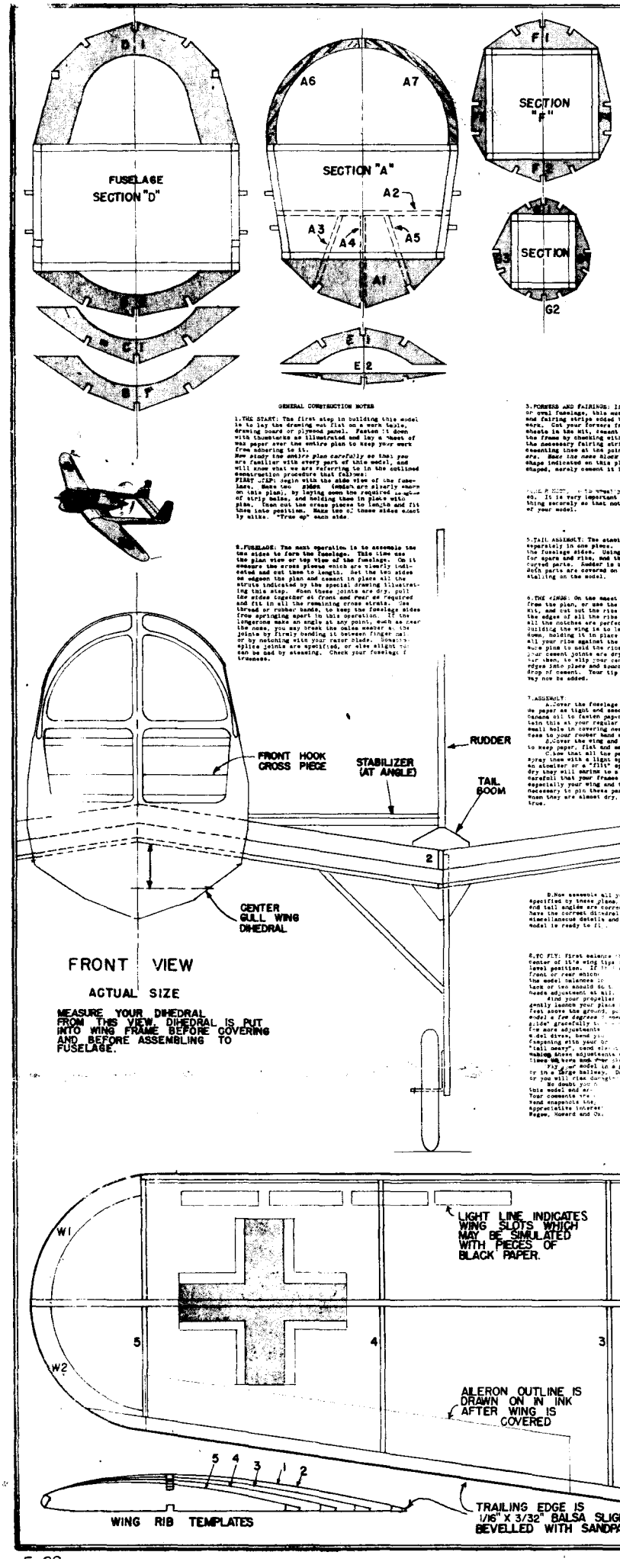
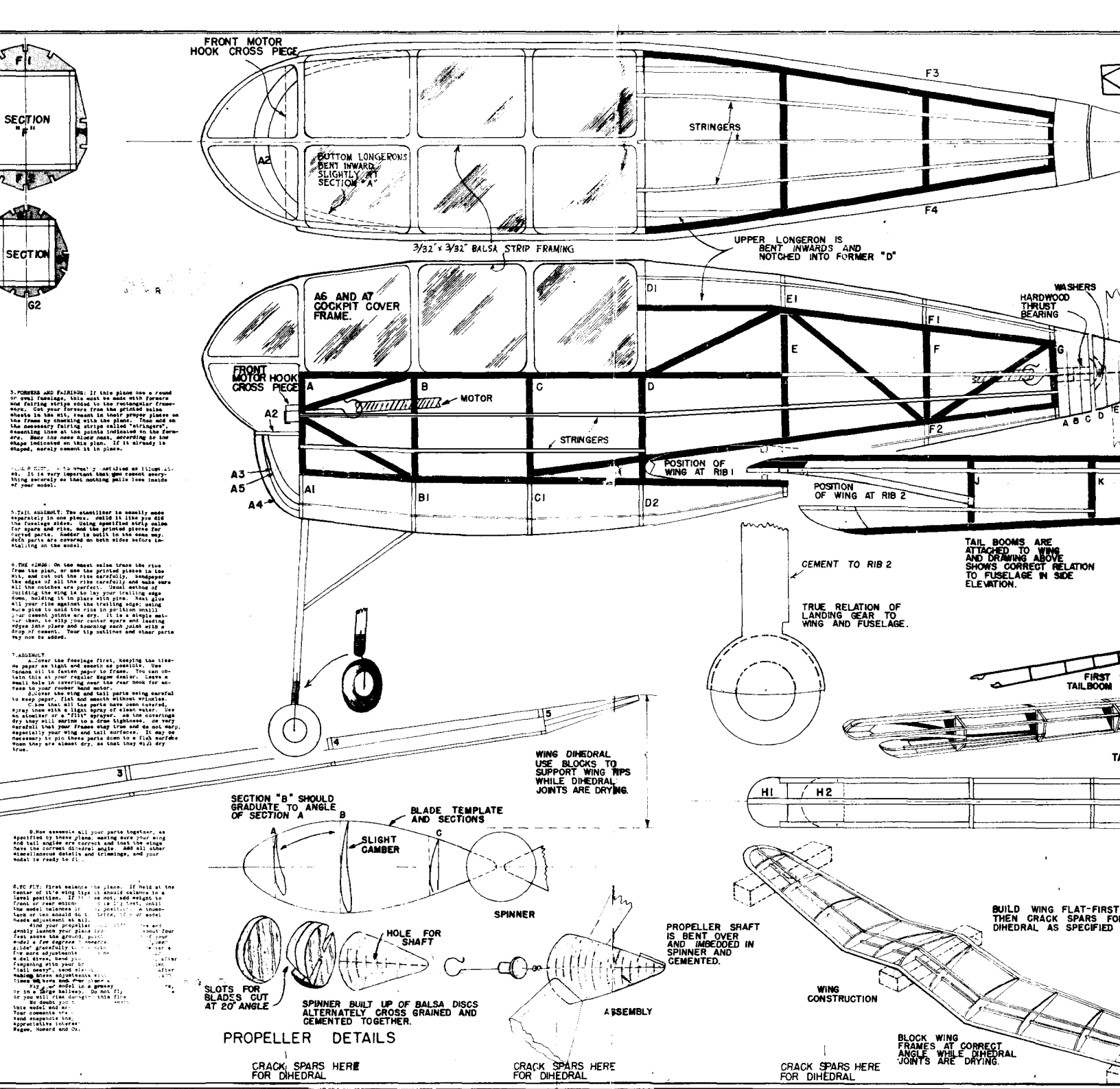

D1
FUSELAGE
SECTION "D"
C1
F
A6
A7
SECTION "A"
A2
A3
A4
A5
A1
E1
E2
F1
SECTION
"F"
F2
G1
SECTION
G2
GENERAL CONSTRUCTION NOTES
1.THE START: The first step in building this model
6.FUSELAGE. The next operation is to assemble the
7.ASSEMBLY
RUDDER
FRONT HOOK
CROSS PIECE
STABILIZER
(AT ANGLE)
TAIL
BOOM
2
CENTER
GULL WING
DIHEDRAL
FRONT VIEW
ACTUAL SIZE
MEASURE YOUR DIHEDRAL
FROM THIS VIEW. DIHEDRAL IS PUT
INTO WING FRAME BEFORE COVERING
AND BEFORE ASSEMBLING TO
FUSELAGE.
W1
W2
5
4
3
LIGHT LINE INDICATES
WING SLOTS WHICH
MAY BE SIMULATED
WITH PIECES OF
BLACK PAPER.
AILERON OUTLINE IS
DRAWN ON IN INK
AFTER WING IS
COVERED
5 4 3 1 2
WING RIB TEMPLATES
TRAILING EDGE IS
1/16" X 3/32" BALSA SLIGHTL
BEVELLED WITH SANDPAPE



5. FORMERS AND FAIRINGS: If this plane has a round or oval fuselage, this must be made with formers and fairing strips added to the rectangular frameworks. Cut your formers from the printed balsa sheets in the kit, present in their proper places on the frame by checking with the plans. Then add on the necessary fairing strips called "stringers", assembling them at the points indicated on the formers. Make the nose blocks next, according to the shape indicated on this plan. If it already is shaped, merely cement it in place.

6. TAIL ASSEMBLY: The stabilizer is usually made separately in one piece. Build it like you did the fuselage sides. Using specified strip balsa for spars and ribs, and the printed pieces for curved parts. Rudder is built in the same way. Both parts are covered on both sides before installing on the model.

6. THE RIBS: On the sheet balsa trace the ribs from the plan, or use the printed pieces in the kit, and cut out the ribs carefully. Sandpaper the edges of all the ribs carefully and make sure all the notches are perfect. Usual method of building the wing is to lay your trailing edge down, holding it in place with pins. Next glue all your ribs against the trailing edge; using more pins to hold the ribs in position until your cement joints are dry. It is a simple matter then, to slip your center spars and leading edges into place and touching each joint with a drop of cement. Your tip outlines and other parts may now be added.

7. ASSEMBLY

A. Cover the fuselage first, keeping the tissue paper as tight and smooth as possible. Use Squadra all to fasten paper to frame. You can obtain this at your regular Megow dealer. Leave a small hole in covering near the rear hook for access to your rubber band motor.

B. Cover the wing and tail parts being careful to keep paper flat and smooth without wrinkles.

C. Now that all the parts have been covered, spray them with a light spray of clear water. Use an atomizer or a "flit" sprayer. As the coverings dry they will shrink to a drum tightness. Be very careful that these stay true and do not warp, especially your wing and tail surfaces. It may be necessary to spray them from time to time as they are almost dry, so that they will dry true.

D. Now assemble all your parts together, as specified by these plans, making sure your wing and tail angles are correct and that the wings have the correct dihedral angle. Add all other miscellaneous details and trimmings, and your model is ready to fly.

8. TO FLY: First balance the plane. If held at the center of its wing it should balance in a level position. If it does not, add weight to front or rear which [illegible] tail, until the model balances [illegible]. A nose-heavy or tail heavy model does not fly [illegible] or model needs adjustment at this [illegible]

Find your propeller [illegible] and gently launch your plane [illegible] feet above the ground, point [illegible] of your model a few degrees [illegible] glider gracefully [illegible] a few more adjustments [illegible] model dives, bend [illegible] after engaging with your [illegible] tail, nearly [illegible] after making these adjustments [illegible] times as here and [illegible]

Fly your model in a grassy [illegible] or in a large hallway. Do not fly [illegible] or you will rise during [illegible] this model and [illegible] Your comments [illegible] Send snapshots [illegible] Appreciative [illegible]

Megow, Howard and Ot[illegible]

LEADING EDGE IS 1/16" X 3/32" BALSA SET AT ANGLE NOTCHES IN RIB

CENTER SPARS 1/16" X 1/16" BALSA SET INTO NOTCHES IN TOP AND BOTTOM OF RIBS.

SEE FRONT VIEW FOR DIHEDRAL ANGLE INFORMATION.

LEFT WING LAYOUT RIGHT

IN CONSTRUCTING WING START WITH A TRAILING EDGE FIRST CEMENT ALL RIBS AGAINST IT. THEN CEMENT SPARS, LEADING EDGE AND WING TIP OUTLINES IN PLACE.

NOTE: THIS KIT IS DESIGNED AS A FLYING MODEL. THEREFORE NO DOPE IS INCLUDED FOR PAINTING. USE COLORED PAPER FOR COVERING.

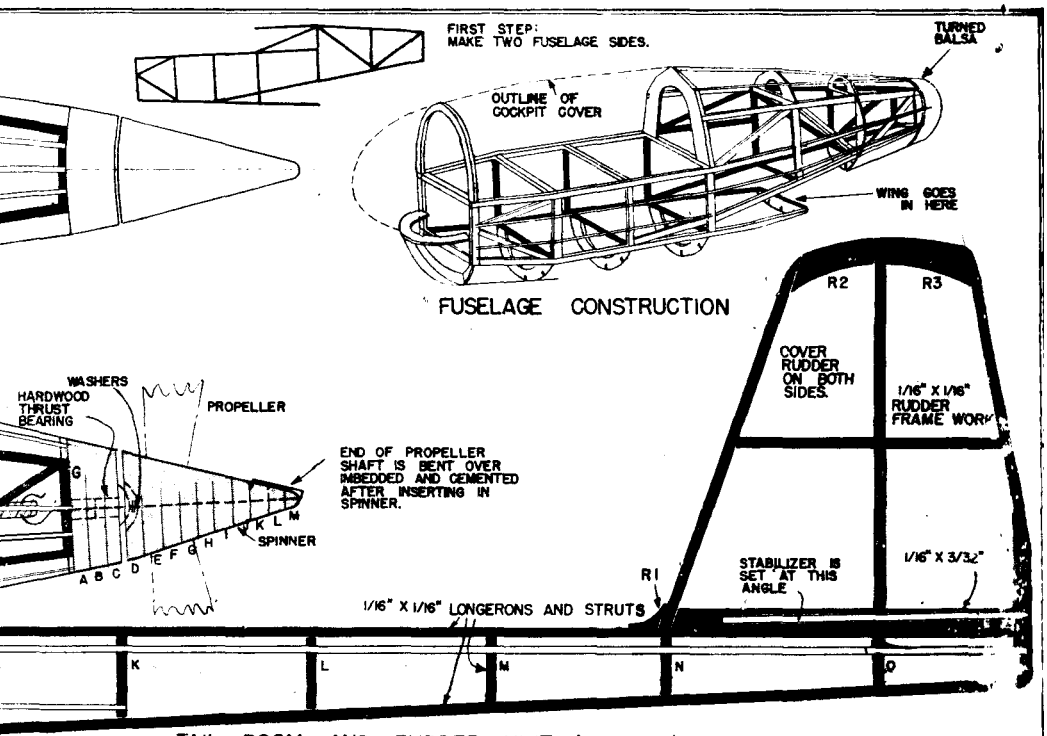
3 2 1 1 2 3

E INDICATES OTS WHICH SIMULATED CES OF APER.

OUTLINE IS ON IN INK WING IS VERED

NG EDGE IS 3/32" BALSA SLIGHTLY LED WITH SANDPAPER

STUD THIS

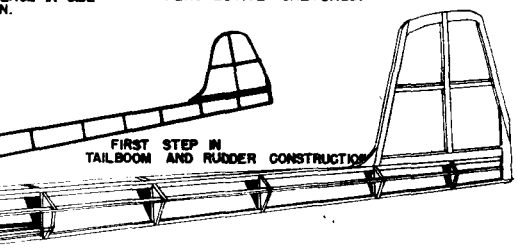


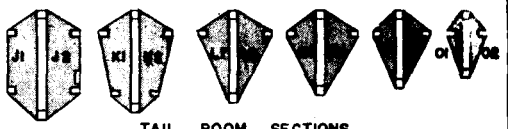
FUSELAGE CONSTRUCTION

TAIL BOOM AND RUDDER UNIT (MAKE TWO)

BUILD THIS FLAT ON ABOVE PLAN INCLUDING EVERYTHING DRAWN SOLID. AFTER REMOVING FRAMES, ADD ALL FORMERS AND STRINGERS, AS ILLUSTRATED IN SECTIONS AND PERSPECTIVE SKETCHES.

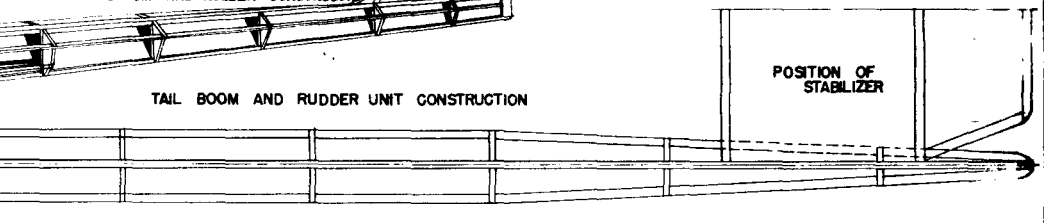
OMS ARE TO WING WING ABOVE CORRECT RELATION LAGE IN SIDE N.



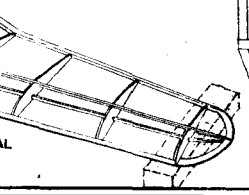


TAIL BOOM SECTIONS

TAIL BOOM AND RUDDER UNIT CONSTRUCTION

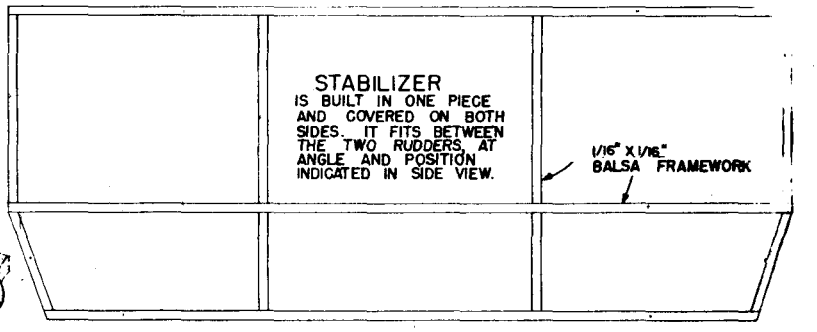


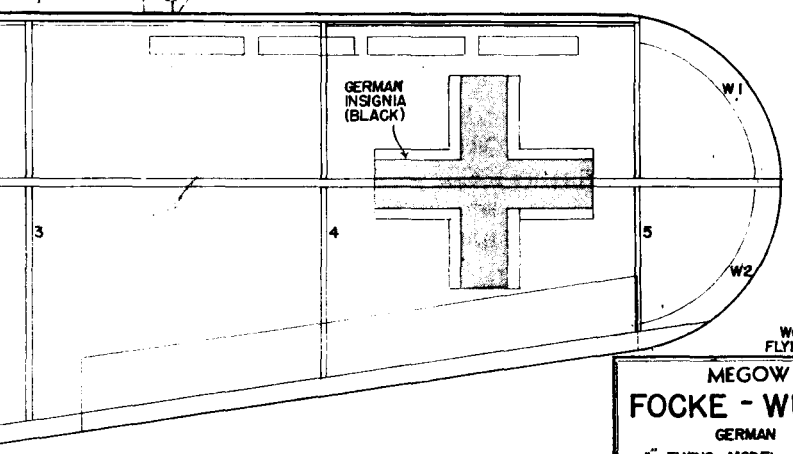
LD WING FLAT-FIRST
EN CRACK SPARS FOR
EDRAL AS SPECIFIED



STABILIZER

IS BUILT IN ONE PIECE AND COVERED ON BOTH SIDES. IT FITS BETWEEN THE TWO RUDDERS, AT ANGLE AND POSITION INDICATED IN SIDE VIEW.





COLOR SCHEME

COVER ENTIRE SHIP WITH YELLOW TISSUE AND USE GREEN TISSUE & DOPE FOR CAMOUFLAGE.

STUDY THESE PLANS CAREFULLY BEFORE STARTING TO BUILD THIS MODEL. START WITH FUSELAGE AT STEP NO. 1

WORLD WAR NO. 2
FLYING MODEL SERIES

MEGOW MODEL

FOCKE - WULF - FW 190

GERMAN PURSUIT PLANE

15" FLYING MODEL

DRAWING FULL SIZE

KIT NO. F62