL RETAINER (22) on the AXLE. Cement WHEEL INBOARD HALF (23) to the OUTER HALF.
2. Cement LANDING GEAR COVER LEFT (24) to pins on LEFT LEG.
3. Assemble the RIGHT LANDING GEAR in the same mannner.

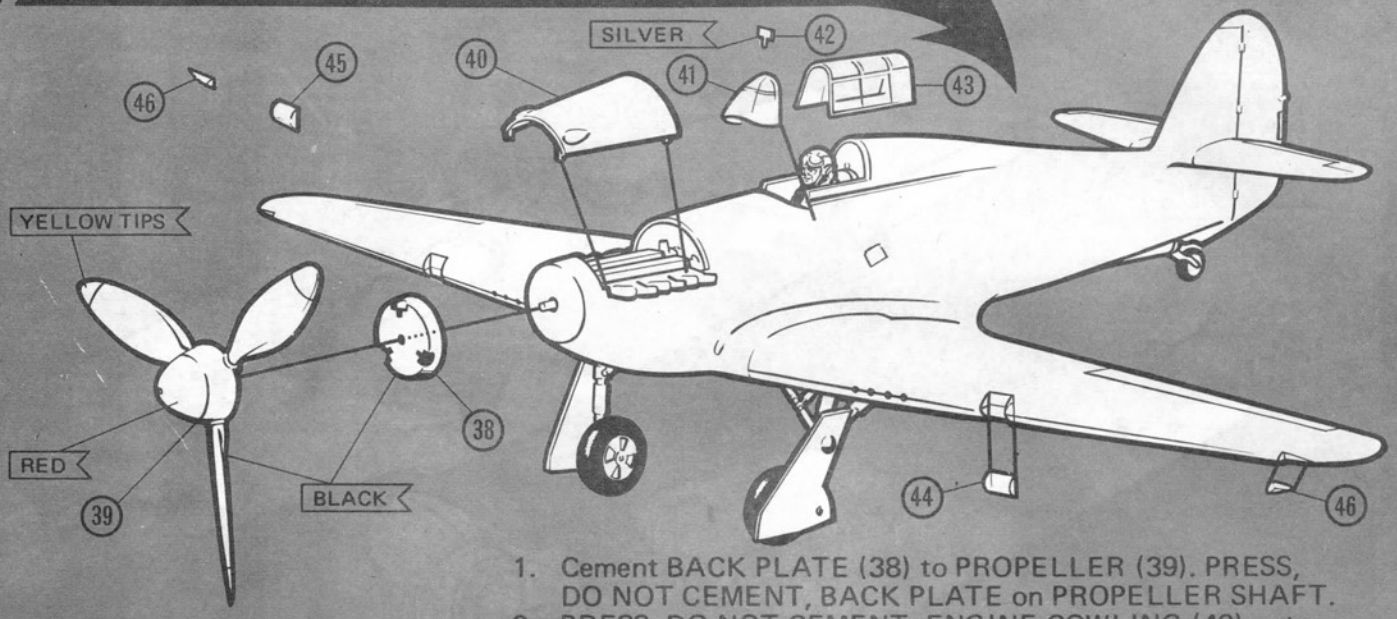
5 WING ASSEMBLY



27 UPPER WING LEFT
28 UPPER WING RIGHT
29 LOWER WING
30 STABILIZER LEFT UPPER
31 STABILIZER LEFT LOWER
32 STABILIZER RIGHT UPPER
33 STABILIZER RIGHT LOWER
34 STRUT COVER LEFT
35 STRUT LEFT
36 STRUT COVER RIGHT
37 STRUT RIGHT

1. Cement UPPER WING LEFT (27) and UPPER WING RIGHT (28) to FUSELAGE ASSEMBLY from STEP 3. Carefully locate and cement LOWER WING (29) to FUSELAGE and UPPER WINGS.
2. Cement LEFT STABILIZER UPPER (30) to LOWER (31) and this assembly to FUSELAGE.
3. Cement RIGHT STABILIZER UPPER (32) and LOWER (33) together and to RIGHT FUSELAGE.
4. FOR LANDING GEAR DOWN cement both assemblies from STEP 4 to LOWER WING. Cement LEFT STRUT COVER (34) to LEFT STRUT (35) and RIGHT STRUT COVER (36) to RIGHT STRUT (37) then cement STRUT assemblies to LOWER WING and LANDING GEAR.
5. FOR MODEL IN FLYING POSITION, SEE DRAWING 'A', cement WHEEL INBOARD HALVES (23) into wheel wells in LOWER WING. Cement WHEEL OUTBOARD HALVES (20) to INBOARD HALVES.
6. Cement LANDING GEAR COVER LEFT (24) and RIGHT (26) to LOWER WING.
7. Cement STRUT COVER LEFT (34) and RIGHT (36) to LOWER WING.

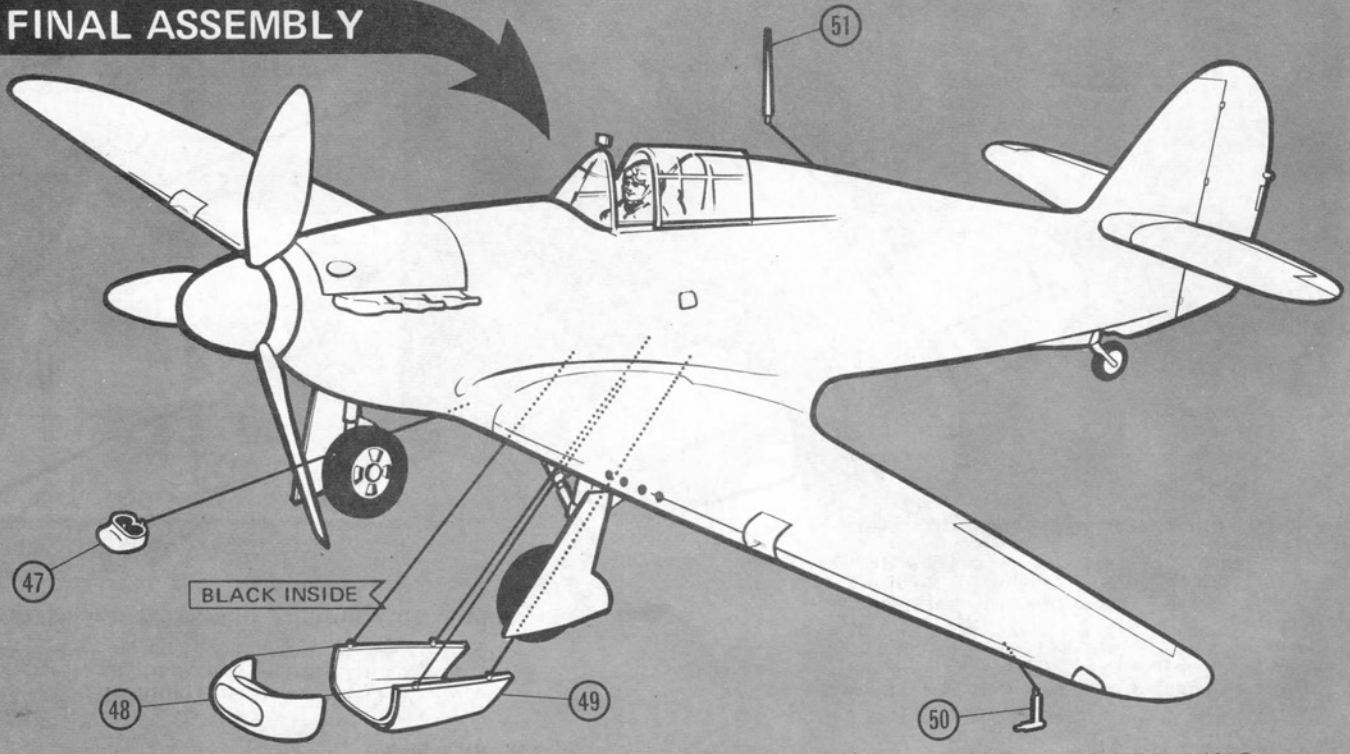
6 PROPELLER AND CANOPY ASSEMBLY



38 PROPELLER BACK PLATE
39 PROPELLER
40 ENGINE COWLING
41 FRONT CANOPY
42 REAR VIEW MIRROR
43 SLIDING CANOPY
44 LANDING LIGHT LEFT
45 LANDING LIGHT RIGHT
46 RUNNING LIGHT (2)

1. Cement BACK PLATE (38) to PROPELLER (39). PRESS, DO NOT CEMENT, BACK PLATE on PROPELLER SHAFT.
2. PRESS, DO NOT CEMENT, ENGINE COWLING (40) onto FUSELAGE.
3. Cement FRONT CANOPY (41) to FUSELAGE. Cement MIRROR (42) to FRONT CANOPY.
4. SNAP, DO NOT CEMENT, SLIDING CANOPY (43) into track on both sides of FUSELAGE.
5. Cement LANDING LIGHTS LEFT (44) and RIGHT (45) and RUNNING LIGHTS (46) to WINGS.

7 FINAL ASSEMBLY



47 CARBURETTOR INTAKE
48 AIR INTAKE FRONT HALF
49 AIR INTAKE REAR HALF
50 PILOT HEAD
51 ANTENNA

1. Cement CARBURETTOR INTAKE (47) to LOWER WING.
2. Cement FRONT of AIR INTAKE (48) to REAR (49) then cement assembly to LOWER WING.
3. Cement PITOT HEAD (50) to LEFT WING and ANTENNA (51) to FUSELAGE.
4. Refer to PAINTING INSTRUCTIONS to complete your model.

BAUANLEITUNG

BAUSTUFE 1 KOCKPITMONTAGE

1. Den Sitz Teil (1) auf den Boden (2) kleben.
2. Die linke Seite des Innenraumes (3) und die rechte (4) an den Sitz und den Boden kleben.
3. Den Steuerknüppel (5) auf den Boden kleben.
4. Die vordere Hälfte des Piloten (6) an die hintere (7) kleben. Den Piloten auf den Sitz kleben.

BAUSTUFE 2 MONTORMONTAGE

1. Die linke Hälfte des Motors (8) an die rechte Hälfte (9) kleben. Den Zylinderkopf (10) an den Motor kleben.
2. Den Propellerschaft (11) durch das Loch vorne im Gehäuse (12) schieben, NICHT KLEBEN. Das Gehäuse an das Getriebegehäuse (13) kleben. MIT DEM KLEBSTOFF NICHT DEN PROPELLERSCHAFT BERÜHREN.
3. Das Getriebegehäuse vorne an den Motor kleben.

BAUSTUFE 3 RUMPFMONTAGE

1. Die Kockpitmontage von Baustufe 1 und die Motormontage von Baustufe 2 an die linke Seite des Rumpfes (14) kleben.
2. Die Feuerwand (15) und das Armaturenbrett (16) an die linke Rumpfseite kleben.
3. Das Spornrad (17) in die Spornradgable (18) einrasten lassen. Die Gabel an den Anbringungspunkt in der linken Rumpfseite kleben.
4. Die rechte Rumpfseite (19) an die linke kleben. Darauf achten, daß die Teile in die Anbringungspunkte der rechten Rumpfseite passen.

BAUSTUFE 4 HAUPTFAHRWERKMONTAGE

BITTE BEACHTEN: Soll das Modell in Flugposition gebaut werden, sofort mit Baustufe 5 fortfahren.

1. Die äußere Radhälfte (20) auf das linke Fahrwekbein (21) setzen. Eine Radhalterung (22) vorsichtig auf die Achse drücken. Die innere Radhälfte (23) an die äußere kleben.
2. Die linke Fahrwerkklappe (24) an die Stifte am linken Bein kleben.
3. Das rechte Fahrwerk auf die gleiche Weise zusammenbauen.

BAUSTUFE 5 TRAGFLÄCHENMONTAGE

1. Die linke obere Tragfläche (27) und die rechte obere Tragfläche (28) an die Rumpfmontage von Baustufe 3 kleben. Die untere Tragfläche (29) vorsichtig an den Rumpf und die oberen Tragflächen kleben.
2. Die linke Stabilisierungsflosse oben (30) und unten (31) aneinanderkleben und diese Montage an die linke Rumpfhälfte kleben.
3. Die rechte Stabilisierungsflosse (32) und die linke (33) zusammenkleben und an die rechte Rumpfhälfte kleben.
4. Für ein ausgefahrenes Fahrwerk beide Montagen von Baustufe 4 an die untere Tragfläche kleben. Die linke Strebenklappe (34) an die linke Strebe (35) kleben und die rechte Strebenklappe (36) an die rechte Strebe (37) kleben, und dann die Strebenmontage an die untere Tragfläche und das Fahrwerk kleben.
5. Für ein Modell mit eingefahrenem Fahrgestell, siehe Zeichnung 'A', werden die inneren Radhälften (23) in die Fahrwerkschächte in der unteren Tragfläche geklebt.
6. Die Fahrwerkklappen links (24) und rechte (26) an die untere Tragfläche kleben.
7. Die Strebeklappen links (34) und rechts (36) an den unteren Flügel kleben.

BAUSTUFE 6 PROPELLER UND KANZELMONTAGE

1. Die Hinterplatte (38) an den Propeller (39) kleben. Die Hinterplatte auf den Propellerschaft DRÜCKEN, NICHT KLEBEN.
2. Die Motorverkleidung (40) auf den Rumpf DRÜCKEN, NICHT KLEBEN.
3. Die vordere Kanzel (41) auf den Rumpf kleben. Den Spiegel (42) an die vordere Kanzel kleben.
4. Die Schiebekanzel (43) in die Laufrille auf beiden Seiten des Rumpfes einrasten.
5. Die Landungslichter links (44) und rechts (45) und die Positionslichter (46) an die Tragflächen kleben.

BAUSTUFE 7 ENDMONTAGE

1. Den Vergasereinlaß (47) an die untere Tragfläche kleben.
2. Das vordere Teil des Lufteinlasses (48) an das hintere (49) kleben und die Montage an die untere Tragfläche kleben.
3. Die Staudüse (50) an die linke Tragfläche und die Antenne (51) an den Rumpf kleben.
4. Für die Fertigstellung des Modelles bitte die Anleitung zum Bemalen beachten.

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MONTERINGSANVISNINGAR

ETAPP 1 MONTERING AV FÖRARHYTTEN

1. Limma fast SÄTET (1) vid GOLVET (2).
2. Limma ihop VÄNSTRA INNERSIDAN (3) och HÖGRA INNERSIDAN (4) med SÄTET och GOLVET.
3. Limma fast SPAKEN (5) vid GOLVET.
4. Limma ihop PILOTENS FRÄMRE (6) och BAKRE (7) del. Limma fast PILOTEN i SÄTET.

ETAPP 2 MONTERING AV MOTORN

Limma ihop MOTORNS VÄNSTRA HALVA (8) med dess HÖGRA HALVA (9). Limma fast CYLINDERLOCKET (10) på MOTORN.

2. PLACERA, MEN LIMMA INTE, PROPELLERAXELN (11) genom hålet i FRÄMRE KÅPAN (12). Limma fast KÅPAN vid VÄXELHUSET (13). LÅT INTE NÅGOT LIM KOMMA I BERÖRING MED PROPELLERAXELN.
3. Limma fast VÄXELHUSET vid MOTORNS FRÄMRE DEL.

ETAPP 3 MONTERING AV KROPPEN

1. Limma fast FÖRARHYTTEN från ETAPP 1 och MOTORN från ETAPP 2 vid KROPPENS VÄNSTRA SIDA (14).
2. Limma fast BRANDVÄGGEN (15) och INSTRUMENTPANELEN (16) vid KROPPENS VÄNSTRA SIDA.
3. TRYCK IN, MEN LIMMA INTE, SPORRHJULET (17) i SPORRHJULSKLYKAN (18). Limma fast KLYKAN på dess plats i KROPPENS VÄNSTRA SIDA.
4. Limma fast KROPPENS HÖGRA SIDA (19) vid den VÄNSTRA. Se till att delarna passar in i HÖGRA KROPPEN.

ETAPP 4 MONTERING AV LANDNINGSSTÄLLET

OBS: OM MODELLEN SKALL MONTERAS I FLYGANDE SKICK GÅR MAN DIREKT TILL STEG 5.

1. PLACERA, MEN LIMMA INTE, HJULETS UTOMBORDSHALVA (20) på VÄNSTRA LANDNINGSSTÄLLSBENET (21). Tryck försiktigt på en HJULHÅLLARE (22) på AXELN. Limma fast HJULETS INOMBORDSHALVA (23) vid den YTTRE HALVAN.
2. Limma fast VÄNSTRA LANDNINGSSTÄLLSSKYDDET (24) på tapparna på VÄNSTERBENET.
3. Montera samman HÖGRA LANDNINGSSTÄLLET på samma sätt.

ETAPP 5 MONTERING AV VINGARNA

1. Limma fast VÄNSTRA VINGENS ÖVERDEL (27) och HÖGRA VINGENS ÖVERDEL (28) vid FLYGPLANSKROPPEN från ETAPP 3. Placera varsamt och limma fast VINGENS NEDERDEL (29) vid KROPPEN och ÖVRE VINGARNA.
2. Limma ihop VÄNSTRA STABILISATORNS ÖVERDEL (30) med dess NEDERDEL (31) samt limma detta vid KROPPEN.
3. Limma ihop HÖGRA STABILISATORNS ÖVERDEL (32) med dess NEDERDEL (33) samt limma detta vid HÖGRA KROPPEN.
4. FÖR NEDFÄLLT LANDNINGSSTÄLL limmas båda montagen från ETAPP 4 fast vid NEDRE VINGEN. Limma fast VÄNSTRA STÖTTANS KÅPA (34) vid VÄNSTRA STÖTTAN (35) samt HÖGRA STÖTTANS KÅPA (36) vid HÖGRA STÖTTAN (37), och limma sedan fast STÖTTORNA vid NEDRE VINGEN och LANDNINGSSTÄLLET.
5. BETR. MODELL I FLYGANDE SKICK SE RITNING "A", limma fast HJULENS INOMBORDSHALVOR (23) i hjulfördjupningarna i NEDRE VINGEN. Limma fast HJULENS UTOMBORDSHALVOR (20) vid INOMBORDSHALVORNA.
6. Limma fast LANDNINGSSTÄLLSSKYDDETS VÄNSTRA (24) och HÖGRA (26) del vid NEDRE VINGEN.
7. Limma fast STÖTTSKYDDETS VÄNSTRA (34) och HÖGRA (36) del vid NEDRE VINGEN.

ETAPP 6 MONTERING AV PROPELLER OCH SITTRUMSHUV

1. Limma fast BAKRE KÅPAN (38) vid PROPELLERN (39). TRYCK, MEN LIMMA INTE, BAKRE KÅPAN på PROPELLERAXELN.
2. TRYCK, MEN LIMMA INTE, MOTORHUVEN (40) på KROPPEN.

ETAPP 6 (forts.)

3. Limma fast FRÄMRE SITTRUMSHUVEN (41) på KROPPEN. Limma fast SPEGELN (42) vid FRÄMRE SITTRUMSHUVEN.
4. TRYCK, MEN LIMMA INTE, den SKJUTBARA SITTRUMSHUVEN (43) in i spåret på båda sidor av FLYGPLANSKROPPEN.
5. Limma fast LANDNINGSLAMPOR VÄNSTRA (44) och HÖGRA (45) och (46) FLYGLJUS på VINGARNA.

1. Limma fast FÖRGASARINTAGET (47) vid NEDRE VINGEN.
2. Limma ihop LUFTINTAGETS FRÄMRE (48) del med dess BAKRE (49) och limma sedan detta vid NEDRE VINGEN.
3. Limma fast PITOTHUVUDET (50) vid VÄNSTRA VINGEN och ANTENNEN (51) vid KROPPEN.
4. Se MÅLNINGSINSTRUKTIONERNA för att få modellen färdig.

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1ère ETAP: ASSEMBLAGE COCKPIT

1. Coller ELEMENT SIEGE (1) au PLANCHER (2)
2. Coller COTE GAUCHE INTERIEUR (3) et COTE DROIT INTERIEUR (4) au SIEGE et au PLANCHER.
3. Coller le MANCHE (5) au PLANCHER.
4. Coller ensemble les PARTIES AV (6) et AR (7) formant le PILOTE. Coller le PILOTE au SIEGE.

2 ème ETAPE: ASSEMBLAGE MOTEUR

1. Joindre avec de la colle les PARTIES GAUCHE (8) et DROITE (9) du MOTEUR. Coller la CULASSE (10) sur le MOTEUR.
2. Faire passer, SANS COLLER, l arbre de l'HELICE (11) par l ouverture prévue à ces fins dans le CARTER AV (12). Coller le CARTER à la BOITE D'ENGRENAGES (13). NE PAS LAISSER LA COLLE ENTRER EN CONTACT AVEC L'ARBRE HELICE.
3. Coller la BOITE D'ENGRENAGES sur le DEVANT du MOTEUR

3 ème ETAPE: ASSEMBLAGE FUSELAGE

1. Coller au COTE GAUCHE du FUSELAGE (14) l'ENSEMBLE COCKPIT provenant de la lère Etape et l ENSEMBLE MOTEUR (2 ème étape).
2. Coller la CLOISON PARE-FEU (15) et le TABLEAU DE BORD (16) au COTE GAUCHE du FUSELAGE.
3. Enfoncer, SANS COLLER, la ROUE DE QUEUE (17) dans sa FOURCHE (18). Avec de la colle, attacher la FOURCHE au repère prévu dans le COTE GAUCHE du FUSELAGE.
4. Coller le COTE DROIT DU FUSELAGE (19) au COTE GAUCHE. Veiller à ce que les éléments s'adaptent bien aux repères du FUSELAGE DROIT.

4 ème ETAPE: ENSEMBLE TRAIN D'ATTERRISSAGE

NOTA: SI VOTRE MODELE DOIT SE PRESENTER EN LA CONFIGURATION "EN VOL", PASSER DIRECTEMENT A LA 5 ème ETAPE

1. Monter, SANS COLLER, la PARTIE EXTERIEURE DE LA ROUE (20) sur le FUT DU TRAIN GAUCHE (21). En y apportant du soin, enfoncer une PIECE DE RETENUE (22) sur l'ESSIEU. Coller la PARTIE INTERIEURE DE LA ROUE (23) sur la PARTIE EXTERNE.
2. Coller le CARENAGE GAUCHE (24) sur les axes du FUT GAUCHE.
3. ASSEMBLER LE TRAIN DROIT de la même manière.

5 ème ETAPE: ASSEMBLAGE VOILURE

1. Coller l'EXTRADOS GAUCHE (27) et l'EXTRADOS DROIT (28) à l ENSEMBLE FUSELAGE provenant de la 3 ème étape. Bien repérer et coller l'INTRADOS (29) au FUSELAGE et aux EXTRADOS.
2. Joindre avec de la colle le PLAN FIXE GAUCHE SUPERIEUR (30) et INFERIEUR (31) et coller cet ensemble au FUSELAGE.

5 ème ETAPE (suite)

3. Joindre avec de la colle le PLAN FIXE DROIT SUPERIEUR (32) et INFERIEUR (33) et coller cet ensemble au FUSELAGE DROIT.
4. POUR LA CONFIGURATION TRAIN SORTI, coller les deux ensembles provenant de la 4 ème étape à l'INTRADOS VOILURE. Coller l'HABILLAGE GAUCHE (34) sur l'ENTRETOISE GAUCHE (35) et l'HABILLAGE DROIT (36) sur l'ENTRETOISE DROITE (37), puis coller les ensembles ENTRETOISES à l'INTRADOS VOILURE et aux ATTERRISSEURS.
5. POUR OBTENIR LA CONFIGURATION 'EN VOL', se reporter au croquis 'A', coller les PARTIES INTERNES DES ROUES (23) dans les logements prévus à ces fins dans l'INTRADOS VOILURE. Coller les PARTIES INTERNES DES ROUES (20) aux PARTIES EXTERNES.
6. Coller les CARENAGES DE TRAIN GAUCHE (24) et DROIT (26) à l'INTRADOS VOILURE.
7. Coller les CARENAGES D'ENTRETOISE GAUCHE (34) et DROIT (36) à l'INTRADOS VOILURE.

6 ème ETAPE: ENSEMBLE HELICE ET PAVILLON

1. Joindre avec de la colle la CONTRE-PLAQUE (38) et l'HELICE (39). ENFONCER, SANS COLLER, la CONTRE-PLAQUE sur l'ARBRE DE L'HELICE.
2. En y apportant de la pression, monter, SANS COLLER, le CARENAGE MOTEUR (40) sur le FUSELAGE.
3. Coller le PAVILLON AV (41) sur le FUSELAGE. Coller le RETROVISEUR (42) sur le PAVILLON AV.
4. Monter (SANS COLLER) le PAVILLON COULISSANT (43) dans la glissière prévue de chaque côté du FUSELAGE.
5. Coller les FEUX D'ATTERRISSAGE GAUCHE (44) et DROIT (45) et les FEUX DE NAVIGATION (46) aux AILES.

7 ème ETAPE: ASSEMBLAGE FINAL

1. Coller l'ADMISSION CARBURATEUR (47) à l'INTRADOS VOILURE.
2. Joindre avec de la colle les PARTIES AV (48) et AR (49) de la PRISE D'AIR puis coller l'ensemble à l'INTRADOS VOILURE.
3. Coller le TUBE PITOT (50) sur l'AILE GAUCHE et l'ANTENNE (51) sur le FUSELAGE.
4. Se reporter aux INSTRUCTIONS POUR LA PEINTURE avant de procéder à l'achèvement de votre modèle.