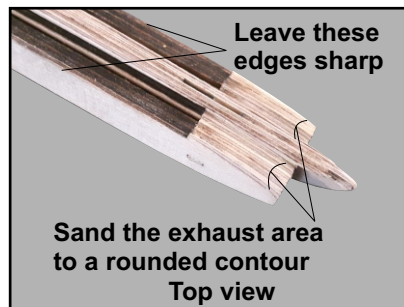
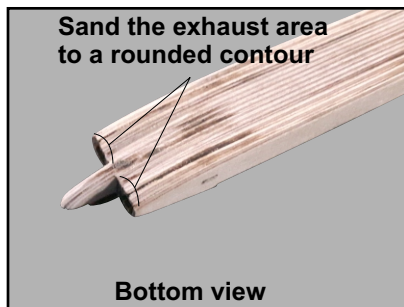
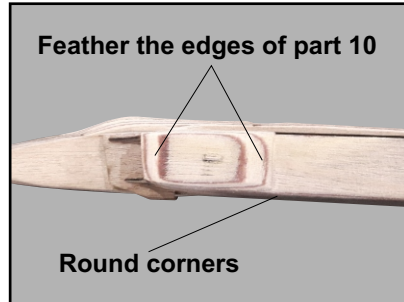
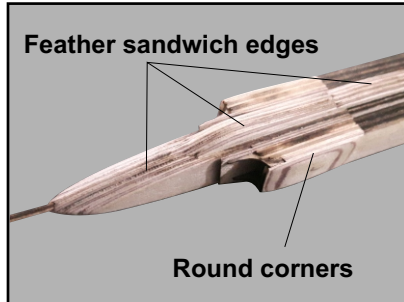


Shaping the fuselage

To give the model a more realistic look, the fuselage should be shaped, primed and painted. This will also help the decals adhere better. The process is very easy, the laser leaves behind a burn in the wood. This burnt edge can be used as a sanding guide. Once the burn mark is removed it will identify the shape it should be. Using 120 grit sandpaper feather all the sandwiched edges and round all the sharp corners, see images below.



For painting please see separate sheet

CF-105 Arrow

The Avro CF-105 Arrow was designed and built by Avro Canada. Design work began in 1953 with the first flight taking place in March 1958. The Arrow is considered to have been the most advanced technical and aerodynamic achievement for the Canadian aviation industry at the time. The CF-105 (Mark 2) held the promise of near-Mach 2 speeds and altitudes of over 50,000 feet. It was intended to serve as the Royal Canadian Air Force's primary interceptor in the 1960s and beyond. Not long after the 1958 start of its flight test program, the development of the Arrow including its Orenda Iroquois jet engines was abruptly halted before the aircraft could be fully developed. The Arrow's cancellation was announced on February 20, 1959. This day became known as "Black Friday" in the Canadian aviation industry. To this day Canada's aviation industry has never fully recovered. The Arrow goes down in history as what Canada could have been in the aviation industry.

CF-105 Avro Arrow Mk 1 Specifications

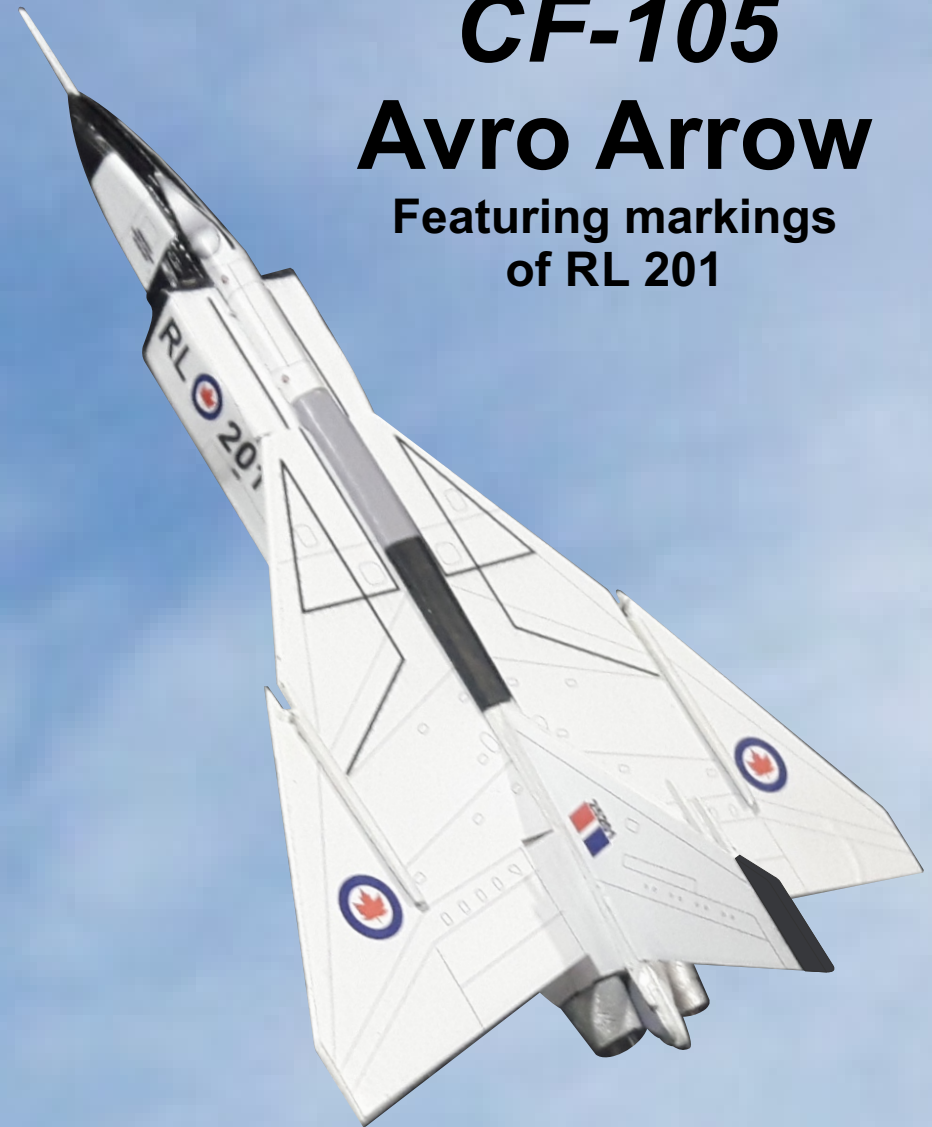
Length	77' 9"
Wingspan	50'
Power	2 × Pratt & Whitney J75-P-3 turbojets
Performance	Mach 1.98 (1,307 mph) at 50,000 ft max recorded speed.
Armament	Never fully developed.

Rockets: 1–4× AIR-2 Genie unguided nuclear rockets.

Missiles: Up to 8× AIM-4 Falcon, Canadair Velvet Glove (cancelled 1956).
3 AIM-7 Sparrow II 2D active guidance missiles (cancelled).

CF-105 Avro Arrow

Featuring markings
of RL 201



Wooden Model Kit

Easy build sandwich construction
PAINT AND GLUE NOT INCLUDED
1:160 Scale



OSBORN MODEL KITS
www.osbornmodelkits.com

RRA-3130

Building tips:

All parts will be a tight fit. If you find a part is too tight give it a bit of a sanding with 220 grit sandpaper. **DO NOT FORCE PARTS.** A hobby knife is suggested to cut the pieces from the part tree but most parts will break free easily. 220 grit sandpaper may be used to remove unwanted burn marks. A white glue may be used for assembly if desired. Any black substance that gets on your hands is non toxic and can be removed with soap and water.

Tools Required:

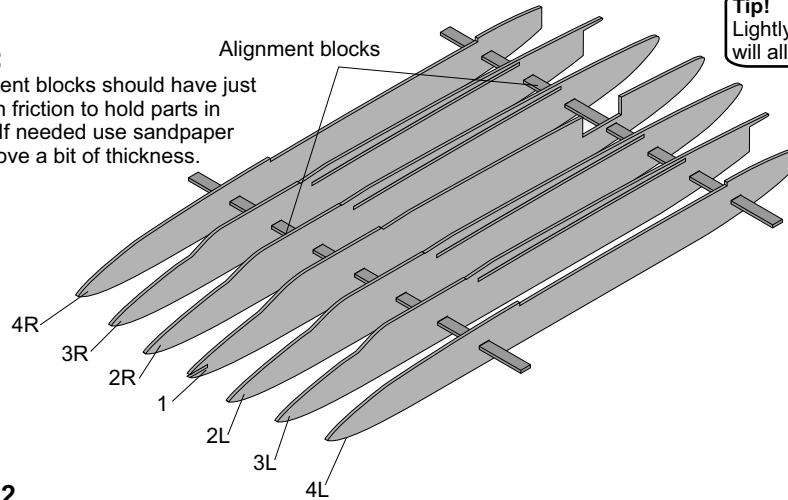
Utility knife
Wood glue
Sandpaper 220G, 320G
Selection of paint brushes

Step 1 Centre Fuselage

Slide alignment block through part 1 and centre them. Stack parts 2L through to 4L onto the alignment pins. Do the same with the other side.

Note:

Alignment blocks should have just enough friction to hold parts in place. If needed use sandpaper to remove a bit of thickness.

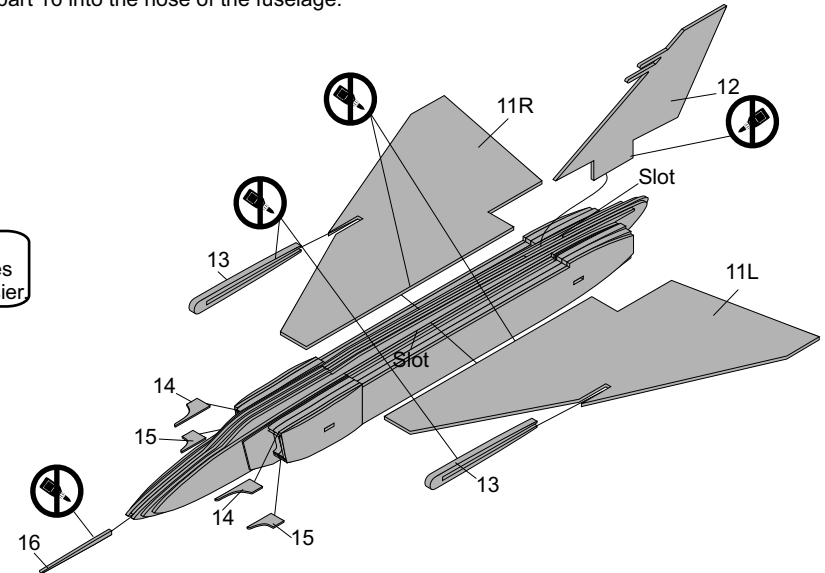


Note:  Do not glue parts 16, 17, 18 and 19 into slots.

Tip! Lightly sanding alignment block edges will allow them to slide into place easier

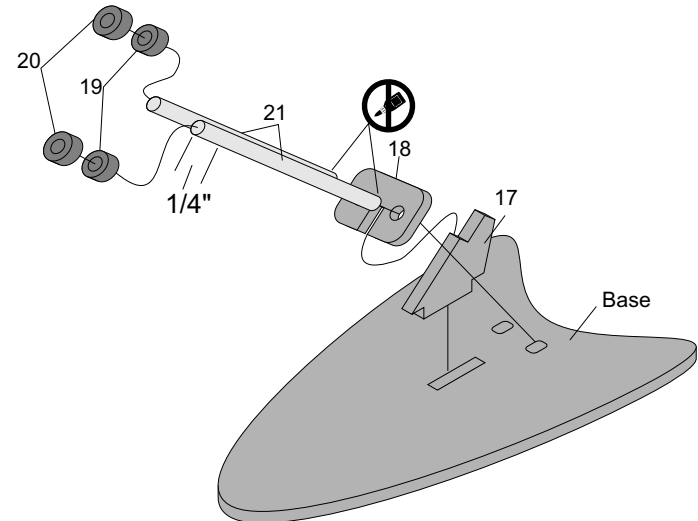
Step 3 Wings, tail and intakes

Slide part 12 into the slot on top of the fuselage. Insert parts 11L and 11R into the long slots on the side of the fuselage. Slide parts 13 into the slots on wings. Place parts 14 into the slots on the top part of the engine intakes. Place parts 15 into the slots on the bottom of the intake. Insert part 16 into the nose of the fuselage.



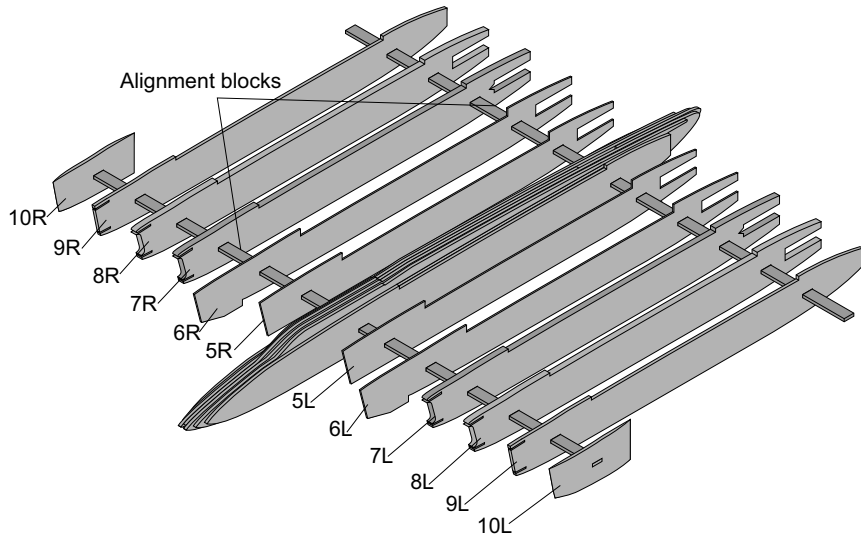
Step 4 Stand

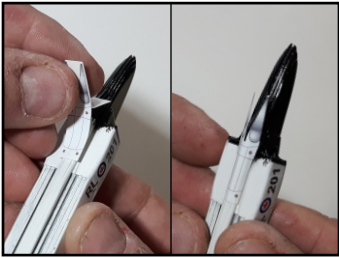
Insert part 17 into the base. Place part 18 onto the tab of part 17. Slide part 21 acrylic dowel through part 18 and into the slots on the base, do not glue. Slide parts 19 and 20 onto the acrylic dowel and position 1/4" from the top of the dowel.



Step 2 Outer fuselage

Stack parts 5L through to 10L onto the two rear alignment blocks. Do the same for the other side





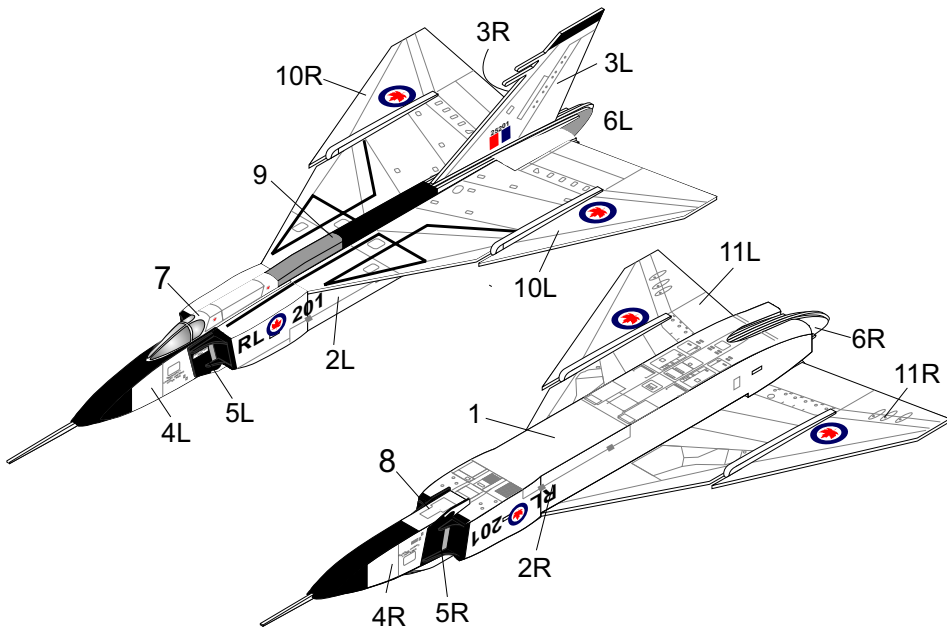
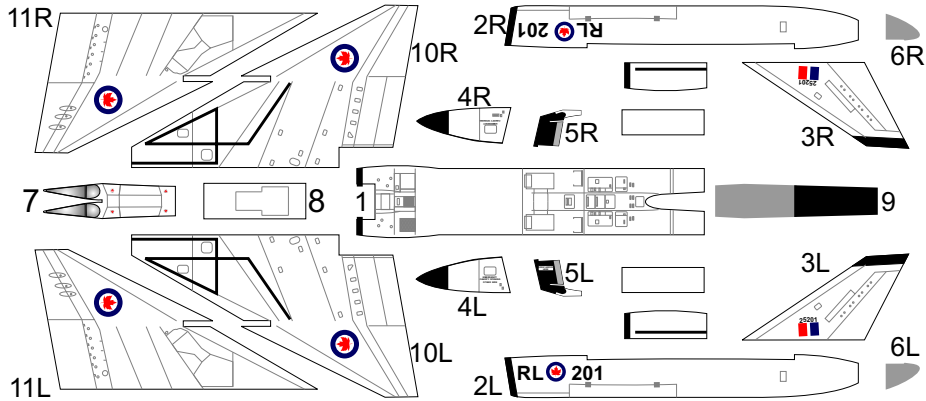
For the cockpit decal, cut out and place on the centre line of the cockpit. Gently roll the sides over so the decal takes the contour of the cockpit.

Decals should be placed into position in numerical order. The wings, tail, and part 13, will need to be removed to apply decal.

Take your time.



For small decals you may use a small utility knife to remove them from the backing and place in position.



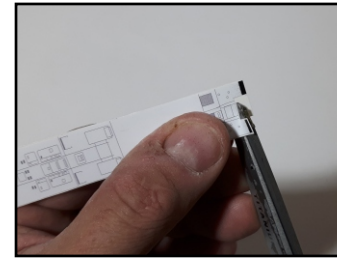
Applying decals

Tools needed to apply decals

Scissors

Utility knife

Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to lose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.



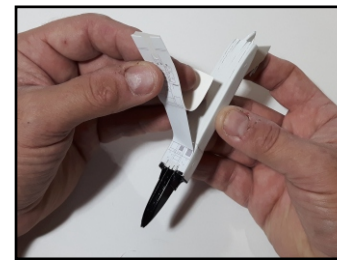
Cut out each decal as close to the edge as possible. Only cut out decals as needed.

Note:

Paint entire aircraft white before applying decals.



For the large decals, remove about a 1/4" of the backing and fold under.



Place the exposed section on the surface making sure that your decal is properly aligned on the part.



Slowly remove the backing making sure the decal is staying aligned on the surface.

Suggested Testors Model Paints

White primer 2748 or equivalent

1 White 1145

All surfaces

2 Black 1147

Front portion

Top of tail

Stand

3 Silver 1146

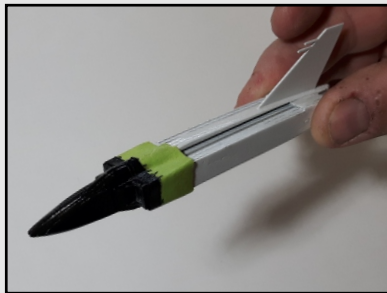
Exhaust

Note:

Model should be painted before adding decals.



Once shaping is complete put a primer on all surfaces to seal the wood. You will want to apply around three coats. Sand with 320 grit sandpaper between coats. Once good coverage has been obtained, paint all surfaces white.



Once paint is completely dry, mask off the front portion of the fuselage with masking tape. Masking line should be about a 1/8" behind the front of the intakes. Paint this area black.



Completed painted model ready for decals

Avro Arrow 201

