

Just a few hints on things to watch out for when building the new design canard. (Things I had some difficulty with.) These are in the order you will come to them.

First, when you make your hotwire templates it is very important to get the correct contours. After glueing templates onto formica, cut out "A" template and file to shape, checking on the "Accurate, full scale" drawing on page C-1. When you are satisfied that it matches that contour, allowing for skin thickness, cut out the other 3 canard core templates (B, C, D) and match them exactly to "A" template.

Next was cutting foam block into 3 smaller blocks. Be sure to see LPC-124 (CP46, pg 6) for correct dimensions of these blocks.

After hot wiring cores but before cutting vertically for the shearweb, you use a dowell to drill holes through cores to re-align them back together accurately after shearweb layup. Try to drill all these holes in the same direction both vertically and horizontally. This will make it much easier when sliding leading edge core back onto pins.

On page "A" 3rd column from left 2nd para. down, An960-10L washers should be AN 960-416L.

Same column, 3rd para., be very carefull to fit the leading edge cores so they are straight from one end to the other.

Same column, para.5, be sure you cut the tip cores 11" long, not 10" as incorrectly shown on page C-1. (See LPC-123)

When I started elevator construction, I went to Aircraft Spruce to get all the miscellaneous hardware required, and surprise, they knew nothing of the 3/16" stainless rod required. They special ordered it for me and it took approximately 10 days and \$8.64 for a 12 ft. (minimum) piece of # 304 SS rod, 3/16.

Page "B" top extreme right column, para. 2, if you insert NC-3 into slot in canard exactly to the depth as shown in the "Accurate, full scale drawing", Pg. C-1, or a little less, you will get the required 15" "Full Forward Stick" travel. If however, you insert the NC-3 full depth so that it touches the inside of upper skin, you will find that you only have 7-10" travel and will have to grind away somewhere to get the travel required. (I filed the top edge of the