

CUT 1 X 9 X 3/4 BUILDING BOARD, MARK BASE PATTERN, COVER WITH WAX PAPER

TACK GLUE TUNNEL FORMERS, SPACERS, SUMP STRIP AND CONTROL PLATE TO BOARD  
GLUE SUMP STANDOFF, TUNNEL STRIPS OVER SUMP STRIP, TACK GLUE TO FORMER  
GLUE LEADING EDGE BLOCKS IN PLACE  
GLUE .25 TRIANGULAR STRIPS, BULKHEADS A & B TO STRINGERS  
GLUE DOUBLER TO THE TRANSOM

ASSEMBLE AND GLUE STRINGERS, BULKHEAD D, TRANSOM TO TUNNEL ASSEMBLY  
CHECK ALIGNMENT, GLUE REMAINING BULKHEADS IN POSITION  
BEVEL BASE OF REAR NON-TRIP PANELS, GLUE IN PLACE  
GLUE .25 DECK STRIPS TO THE TOPS OF BULKHEADS  
BEND SPONSON BOTTOM SHEETS TO MATCH THE CURVE OF BULKHEADS, GLUE IN PLACE  
ADD SPONSON SIDES, SAME AS BOTTOMS  
GLUE PLY DOUBLERS TO RIGHT SPONSON TRANSOM

APPLY CONTACT CEMENT TO TOP EDGES OF FRAMEWORK AND INSIDE OF DECK  
LINE UP DECK TO INSIDE EDGE OF PICKLE-FORK AND CAREFULLY TOUCH DOWN AT BULKHEAD D  
LAY DECK DOWN ALONG CENTER OF DECK STRIP TO TRANSOM, PULL IT DOWN TO MEET REST OF OPEN STRUCTURE  
ADD CA TO OUTSIDE SEAMS. TRIM DECK EDGES FLUSH WITH SIDE PANELS  
REMOVE FORMERS. PLANE OR SAND .30 X 45DEG BEVEL ON INSIDE OF SPONSONS  
ADD FRONT DECK EXTENSION SUPPORTS, DECK, NOSE SUPPORTS  
GLUE FRONT, REAR DECK SECTIONS IN PLACE  
CUT CENTERS OF BULKHEADS C, D, E, F  
ADD .38 HATCH FRAMES

ASSEMBLE COWL NOSE BASE, COCKPIT SIDES, FRAMES IN POSITION OVER HULL  
BEND SIDES TO FIT FRAMES, GLUE TOGETHER  
GLUE COWL TOP IN PLACE  
TRIM AND FIT 2 OR 3 X .12 BALS A HATCH SHEETS BETWEEN COWLING SIDES AND DECK  
GLUE IN PLACE (NOT TO DECK), SAND TO MATCH DECK PROFILE  
ADD COCKPIT TOP THEN PLANE OR SAND REAR PROFILE TO SHAPE  
GLUE COCKPIT FRONT PIECE IN PLACE  
ADD INSIDE SCOOP WALLS AND SAND FRONT PROFILE TO SHAPE  
ADD COCKPIT NOSE, FILLER PIECES TO THE OPENINGS ON SIDES  
TRIM REAR CAP TO FIT INSIDE MOTOR HOOD OPENING, GLUE

CUT TURBINE EXHAUST FROM .015 ALUMINUM SHEET  
FORM AND GLUE THIS IN PLACE AFTER PAINTING  
LAMINATE WING AND VERTICAL FINS WITH GRAIN CROSSING AS SHOWN  
SAND TO AN AIRFOIL SHAPE  
GLUE THESE TOGETHER AND PAINT BEFORE FINAL ASSEMBLY

