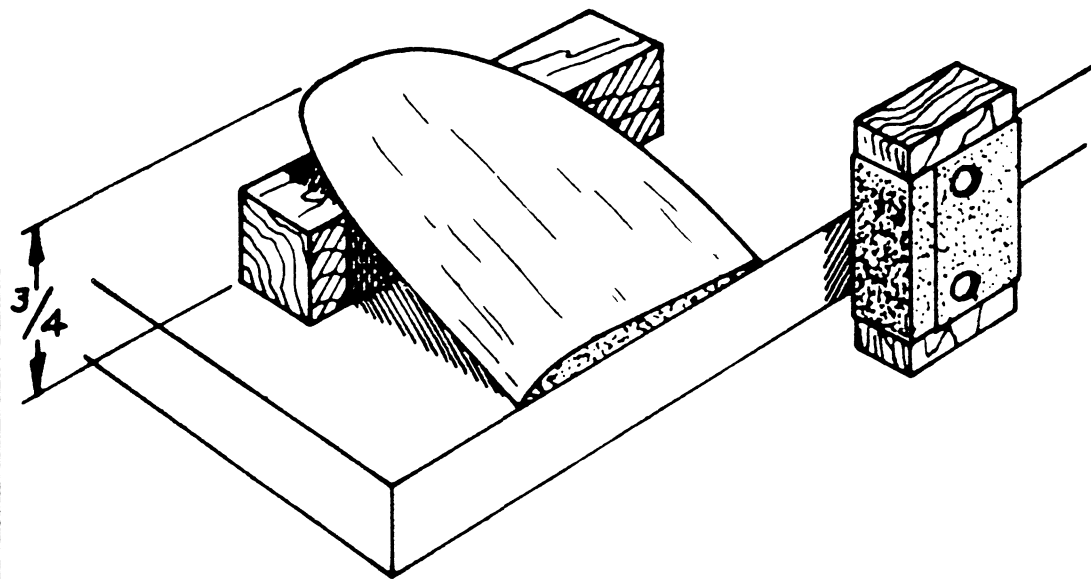
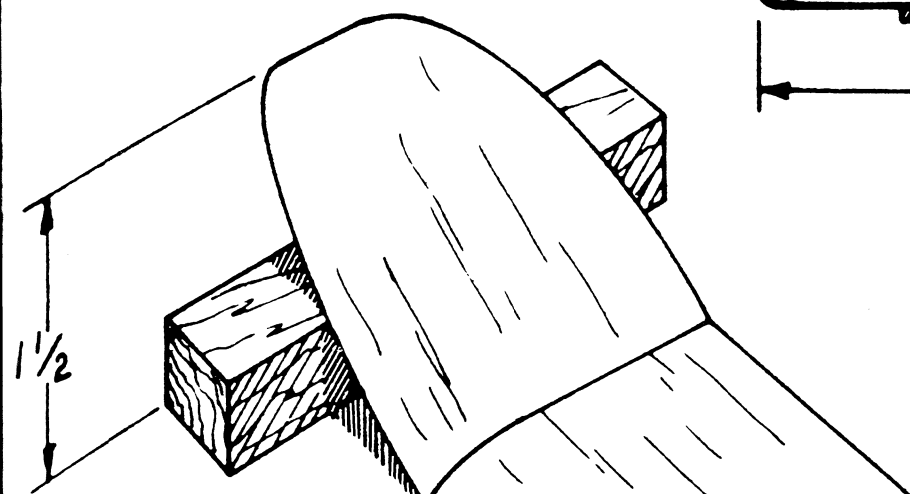


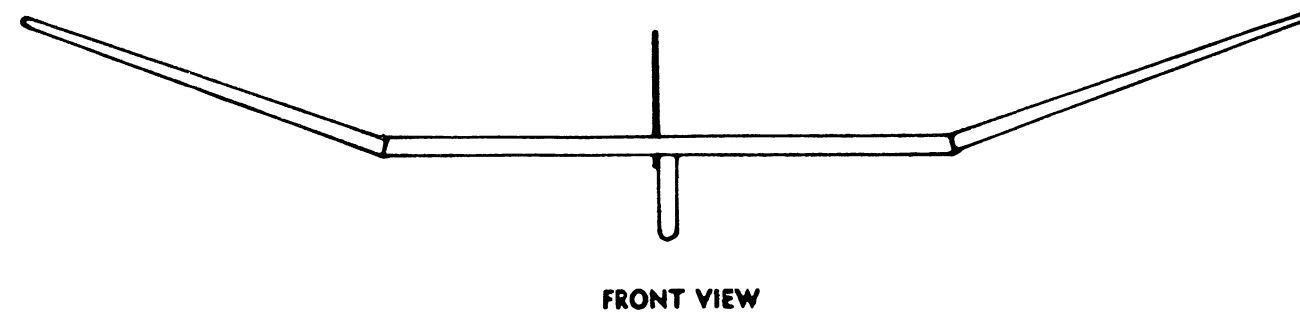
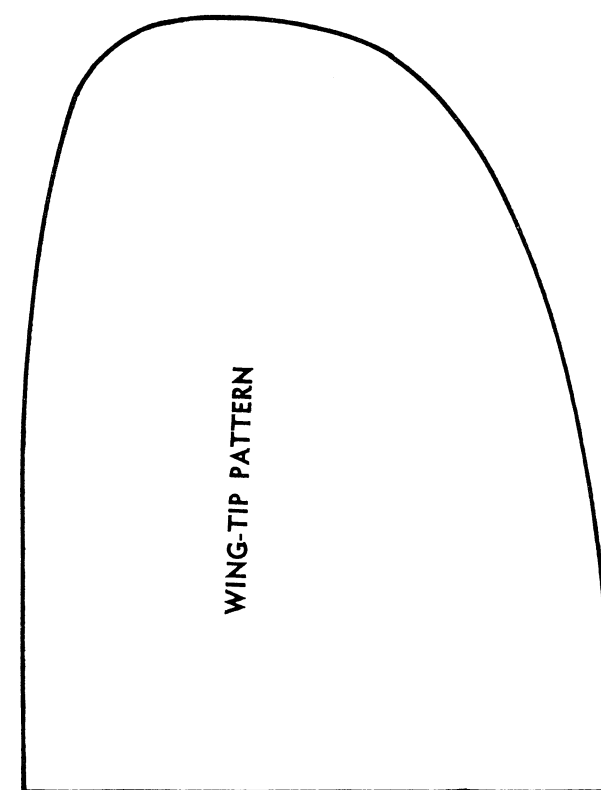
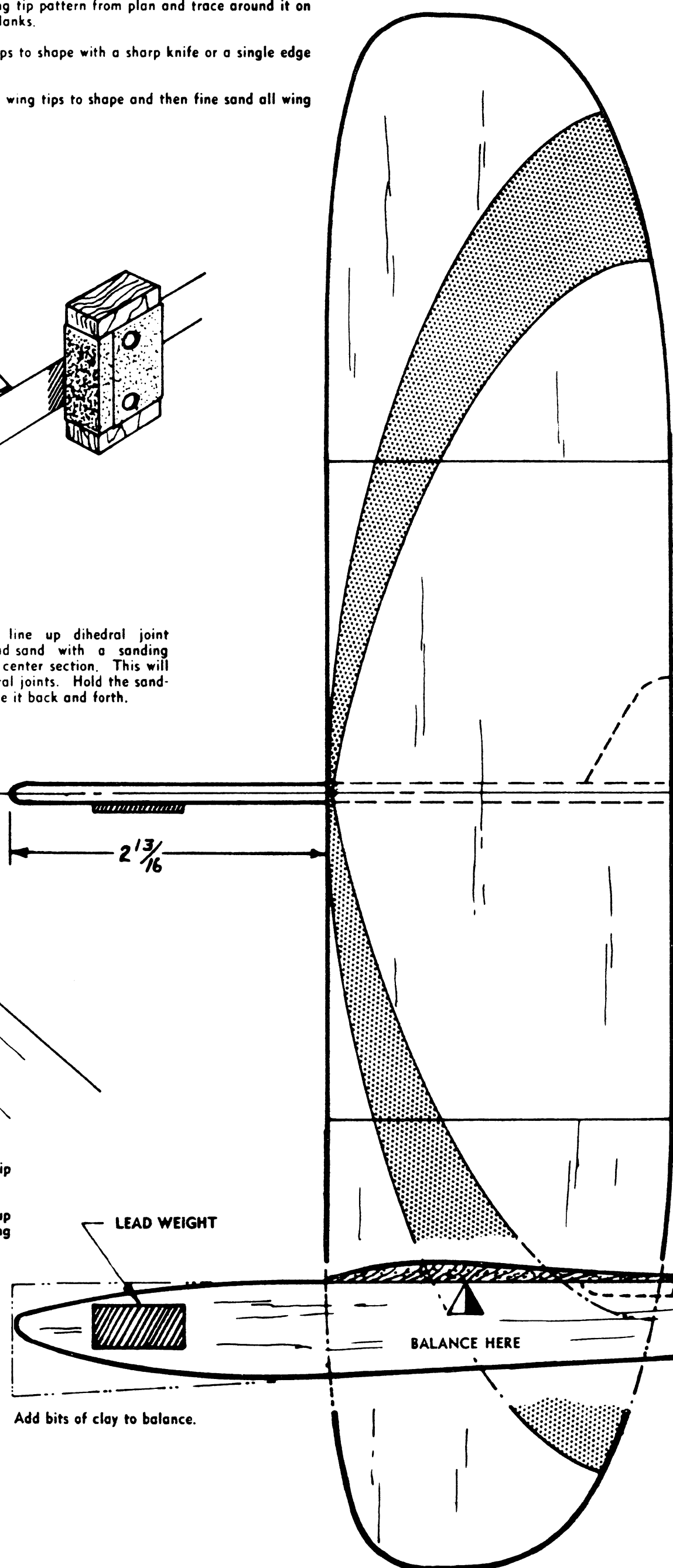
1. Cut out wing tip pattern from plan and trace around it on the wing tip blanks.
2. Cut wing tips to shape with a sharp knife or a single edge razor blade.
3. Rough sand wing tips to shape and then fine sand all wing panels.



4. Block up wing tip 3/4 inches and line up dihedral joint with the edge of a board or table and sand with a sanding block. Do the same with the wing center section. This will put the proper angle into the dihedral joints. Hold the sanding block in one position as you move it back and forth.



5. Rub one or two coats of airplane cement into the wing tip joints and center section joints with fingertips.
6. Glue wing tips and center section together by blocking up wing tips 1/2" and weighting to keep the wing from moving while the dihedral joints are drying.



FRONT VIEW

7. Cut fuselage to shape and sand. Don't sand the areas where the wing and stabilizer glue on. Don't over-sand as you may weaken it.
8. Remove fin and stabilizer from die cut sheet and lightly sand.
9. Rub one or two coats of glue into the areas of the fuselage where the wing, fin and stabilizer glue on.
10. Now glue the wing to the fuselage. Take extra care to make sure it is absolutely straight and square. Glue on the finger rest (see note for leftys).

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SIG
CRAFTMAN'S KIT

FINGER REST (Mount on left side for left handers).

11. Glue on stabilizer and fin. Make sure stabilizer is level with wing. This is very important.

FINISHING
Give the entire airplane one coat of Supercat Clear Dope or Sanding Sealer, thinned with Supercat Thinner approximately one part of thinner to two parts of dope. Lightly sand, then give the wing another coat. You are now ready to fly.

- ADJUSTMENTS FOR FLYING**
1. Balance the model as noted on plan.
 2. Bend rudder to left for right hand launch and bend down the trailing edge of the left wing. For left hand launch bend the rudder to the right and bend down the trailing edge of the right wing. Make all adjustments a little at a time. This is best done if you have a hillside on which to glide the model as you will be able to observe the glide for a longer time.

Hand Launched Gliders are a tremendous amount of fun! When properly built and trimmed they are capable of graceful, sustained flight that will thrill every model enthusiast. Both the PIGEON and the FLIP are easy to build if the step-by-step plans are followed carefully. Designed for quick roll-out at the top of the launch, even the novice can achieve long, graceful flights. Rugged design to withstand constant flying.

Fin is glued on side of fuselage, not on top.

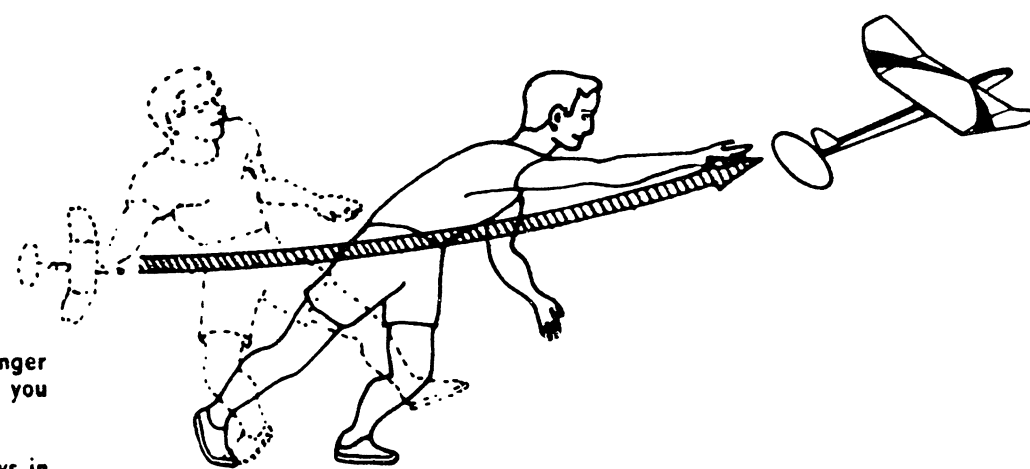
Add bits of clay to balance.

DANGER!

Do Not Fly Model Airplanes Near Power Lines. Contact of a Control Line Model Flown On Steel Lines With Electric Power or Light Lines Can Result in Instant Death!

- FLYING**
1. Holding the model with your index finger on the finger rest, throw the airplane in a sharp bank to the right if you are right handed; to the left if you are left handed.
 2. Learn to control the position of the airplane so it stays in the same position from the start of your launch to the finish.

HAPPY FLYING!



FLIP No. 2
Trainer

Designed and Drawn by: CLARK ROSS

SIG MANUFACTURING CO., INC. MONTEZUMA, IOWA

KIT FF 14