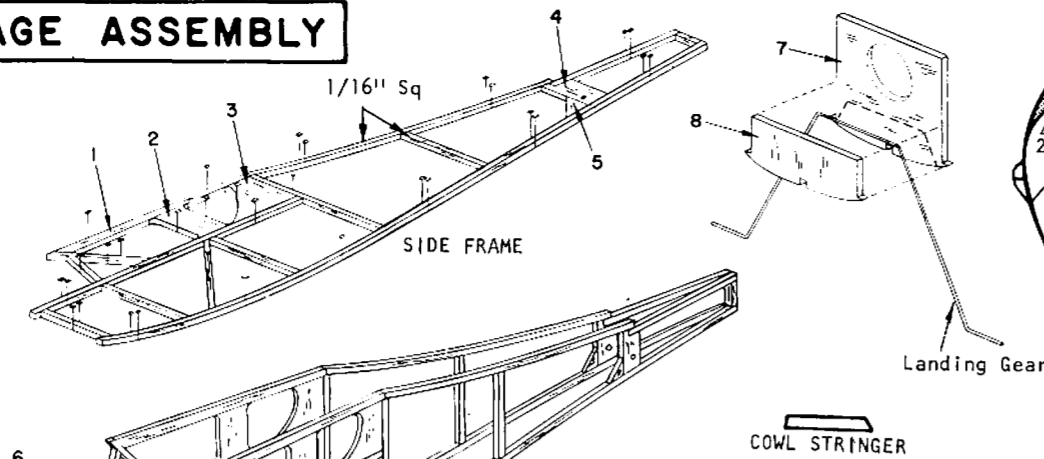


STEP 1

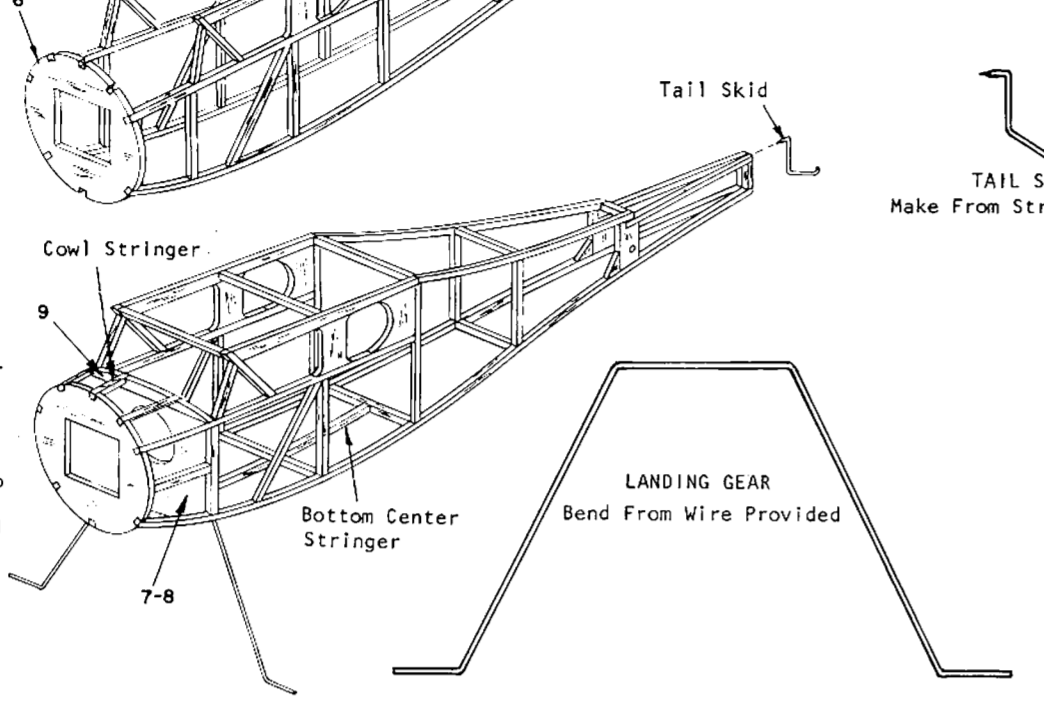
FUSELAGE ASSEMBLY

Remove any creases in plan. Tape down to building board, and cover with Saran Wrap to prevent frame from sticking to plan. Printed parts may all be cut out before construction is started. Using wire provided, bend landing gear to shape of full-size pattern. Gear is now cemented between bulkheads #7 & #8, as shown on dotted location on #7. Solid black lines on full-size side view is the fuselage side frame. Cut 1/16" square strips carefully to length, pin & cement in place. Add parts #1 thru #5. Allow side frame to dry before removing from board, then build another identical side frame.



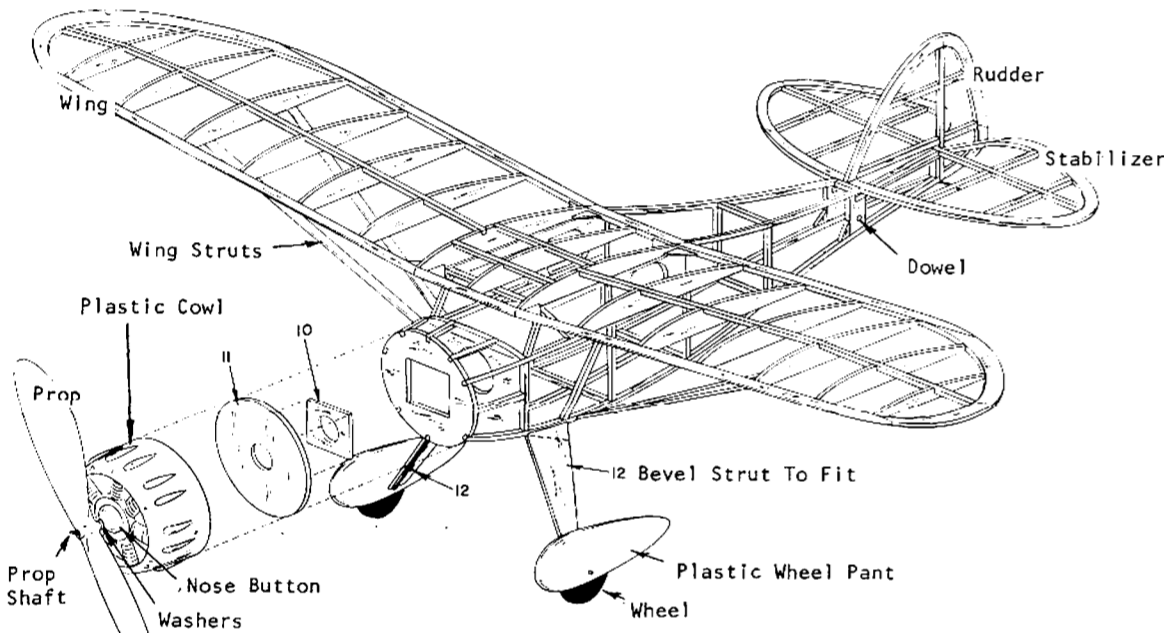
STEP 2

Assemble fuselage sides by cementing them together at rear. Be certain ends are perfectly flush with each other, then cement #6 to front as shown. Allow to dry.



STEP 3

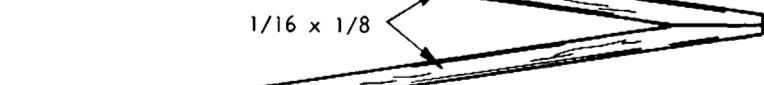
Cement landing gear bulkhead assembly #7/#8 between fuselage sides at second upright, then cut cross-members to length shown in solid lines on top view. Cement in place working from front to rear, holding sides together with tape where necessary. Where sharp bends occur, strip may be cracked or nicked with razor to remove strain. Both sides must be treated the same in order to avoid distortion. Check assembly with top view to be certain fuselage is aligned properly. Also check from front and rear to be sure fuselage is square and not distorted. When dry, cut top cowl stringer using pattern provided. Bevel bottom of #9, then cement #9 to top of #7 leaning forward so that top center stringer sets up proper angle of #9 as shown. When dry, add remaining cowl stringers and bottom center stringer. Clip head off straight pin, bend tail skid to shape shown on pattern then cement to end of fuselage.



FINAL ASSEMBLY

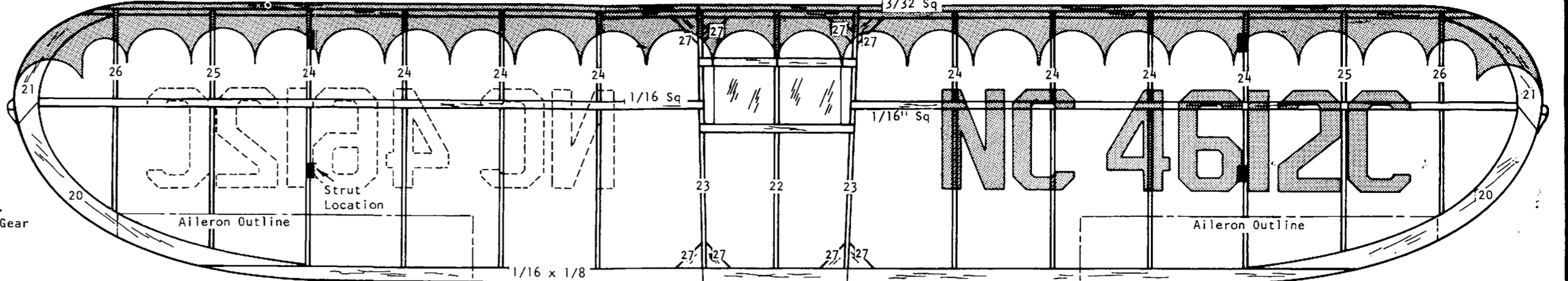
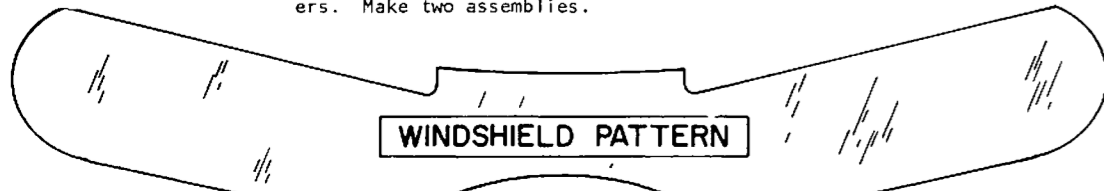
Although sketch shows model uncovered, all components are actually covered (as described in Covering Note) before assembling model. Cement stabilizer and rudder to rear of fuselage, being certain stab is horizontal, rudder vertical. Cement wing to top of fuselage, trailing edge located at rear of cabin, as shown on side view. Check wing and tail alignment from front and top. Cement wing struts in place, location shown on side view and wing plan. #12 landing gear struts are sanded smooth, rounding edges, then cemented to wire landing gear, shown on side view in sketch. Top may be cut off at angle (shown in sketch) to permit flexing. Cut wheel pants from plastic sheet. Push pin through axle hole locations then install by placing wheel in pant, then sliding both onto landing gear axle, capturing wheel within pant. Bottom of strut is beveled to fit and pant is cemented to strut with very light coats of wood model airplane cement (HEAVY COATS MAY DISTORT PLASTIC). Add drop of cement to axle protruding through outside of pant. Place #10 into corresponding cut-out in #6, trimming if necessary for snug fit. Apply a coat of cement to front of #10 ONLY then put #11 in place, aligning with #6, pressing #10 against #11. When cement is dry remove assembled #10 & #11 from plastic sheet. Place assembled #10 & #11 on flat surface, #10 down. Push rear of cowl

over assembly so that #10 is flush with rear of cowl and #11 is recessed 1/16" within cowl. Cement in place with VERY LIGHT COATS of wood model airplane cement to prevent distortion. Using celluloid provided, cut windshield and wing window to pattern shape and cement in place. Slip nose button on propeller shaft, followed by the two washers. Insert shaft through rear of prop and make a 90° bend in end of shaft to engage prop. Install rubber loop by dropping thru fuselage. Push dowel thru hole in #4, thru rubber loop and into hole in opposite #4, thus capturing rubber. Bend wire hook out of paper clip and pull rubber loop out of fuselage and engage in propeller shaft hook. Box wrap shows color trim. Main trim is applied with tissue as described in Covering Note. Use PLASTIC MODEL PAINT for any paint trim. Apply decals at location shown. Scale control surface outlines may be drawn carefully with India ink or thin strips of black tape. Your Peanut Scale Monocoupe is now finished. Be sure it balances at arrow shown on side view, and that you read flight instructions before flying. We would like your comments and suggestions on this kit and possible new kit selections. Write to: Sterling Models, Inc., 3620 'G' St., Phila., Pa. 19134, U.S.A. GOOD LUCK AND GOOD FLYING!



WING STRUT DETAIL

Cut 1/16" x 1/8" strips to length, tapering bottom as shown. Pin and cement together over full size plan. When dry sand smooth, rounding corners. Make two assemblies.



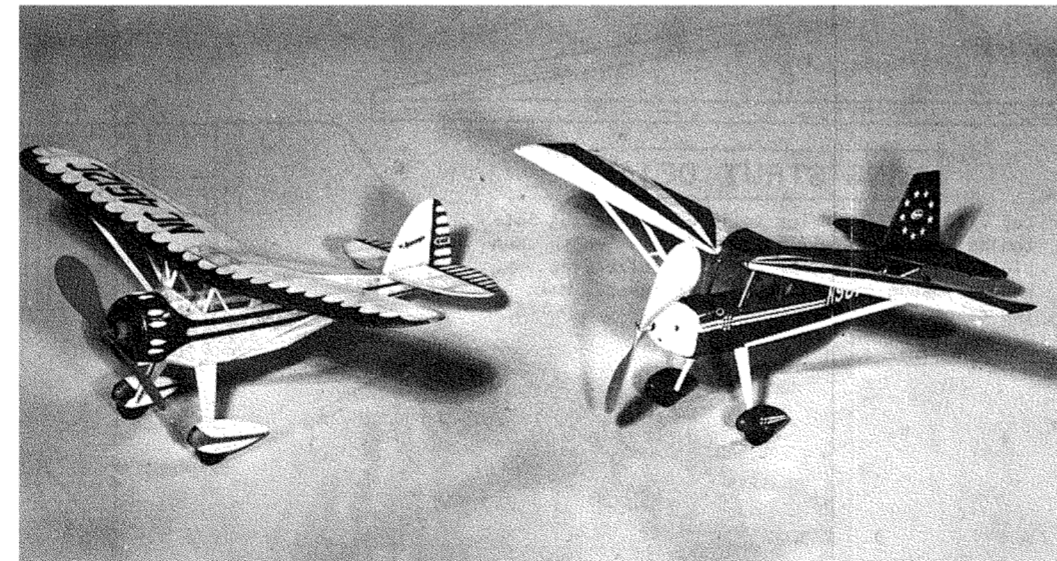
INTRODUCTORY NOTE

Peanut Scale is fun to build and fun to fly. Building, however, does require careful attention when cutting out the parts and assembly. Plans should be followed closely to insure a well built and good flying model. Model is built directly on plan. Pins are used to hold the parts in place while frame is drying. Wherever possible, pins should not be pushed through the frame but angled around it to keep the part in place. Pinholes may weaken the structure. We recommend that model be built with "white glue" such as Tite Bond or Elmer's Glue, used sparingly. Excess glue only adds weight, not strength. Model airplane cement is used VERY SPARINGLY on plastic parts. Light coats must be used so that plastic is not distorted. Follow covering instructions closely, so that light structure does not warp. Assemble the following material and tools, which are not included in kit: FLAT building board, pliers, straight pins, hammer, tweezers, single edge razor blade, Saran Wrap (or similar), glue, dope (paint), thinner, paint brush, fine sandpaper, masking tape.

TISSUE COVERING

Frame is covered tissue dry. Use clear dope to attach tissue. Apply a light coat of dope to the outside edges of the area to be covered and allow to dry. Cut tissue to shape required, about 1/4" oversize all around. Apply a second coat of dope to the frame, then put the tissue in place smoothing into frame and working out any wrinkles. When dry, excess tissue is trimmed off with sharp blade. If any wrinkles develop, cut out wrinkled area (bounded by nearest framework) and recover section. Entire model is covered with white tissue, with red tissue trim. COVER BOTTOM OUTER PANELS OF WING using 1 piece for each panel: Cover top of wing in 3 pieces; center section and outer wing panels. If any problem of wrinkles is encountered on tips, use separate pieces of tissue. COVER STAB AND RUDDER with single piece of tissue for each side. COVER TOP & SIDES OF FUSELAGE using one piece of tissue for each. Top & bottom section of cowl is covered with 1 piece of tissue each, as is

the bottom of the fuselage section with center stringer. Rear of fuselage is covered with another piece of tissue. Using a fine spray (such as from a perfume atomizer) spray tissue lightly with water to shrink. BE SURE TOP AND BOTTOM ARE SPRAYED AT THE SAME TIME! Set aside to dry on end, so that it is surrounded by air permitting equal drying. This should prevent warps. Apply 2 coats of clear dope thinned with equal parts of thinner (50/50). Apply to top and bottom of surfaces AT SAME TIME and allow to dry in same manner. Using full-size plan as pattern, cut red tissue trim and apply to model with thinned dope. When dry, apply a third coat of thinned dope to all covered surfaces. Check that wing and tail surfaces are free of warps before assembly. Warps can be removed by holding over steam (from boiling kettle) and twisting gently in opposite direction. Hold until cool and check again. Model is now ready to be assembled as described in Final Assembly.



They Fly As Great As They Look

FLIGHT INSTRUCTIONS

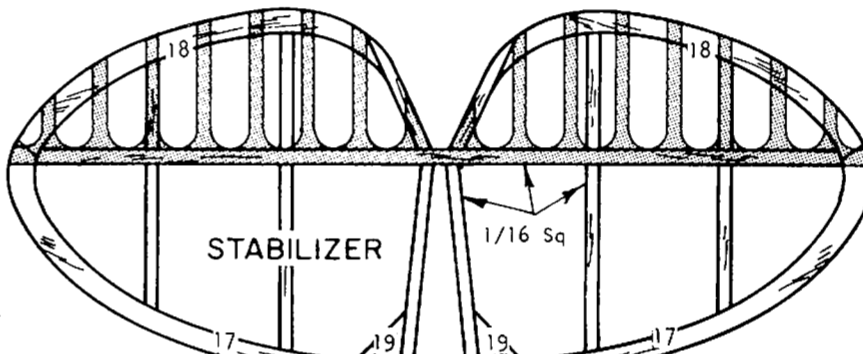
DO NOT ATTEMPT TO FLY MODEL UNTIL BALANCE (AT ARROW SHOWN ON SIDE VIEW) HAS BEEN ACHIEVED! ADD WEIGHT TO FRONT OR BACK IF NECESSARY. Check wing and tail. If warps have developed, remove using steam method described in Covering Note. Model is now ready. Pick a calm day for test-flying. Wind propeller clockwise, release propeller, then gently launch into any prevailing wind, slightly nose down at a point on the ground about 50 ft. ahead of you. If model noses up and then falls off and stalls (AFTER MODEL WAS BALANCED), bend elevators down slightly, using hot breath in same manner as steam. If model dives, bend elevators up. If model veers too much to one side, bend rudder to opposite side. If model glides well but stalls, dives, or turns under power; cement 1/16" balsa shim to front

bulkhead which will angle cowl to opposite direction, (down or side thrust). Increase or decrease shim thickness as necessary. Take-offs require more power and therefore more turns in rubber motor. For longer flights and competition, it is recommended that model lubricant (available at most hobby shops) be used. Apply lubricant sparingly. Use winder, (Sterling Models Rubber Winder is highly recommended, it is available at your Dealer at a very reasonable price.) To store winds in motor, stretch rubber out 3 to 5 times original length, then proceed to wind, moving slowly back to model. Feel rubber from time to time to be certain that it does not get so taut that it breaks. Upon reaching nose, motor should be completely wound. GOOD LUCK AND GOOD FLYING.

WING ASSEMBLY

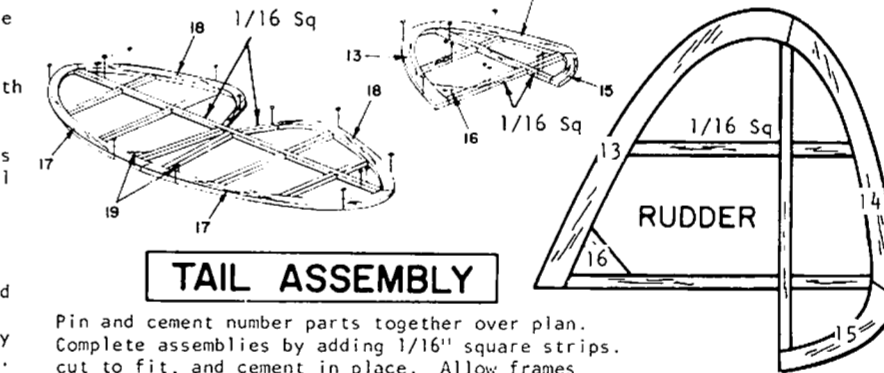
STEP 1

Assemble both wing tips by cementing #20 & #21 together over plan. Remove when dry. Cut 1/16" x 1/8" trailing edges to shape and pin to plan, then cement assembled tips to trailing edge, raising tip 1/8" as shown. Cement all ribs vertically in place in numerical order shown. Cut 3/32" square leading edge to length and cement to front of ribs and tips. See that ribs remain vertical and in line with ribs on drawing. 1/16" square spars are now added to notches in top of ribs as shown. All cemented in place except at rib #23, which must be free to move when installing dihedral in next step. Spars are cracked at rib #25 to angle down fitting flush within tip. Allow wing frame to dry thoroughly.



STEP 2

Using your sharp razor blade, cut completely through leading and trailing edges on outside of ribs #23, thus separating outer panels from center section. Keeping center section pinned down, remove panels from flat surface and cement outer panels back in place, raising tips 3/4" as shown for dihedral. Wing gussets #27's are now immediately cemented in place and assembly permitted to dry THOROUGHLY. When dry, sand frame smooth rounding trailing edge and tips into leading edge.

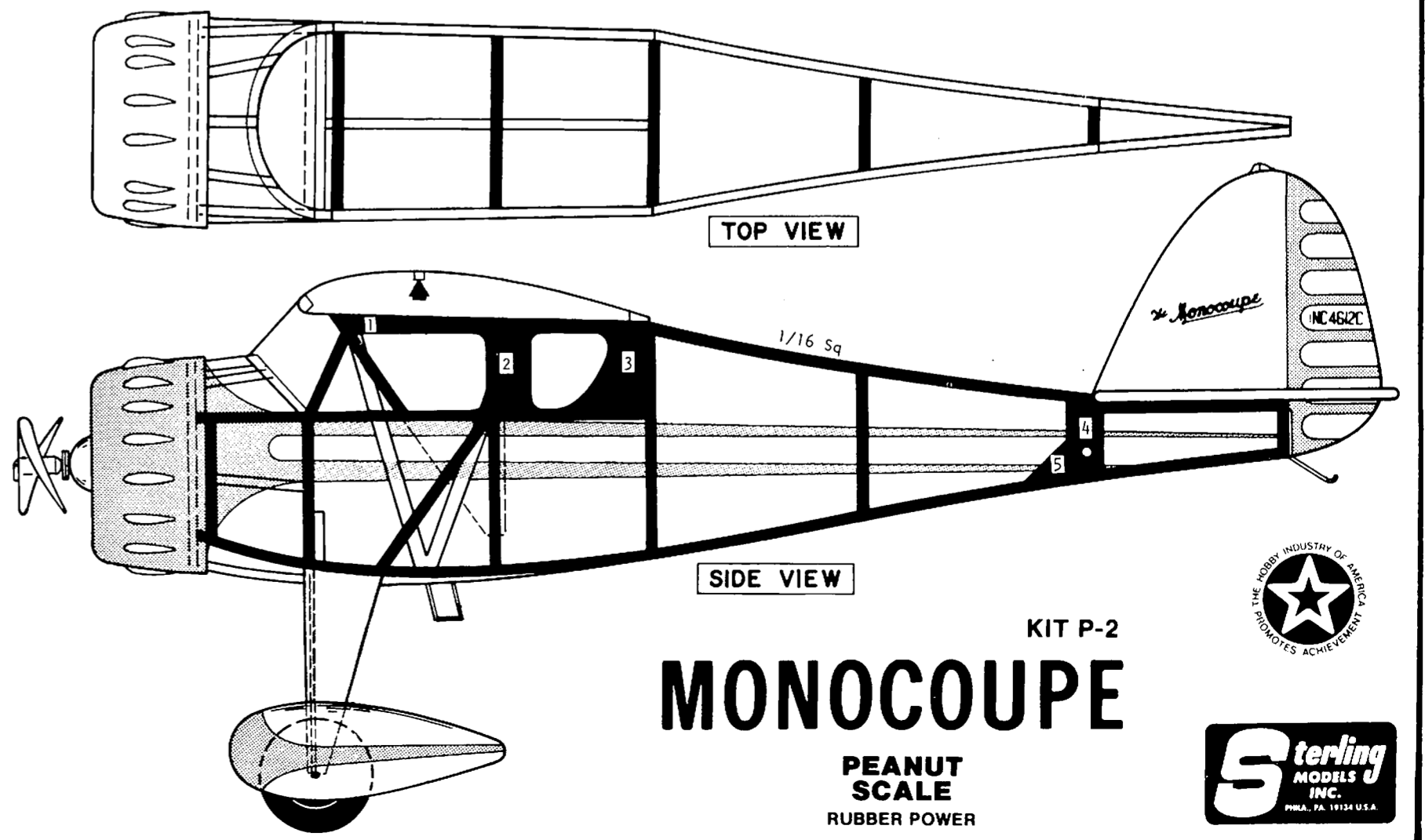


TAIL ASSEMBLY

Pin and cement number parts together over plan. Complete assemblies by adding 1/16" square strips. cut to fit, and cement in place. Allow frames to dry thoroughly before removing from flat surface then sand smooth, rounding edges. Cover as described in Covering Note.

SCALE DETAILS AND SPECIFICATIONS

Wing Span 32'0" Length 20'6" Engine 90-hp Lambert R-266
Maximum Speed 125 Cruising Speed 112 Stalling Speed 45
Weight Empty 935 Weight Gross 1585



MONOCOUCPE

PEANUT SCALE RUBBER POWER

