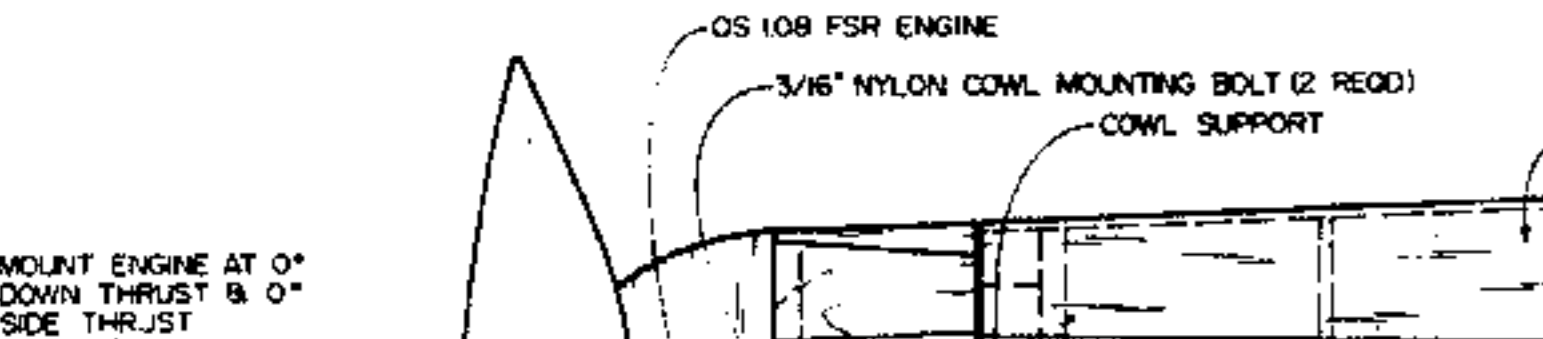
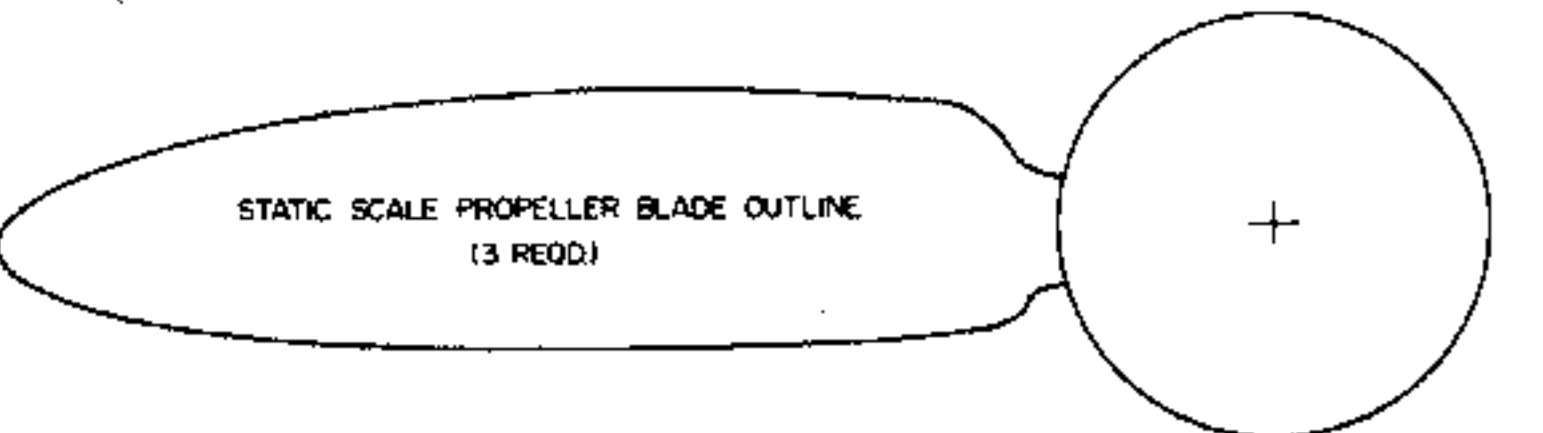


SCALE SPEEDS: 90 MPH, DIVE
78 MPH, LEVEL
51 MPH, CRUISE
SCALE CLIMB RATE: 10 FT/SEC.

FUSELAGE ASSEMBLY INSTRUCTIONS

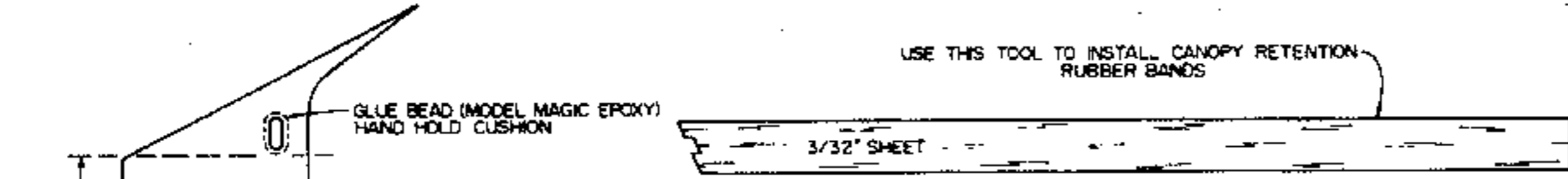
- BUILD STABILIZER & ELEVATOR.
- CUT OUT ALL FUSELAGE PARTS.
- FIN COCKPIT FLOOR & CRUTCH TO PLANS ON FLAT SURFACE, ALLOWING F1 TO EXTEND OVER EDGE OF BUILDING SURFACE.
- INSTALL F7, F8, F9, F11, F12, & C1.
- INSTALL PAINTED COCKPIT INTERIOR.
- ADD OTHER FORMERS & STRIPPERS.
- INSTALL ENGINE BEARERS & THROTTLE CABLE.
- INSTALL STABILIZER, MAKING SURE THAT IT IS PROPERLY ALIGNED.
- ASSEMBLE SHEETED VERTICAL F11 SHEET UPPER HALF OF FUSELAGE.
- ASSEMBLE & FIT WINDSCREEN & CANOPY.
- TURN FUSELAGE OVER, AND INSTALL LOWER FORMERS & TAILWHEEL.
- SHEET LOWER HALF OF FUSELAGE AFT OF F4 ONLY.
- INSTALL WING SADDLE & FILLET.
- BUILD WING, FIT IT TO FUSELAGE AND ALIGN.
- INSTALL WING ROOF, USING F4 AS A GUIDE.
- SHEET LOWER HALF OF NOSE.



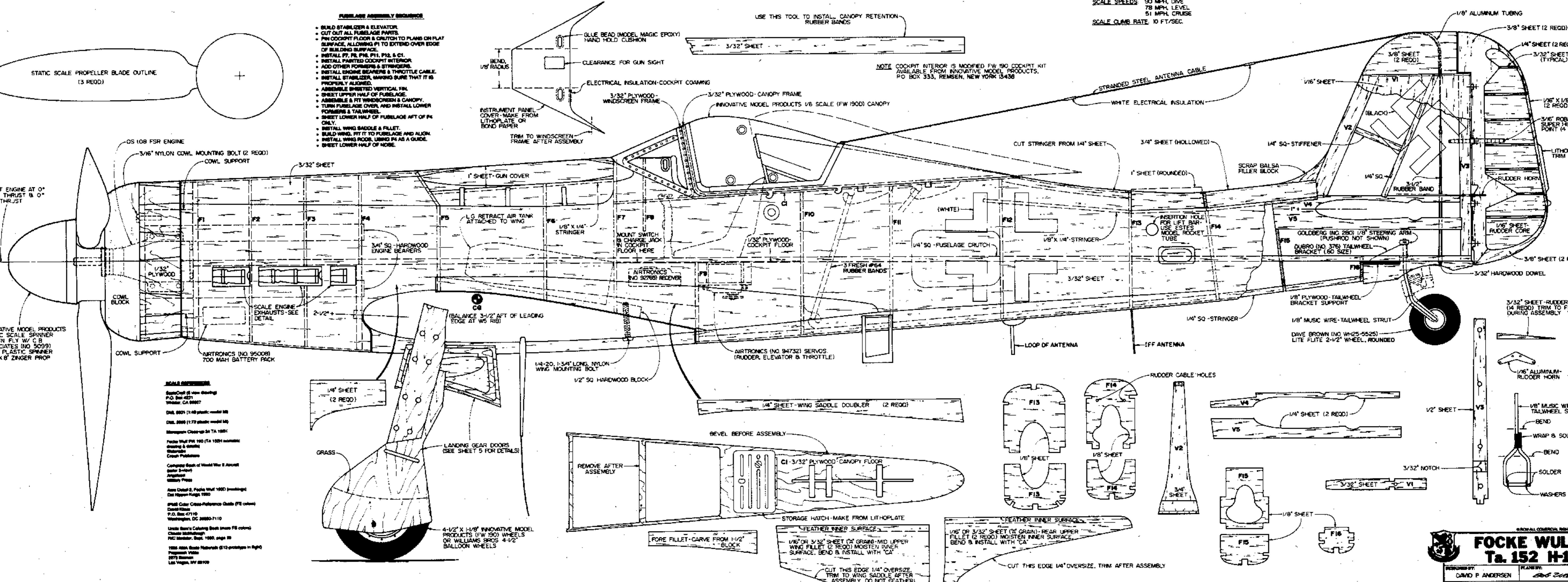
INNOVATIVE MODEL PRODUCTS STATIC SCALE SPINNER SHOWN FLY W/ C.B. ASSOCIATES (NO 5099) 4-1/4" PLASTIC SPINNER & 15" X 6" ZINGER PROP

SCALE REFERENCES
ScaleCuts (5 view drawing) P.O. Box 4231, Whittier, CA 90607
DML 6024 (1:48 plastic model kit)
DML 6006 (1:72 plastic model kit)
Mitsubishi Clear-up 34 TA 1954
Focke Wulf FW 190 (TA 1954) automatic drawing & details
Illustrated Cross Publications
Company Book of World War II Aircraft (over 3000)
Aircraft Military Press
Aces Detail 2, Focke Wulf 190D (modeling) Dan Hagan Hugs 1990
Small Color Cross-Reference Guide (78 colors) David Allen P.O. Box 47110, Washington, DC 20080-7110
United States Coloring Book (over 78 colors) Creative Publishing P.O. Box 1000, page 10
1985 Atlas Scale Materials (512 prototypes in 840) Progression Models 2979 Roman, Las Vegas, NV 89106

NOTE ALL WOOD IS Balsa, UNLESS NOTED OTHERWISE



NOTE COCKPIT INTERIOR IS MODIFIED FW 190 COCKPIT KIT AVAILABLE FROM INNOVATIVE MODEL PRODUCTS, PO BOX 333, REMSEN, NEW YORK 13436



FOCKE WULF Ta. 152 H-1
DESIGNED BY: DAVID P. ANDERSEN
PLANNED BY: *Bob Duffalo*
SHEET 1 OF 5
PLAN NO. 1242