There are several notes I need to provide to aid you with the enclosed package. The original kits used 1/16" balsa. Since I wanted to print these directly on balsa sheet I developed the parts for 1/32" balsa sheet. My printer will handle up to 1/20" sheet, but I find 1/32" is a little easier to handle in the printer. As a result, some of the parts have been drawn to allow for cross grain laminations. The fuselage formers are a good example. The fin as also been drawn with a mirror image to allow for markings on both sides. This works fine as long as you are using 1/32" sheet stock.

I like to use a removable nose for winding. The parts have been drawn with this in mind. The nose former has been drawn so a removable nose plug can be used. A colored nose plug has also been drawn. For the Me-109, you need a thick nose plug to get the thrust bearing in the proper location for the prop and spinner. Back the colored nose piece with cross grained laminations provided in the drawings. Use enough laminations to allow the prop to clear the fuselage. This assembly will then plug into the opening formed by the fuselage structure. I like to use a Peck thrust bearing for 1/32" prop shafts in the removable nose plug.

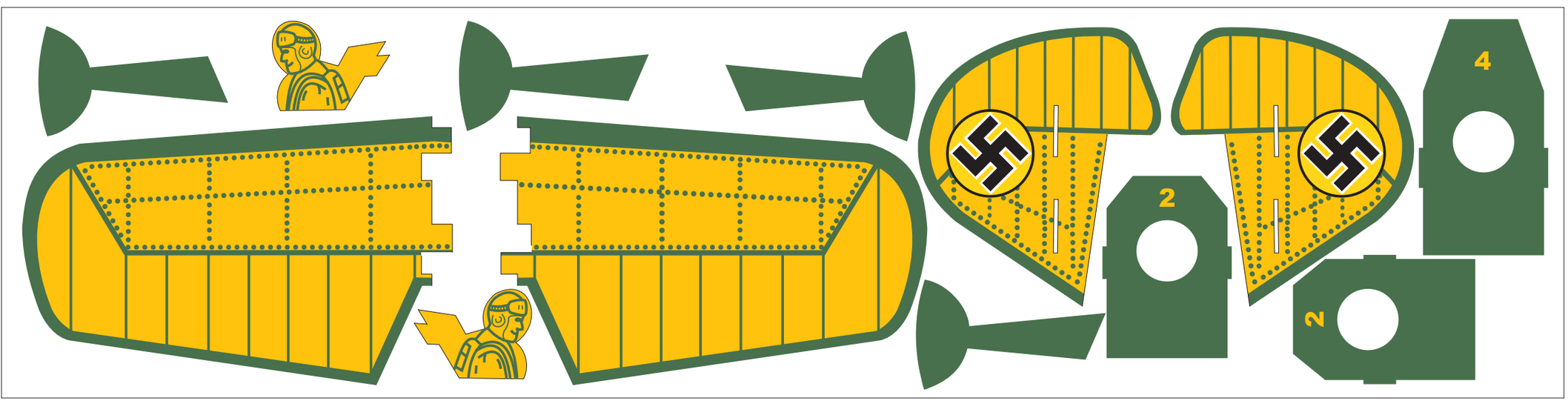
When using 1/32" sheet for the fuselage sides, I was concerned about the load of a fully wound motor on the rear motor peg. I like to use a piece of 3/32" aluminum tubing for the rear peg. Makes holding the model in a winding stooge very easy. To create a bit more strength at the rear peg, I apply a 3/8" diameter disk of 1/64” plywood to the inside of each fuselage side at the peg location. This has proven to be plenty strong for a fully wound motor of 1/8" Tan II rubber. A piece of 3/32” OD aluminum tubing is used for the rear motor peg.

The landing gear parts for the Me-109 have been drawn per the original kit. Mirrored parts have also been drawn to allow sandwiching the landing gear legs between the 1/32” balsa parts. This makes a nicer looking installation and is quite strong. The location of the gear legs has been printed on each wing panel. You will see a line with a circle on one end. Push the landing gear wire through the printed circle. The bent wire will line up with the printed line.

The original kits came with a vacuum canopy and an injection molded spinner. A drawing has been provided that will allow you to develop forms for making your own vacuum formed parts. The original kit spinner came in red plastic.

I do hope you build and enjoy a model from this plan package.

Paul Bradley


4
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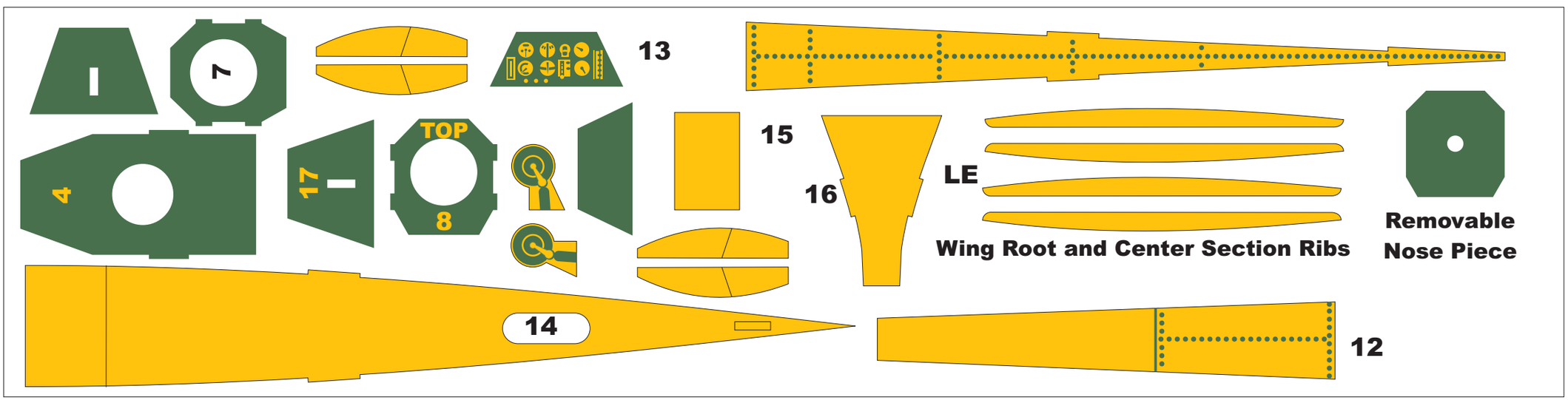
2


1
7
4
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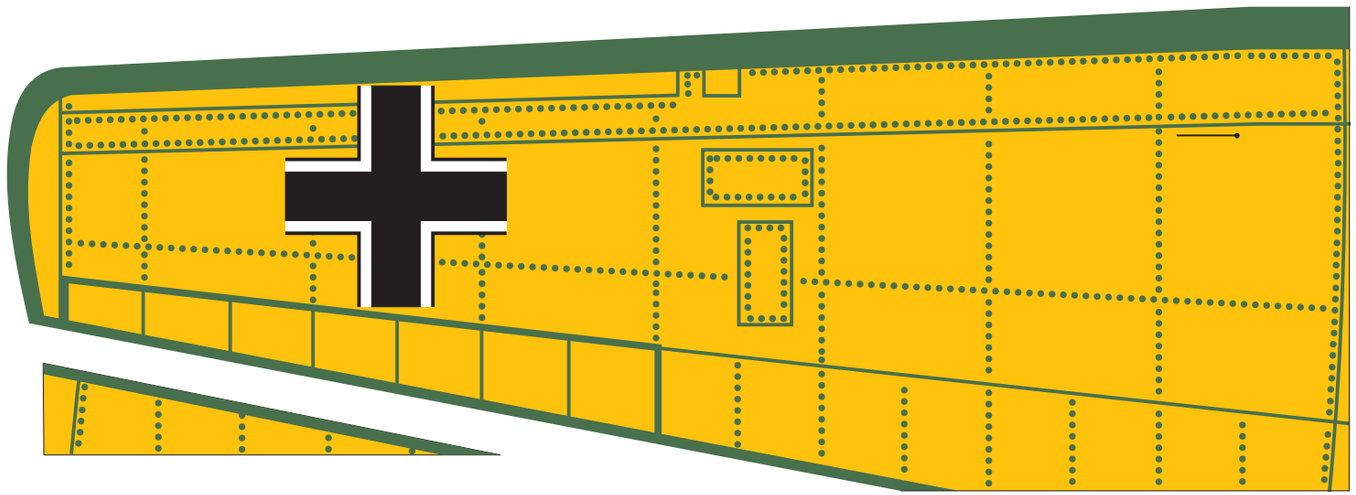
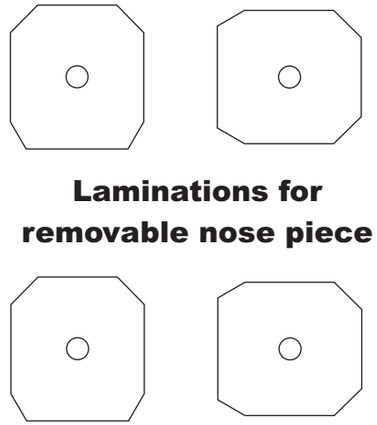
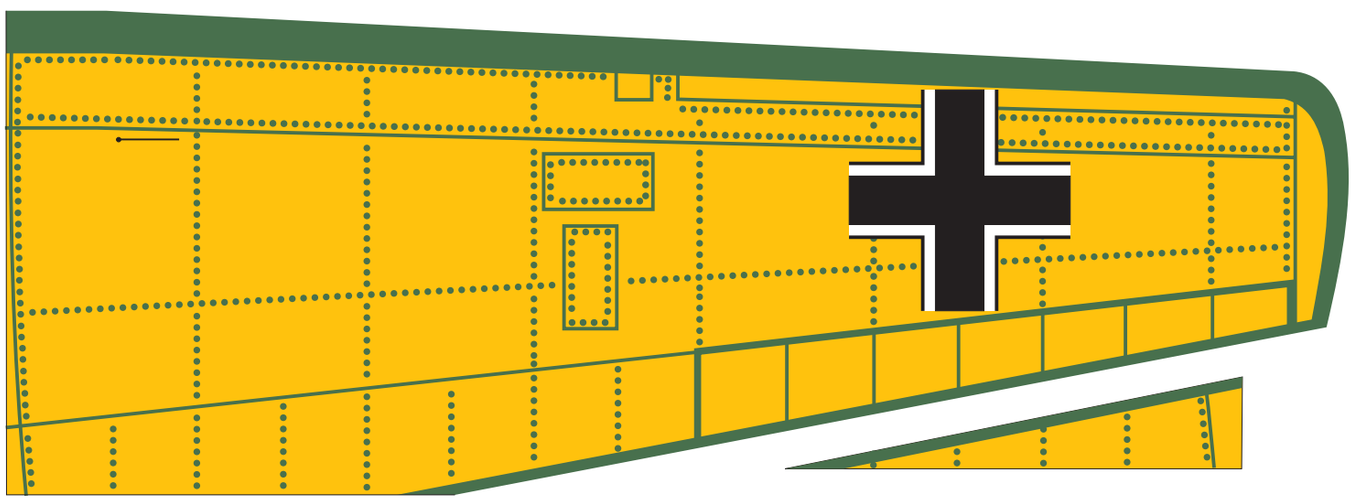
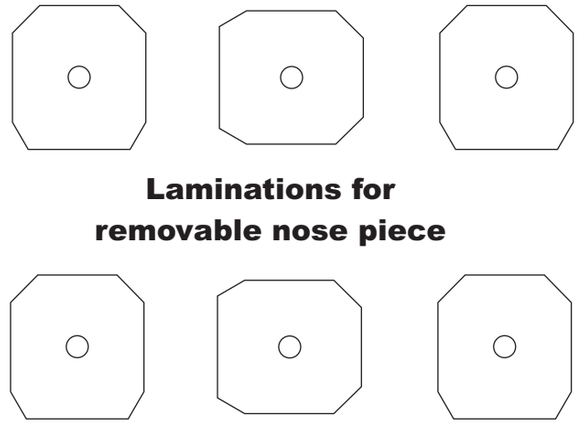
LE
Wing Root and Center Section Ribs
Removable
Nose Piece
14
12



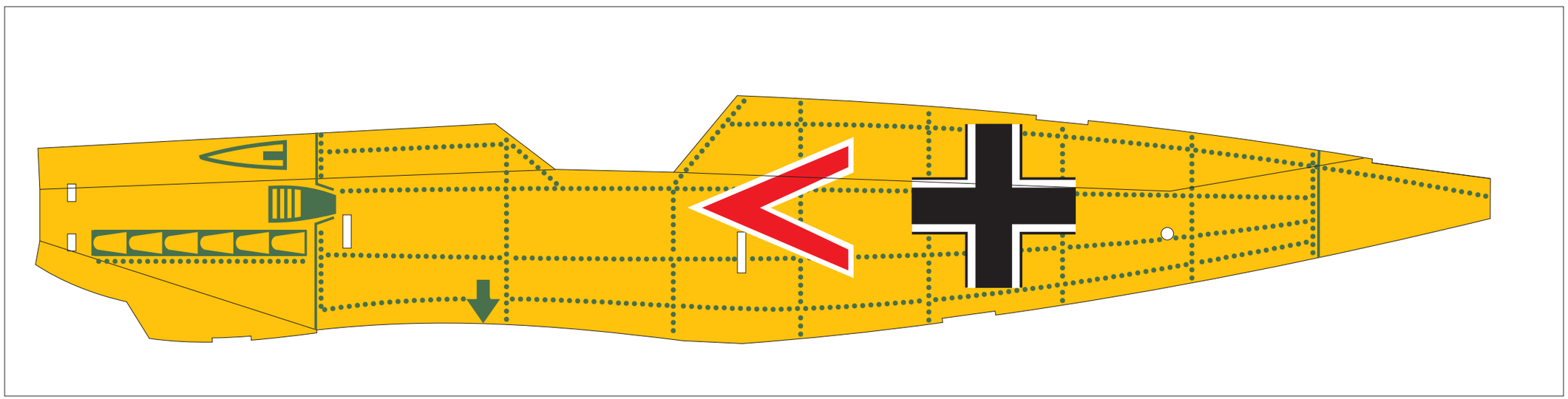


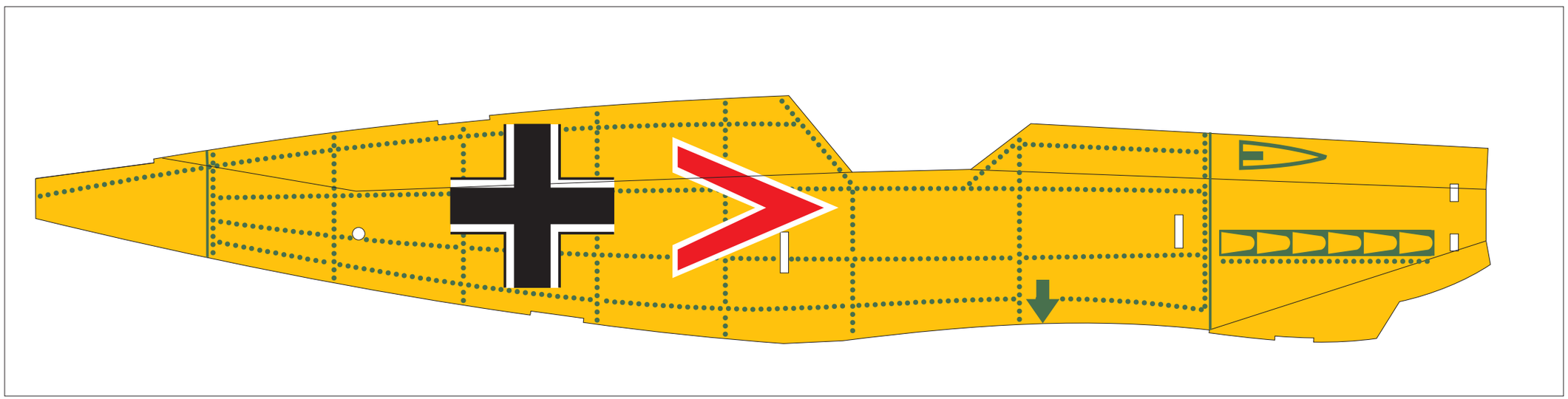
Laminations for removable nose piece



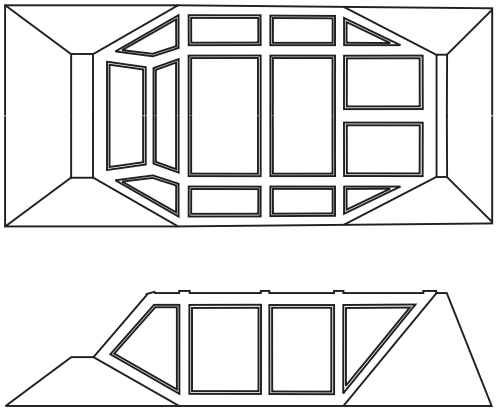


Laminations for removable nose piece





Landing Gear Pattern - Make 2
from .025 music wire. Use two 3/4” Wheels



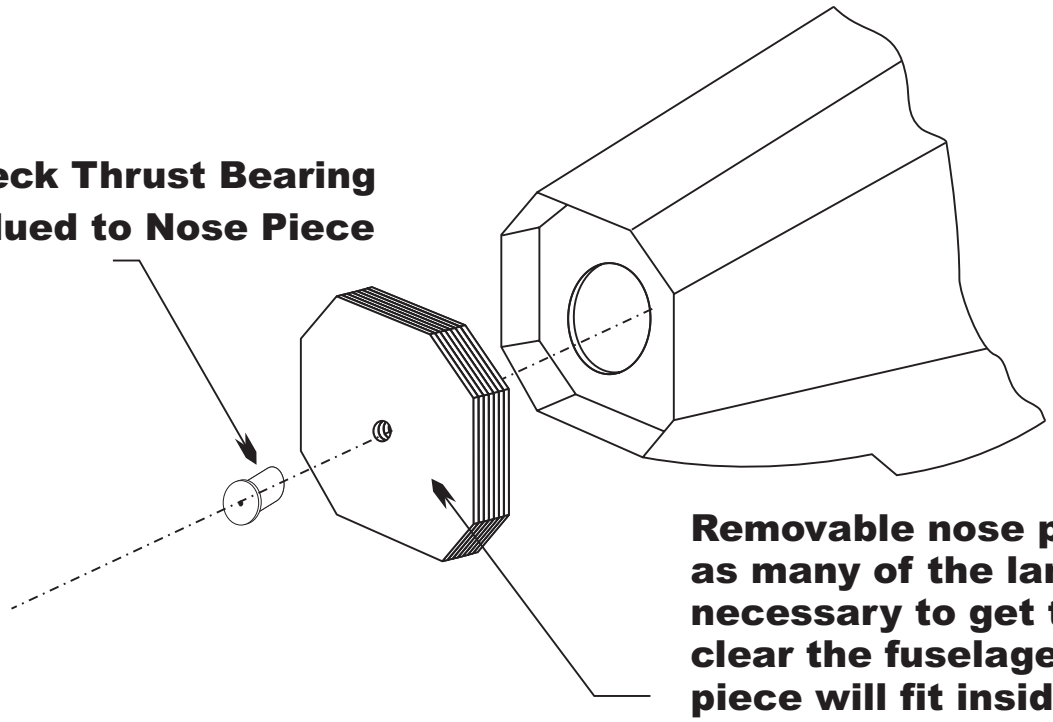
Canopy Form

Cut the spinner tip off
after glueing it to the prop

Spinner

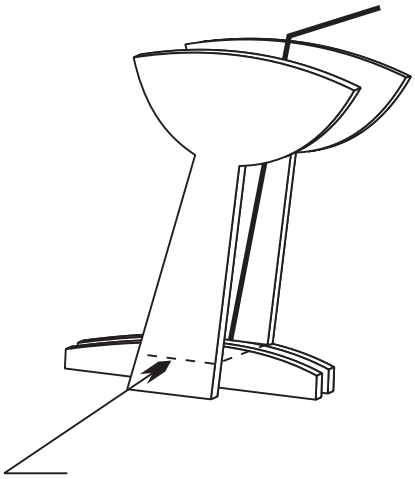
ME-109E

Modification to the nose to allow for a removable noise piece for stretch winding.



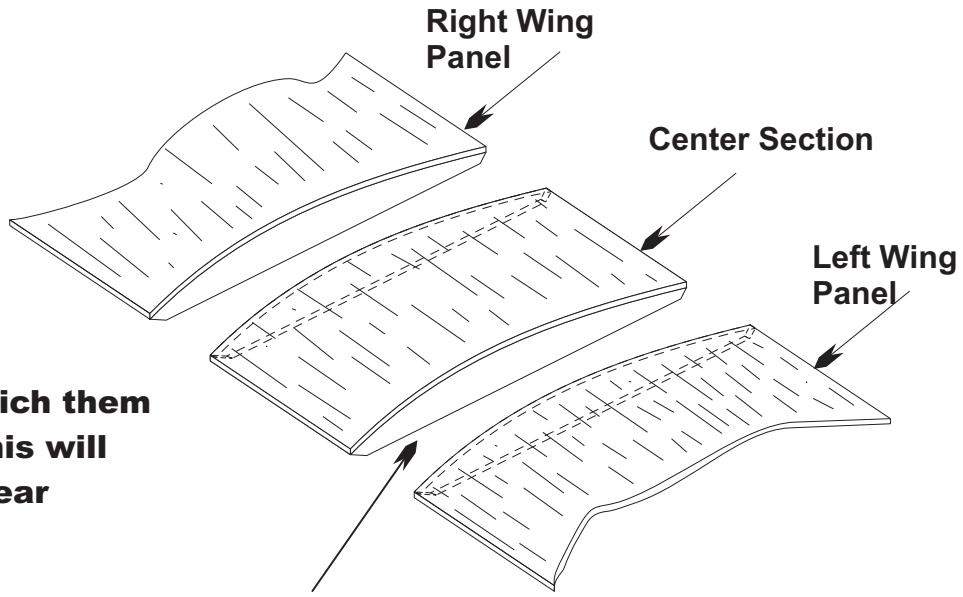
Removable nose piece. Use as many of the laminations as necessary to get the prop to clear the fuselage. The nose piece will fit inside the nose shell.

Landing Gear Covers



Trim the covers here and sandwich them around the landing gear legs. This will give a cleaner looking landing gear assembly.

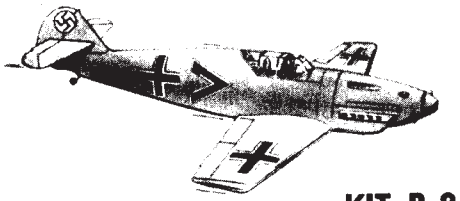
Wing Center Section



Glue ribs to each end of the center section. Glue a rib to the root end of each wing panel and the mid span location noted on the wing drawing. Block up the tip of each wing panel 1 inch and sand the root vertical using the edge of the work bench as a guide. Glue each wing panel to the center section. Each tip should be elevated 1 inch from the building board.

TOP FLITE
MODELS INC.

2635-45 SOUTH WABASH AVE. CHICAGO 16, ILL.



KIT B-8

MESSERSCHMITT ME-109E

THIS MODEL IS GUARANTEED TO FLY WHEN BUILT AND FLOWN ACCORDING TO DIRECTIONS.

FOR A WELL-BUILT MODEL, FOLLOW

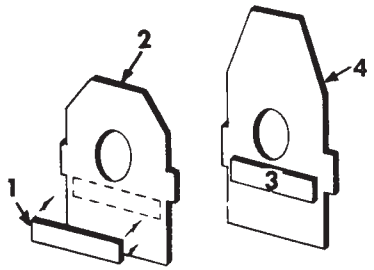
1 HANDY HINTS

Use regular model airplane cement. Use enough to hold well, and wipe off extra cement.

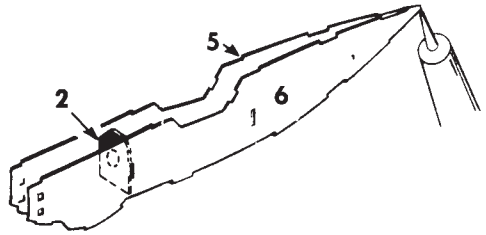
Use a paper towel or napkin to wipe cement off your fingers.

Take parts out of sheets only when you need them. Put scrap in a separate pile.

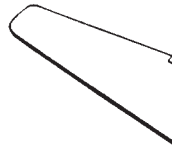
Be sure to teach your model to fly by following the instructions on "How To Fly."



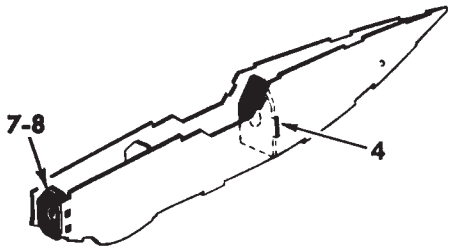
2 Cement Brace 1 onto Former 2. Cement Brace 3 onto Former 4.



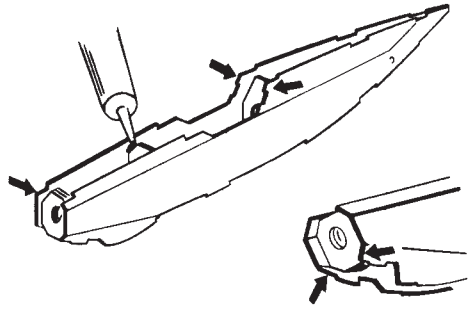
3 Cement Former 2 between Fuselage Sides 5 and 6. Then cement back end of fuselage together.



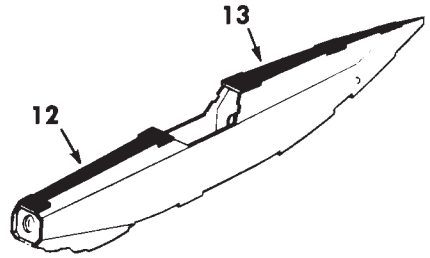
4 Cement W onto Win



6 Cement Former 4 into fuselage. Then cement Nose Former Assembly 7 and 8 into place.

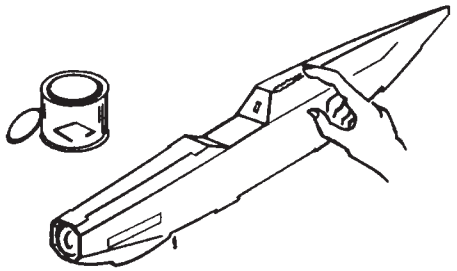


7 Bend and cement Top Sides against formers, then Bottom Front Sides.

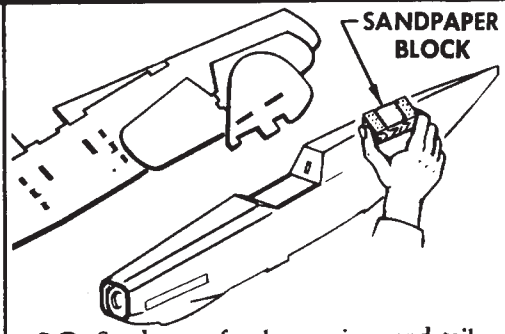


8 Cement Top Front 12 and Top Rear 13 onto fuselage.

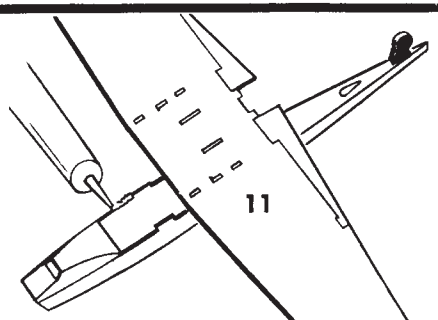
9 C th



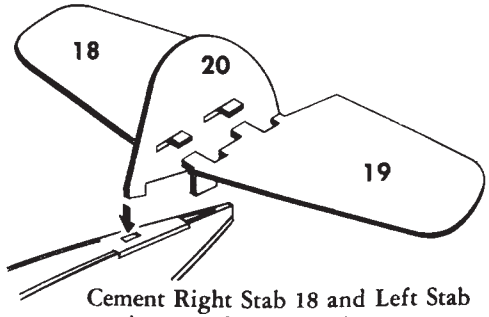
11 Fill all cracks and seams with a filler such as DURATITE SURFACING PUTTY or PACTRA PLASTIC BALSA.



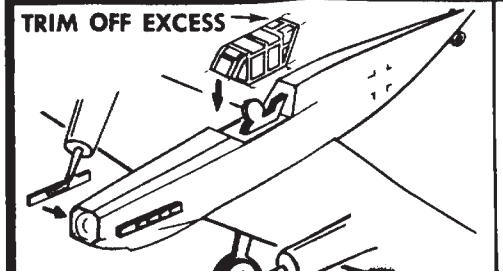
12 Sandpaper fuselage, wing, and tail parts. Round off all sharp corners.

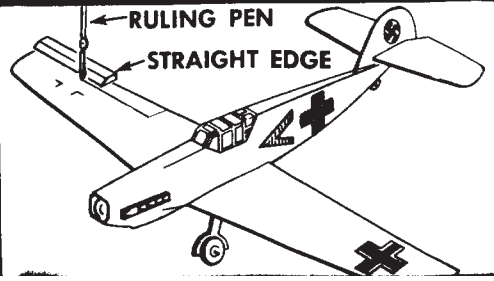


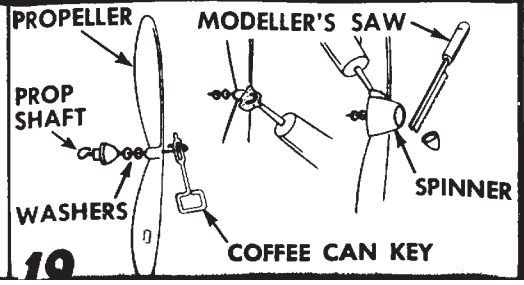
13 Cement Wing 11 onto fuselage. Then cement Tail Wheel in place.



14 Cement Right Stab 18 and Left Stab 19 into Rudder 20, then cement entire assembly into fuselage.







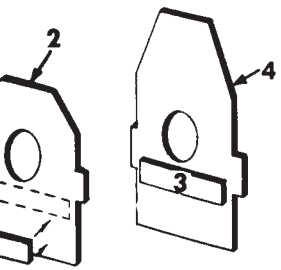
19

PICTURE OF "EXPLOD

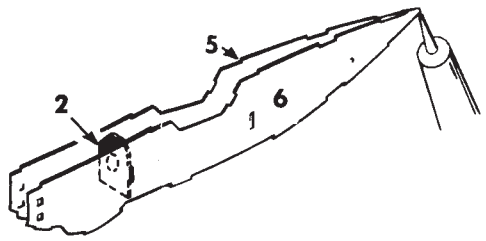
Stabilize

Plastic Can

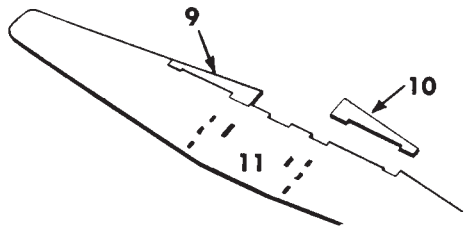
WELL-BUILT MODEL, FOLLOW THESE EASY STEPS!



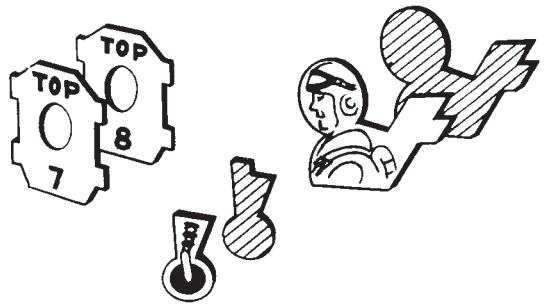
ent Brace 1 onto Former 2.
ent Brace 3 onto Former 4.



3 Cement Former 2 between Fuselage Sides 5 and 6. Then cement back end of fuselage together.

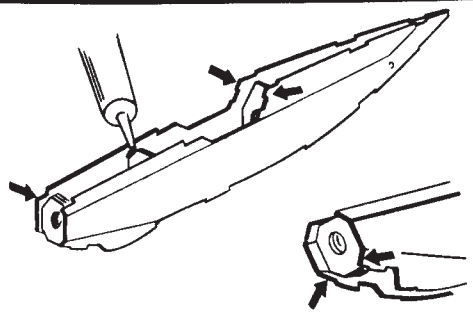


4 Cement Wing Pieces 9 and 10 onto Wing 11.

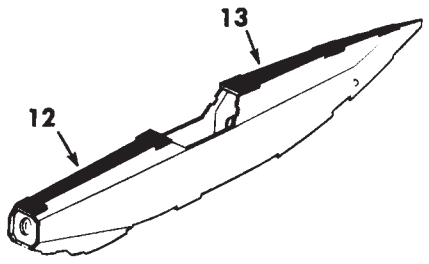


5 Cement Nose Formers 7 and 8 together. Cement Tail Wheel, and Pilot.

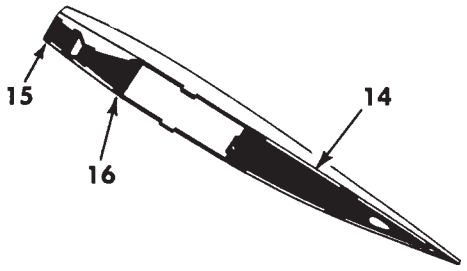
lage.
mbly



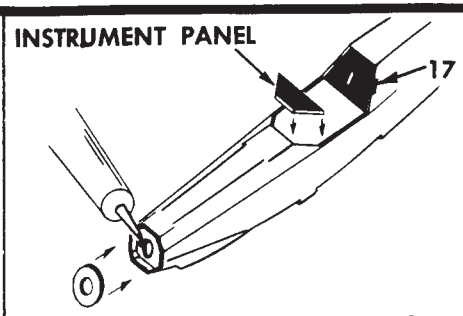
7 Bend and cement Top Sides against formers, then Bottom Front Sides.



8 Cement Top Front 12 and Top Rear 13 onto fuselage.



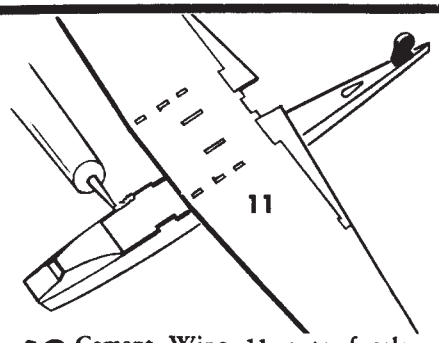
9 Cement Bottom Rear 14 onto fuselage, then Bottom Front Pieces 15 and 16.



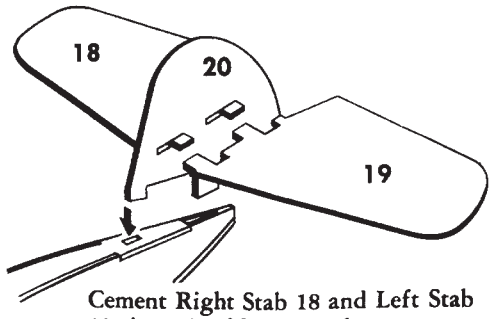
10 Cement Instrument Panel and Cockpit Back 17 into place. Cement Washer Weight into nose.

NDPAPER
BL CK

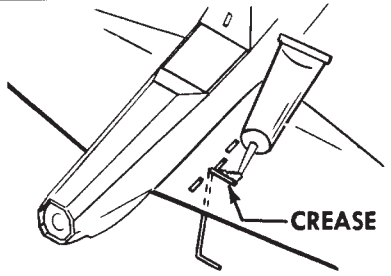
and tail
corners.



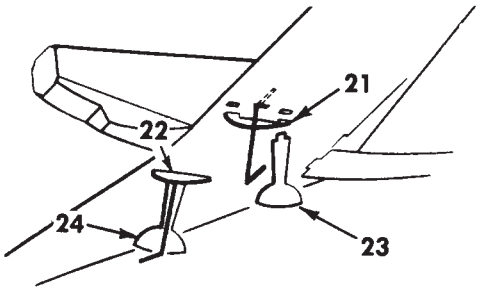
13 Cement Wing 11 onto fuselage. Then cement Tail Wheel in place.



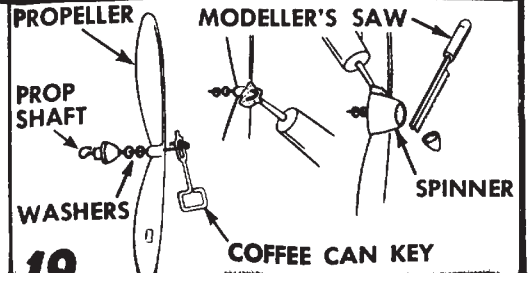
14 Cement Right Stab 18 and Left Stab 19 into Rudder 20, then cement entire assembly into fuselage.



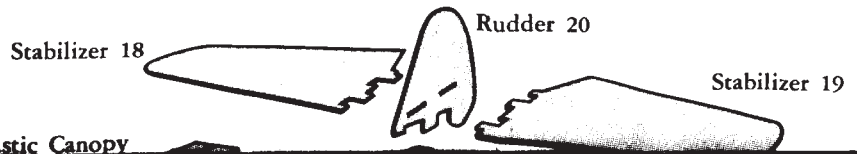
15 Slip Landing Gear Wires through slots in wing and cement into creases.

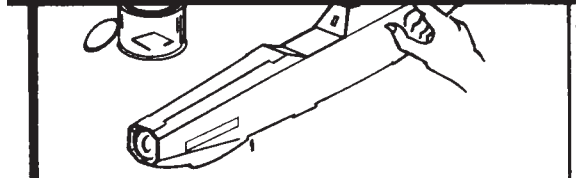


16 Cement Braces 21 and 22 into wing. Then cement Struts 23 and 24 into place.

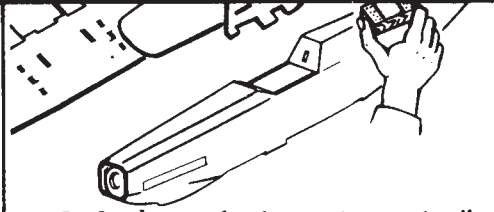


PICTURE OF "EXPLODED" MESSERSCHMITT

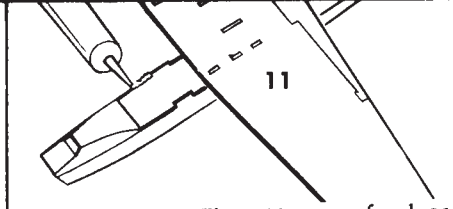




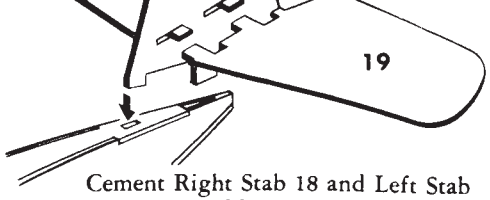
11 Fill all cracks and seams with a filler such as DURATITE SURFACING PUTTY or PACTRA PLASTIC BALSA.



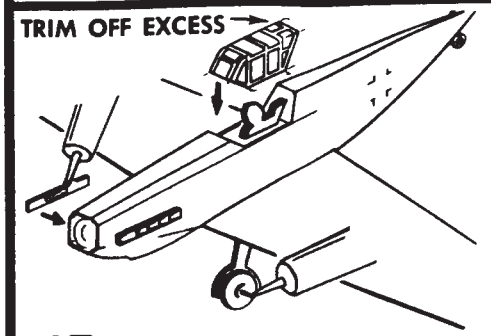
12 Sandpaper fuselage, wing, and tail parts. Round off all sharp corners.



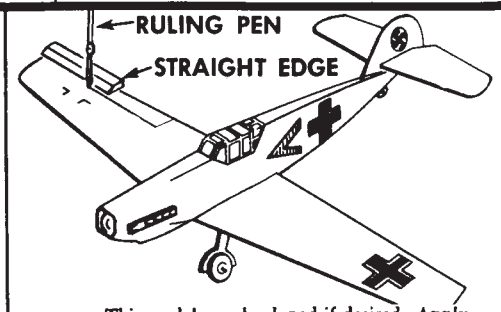
13 Cement Wing 11 onto fuselage. Then cement Tail Wheel in place.



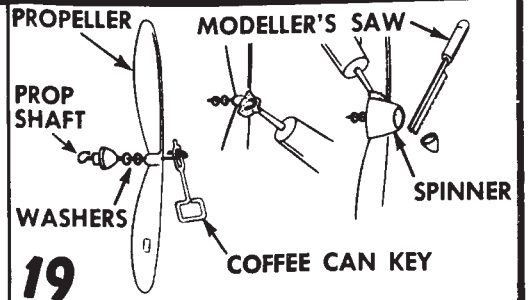
14 Cement Right Stab 18 and Left Stab 19 into Rudder 20, then cement entire assembly into fuselage.



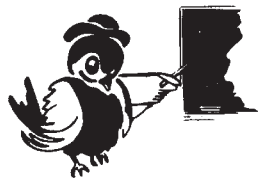
17 Cement Pilot and Canopy onto fuselage. Cement Exhaust Stacks and Wheels.



18 This model may be doped if desired. Apply 2 thin coats of clear dope or sealer, sand lightly, and finish with 2 coats Dark Green dope. Add trim lines and decals.

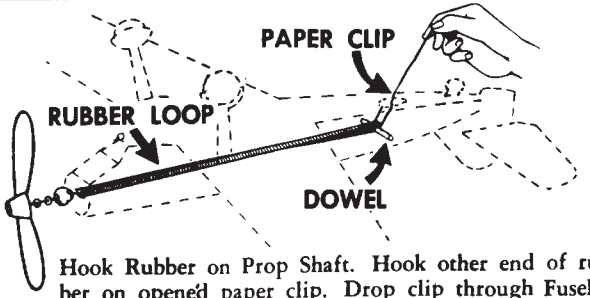


19 Slip Nose Button, 2 Washers, and Prop onto Shaft. Bend hook on Shaft as shown, and cement to Prop. Cement spinner to Prop, then cut off tip.



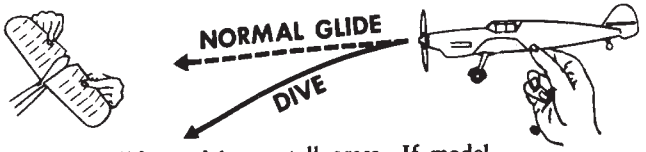
HOW TO FLY

20 Even little birds must be taught how to fly, so be sure to teach your model to fly by carefully following these suggestions.

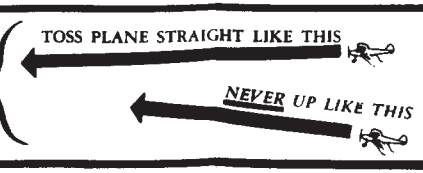


21 Hook Rubber on Prop Shaft. Hook other end of rubber on opened paper clip. Drop clip through Fuselage to opening in Bottom. Slip dowel through Fuselage Side, then through rubber loop and other side.

22 Balance model as shown, adding small weights (BBs or bits of modeling clay) if needed to bring model level.

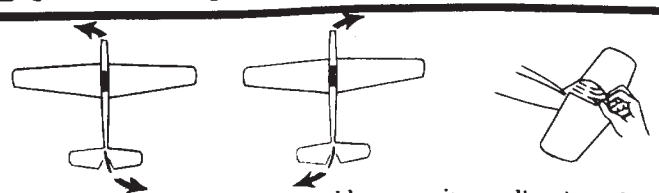


24 Test glide model over tall grass. If model dives, bend tail up a little at a time until a smooth flat glide is obtained.



23

25 If model stalls, (climbs, then dives sharply), bend tail down until glide is smooth and flat.

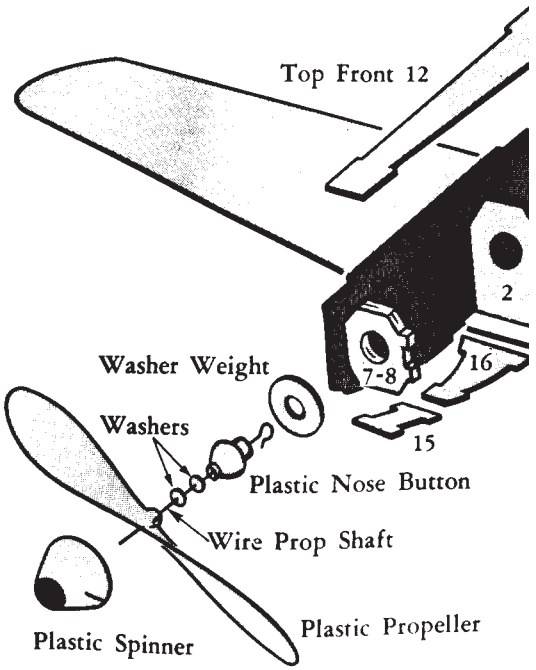


26 If model turns, bend rudder opposite to direction of turn to get straight flights. Wind motor to 100 turns and check power flight. For extra long flights, rub castor oil into the rubber motor.

PICTURE OF "EXPLOD

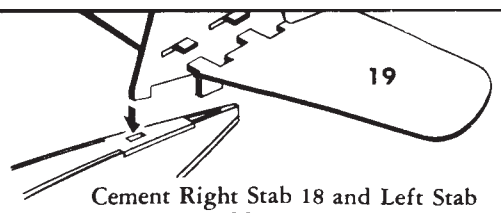
Stabilize

Plastic Canc

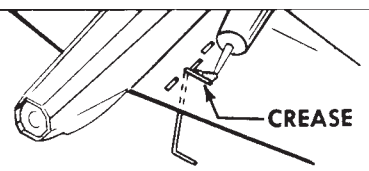


and tail
corners.

13 Cement Wing 11 onto fuselage. Then cement Tail Wheel in place

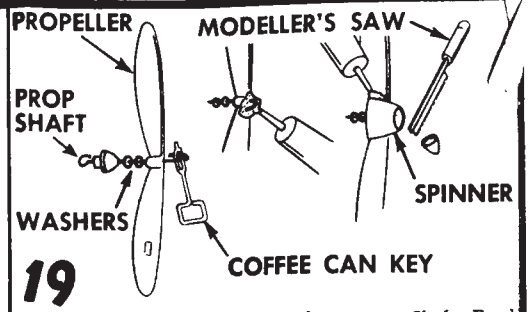


14 Cement Right Stab 18 and Left Stab 19 into Rudder 20, then cement entire assembly into fuselage.

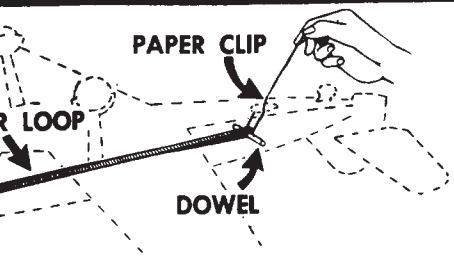


15 Slip Landing Gear Wires through slots in wing and cement into creases.

16 Cement Braces 21 and 22 into wing. Then cement Struts 23 and 24 into place.



19 Slip Nose Button, 2 Washers, and Prop onto Shaft. Bend hook on Shaft as shown, and cement to Prop. Cement spinner to Prop, then cut off tip.



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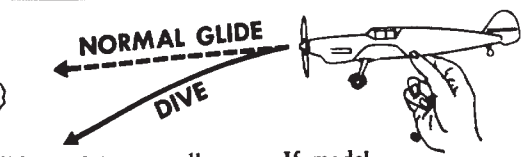

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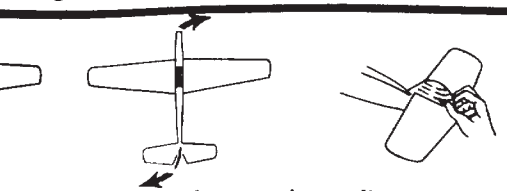
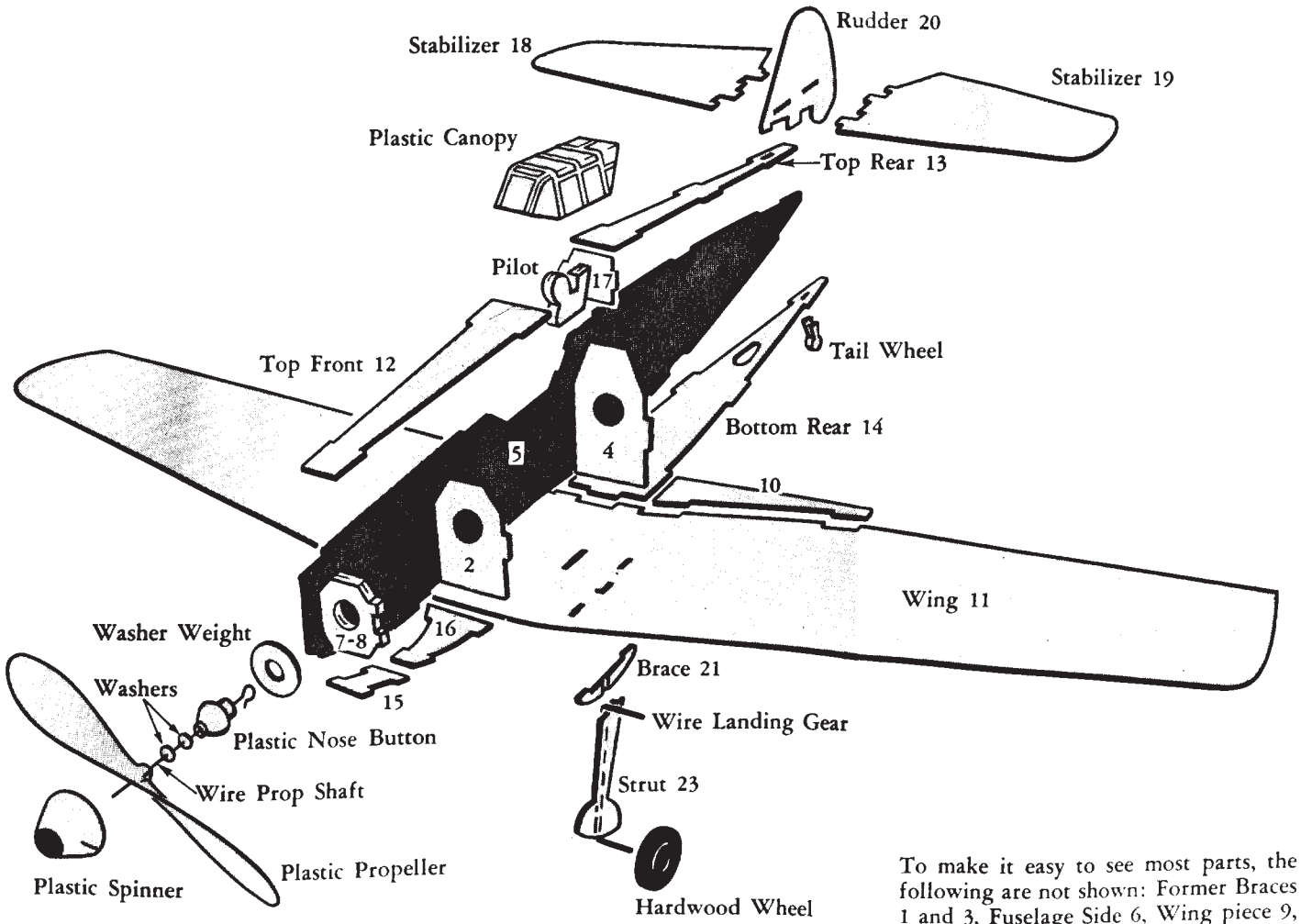


el turns, bend rudder opposite to direction of get straight flights. Wind motor to 100 turns eck power flight. For extra long flights, rub il into the rubber motor.

PICTURE OF "EXPLODED" MESSERSCHMITT



To make it easy to see most parts, the following are not shown: Former Braces 1 and 3, Fuselage Side 6, Wing piece 9, Brace 22, Strut 24, and Exhaust Stacks.

F. McVickar