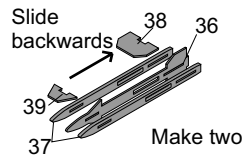


Step 9

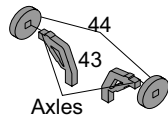
Sidewinder missiles



Sandwich part 36 between the two part 37's. Slide parts 38 and 39 through slots then slide backwards to lock in place.

Step 11

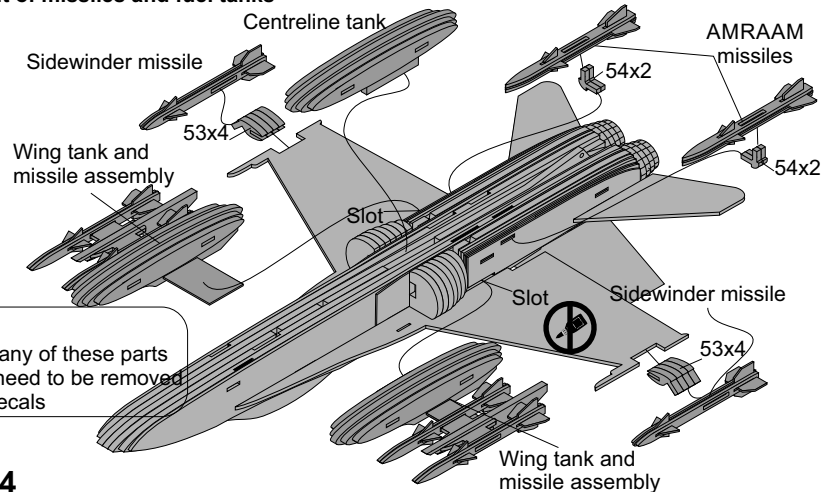
Landing gear



Slide parts 44 onto axles of part 43

Step 13

Placement of missiles and fuel tanks

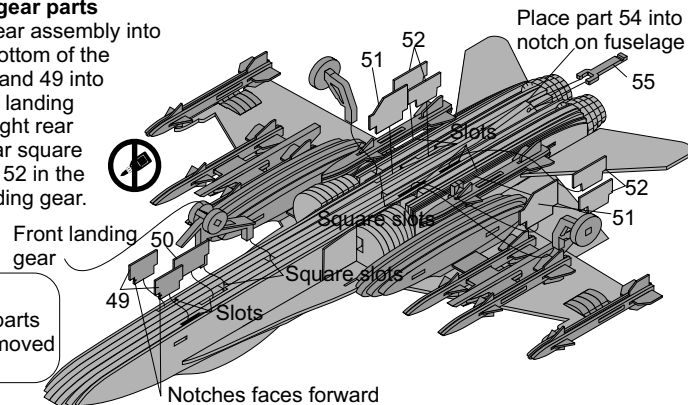


Note: Do not glue any of these parts as they will need to be removed to add the decals

Step 14

Placement of landing gear parts

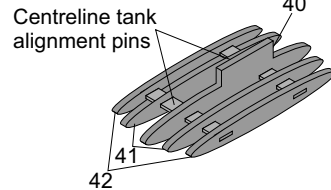
Insert the front landing gear assembly into the square slots on the bottom of the fuselage. Place parts 48 and 49 into the slots around the front landing gear. Insert the left and right rear landing gears into the rear square slots. Place parts 51 and 52 in the slots around the rear landing gear.



Note: Do not glue any of these parts as they will need to be removed to add the decals

Step 10

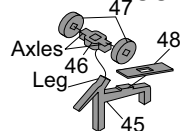
Centreline fuel tank



Slide the centreline tank alignment pins through part 40 and centre. Stack parts 41 and 42 onto alignment pins

Step 12

Front landing gear



Insert part 46 onto the leg of part 45 then place parts 47 onto the axles of part 46. Attach part 48 to part 45. **Do not glue part 47.**

CF 18 Hornet

Featuring markings from 410 Cougar Squadron



McDonnell Douglas CF-18 Hornet

The McDonnell Douglas CF-18 Hornet is Canada's primary air defence aircraft. Canada first received their CF-18's in 1982 to replace the aging CF-101 Voodoo and CF-104 Starfighter aircraft. The Hornet is almost identical to the U.S. F/A-18, the most visible difference being the spotlight on the left side of the fuselage. The other being the false canopy painted on the bottom of the fuselage. The Hornet has served in many conflicts around the world including the Gulf War in the 1991 and Kosovo in the late 90's. With consistent upgrades and good maintenance the CF-18 will be serving Canada for many years to come.

Marking included in this kit were used by 410 Cougar squadron for the 1993 air show season.

McDonnell Douglas CF-18 Hornet Specifications

Length	56'
Wingspan	40'
Power	2 General Electric F404-GE-400 turbofans, 16,000 lb, each
Performance	Max speed Mach 1.8
Armament	Various armament:

Missiles:

Air-to-air: AIM-9 Sidewinder , AIM-120 AMRAAM, AIM-7 Sparrow

Air-to-ground: AGM-65 Maverick , CRV7 , rockets

Bombs: Paveway , Mk 82, Mk 83, Mk 84, GBU-10, -12, -16 and -24 laser guided bombs

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.

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

Step 1

Fuselage

Note:

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

Long alignment blocks

Short alignment block

4R

3R

2R

1

2L

3L

4L

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. Take the two part 5's and slide them through the square hole and centre them.

Step 2

Engines

12R

11R

10R

9R

8R

7R

6R

Stack parts 6L through to 12L onto the longer alignment pins. Do the same to the other side

6L

7L

8L

9L

10L

11L

12L

Step 3

Intakes and Exhaust

To make the engine intakes start by inserting part 13 onto the tab as shown. Continue to place parts 14 through to 17 onto the tab.

Slide parts 18L and 18R onto the tabs followed by parts 19L and 19R through to 21L and 21R.

Tab

17

16

15

14

13

13

14

15

16

17

20R

21R

19R

18R

21L

20L

19L

18L

Step 4



Note: Do not glue any of these parts as they will need to be removed to add the decals

Parts 24L and 24R insert into the slots on the side of the fuselage. Place part 25 into the slot on the forward part of the wing.

24R

25



22R

23R

Slots in part 5

22L

23L

Slot

25

24L

Step 5

Wing tanks

Wing tank alignment pins

26

28

Slide the wing tank alignment pins through part 26 and centre. Stack parts 27 and 28 onto alignment pins

Make two

Step 6

AMRAAM missiles

Slide backwards

31

29

32

30

Make six

Sandwich part 29 between the two part 30's. Slide parts 31 and 32 through slots then slide backwards to lock in place.

Step 7

Missile rack



33

34

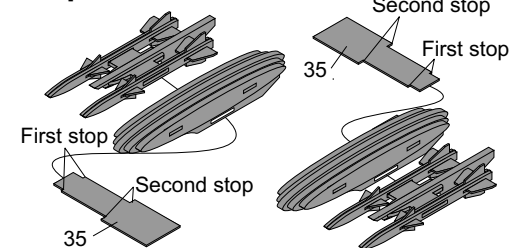
Slots

Slot

Make two

Slide part 33 into the slot on part 34, making sure that it bottoms out in the slot. Place two completed missile racks onto the tabs on part 33

Step 8



First stop

Second stop

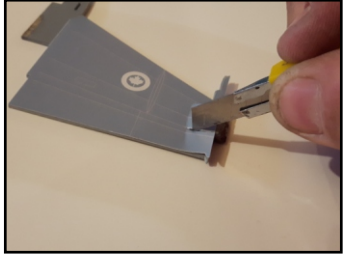
35

Second stop

First stop

Slide part 35 through the slot on the wing tank so that it butts up against the second stop. Slide the assembled missile rack onto the first stop. You will need to make a left and right side

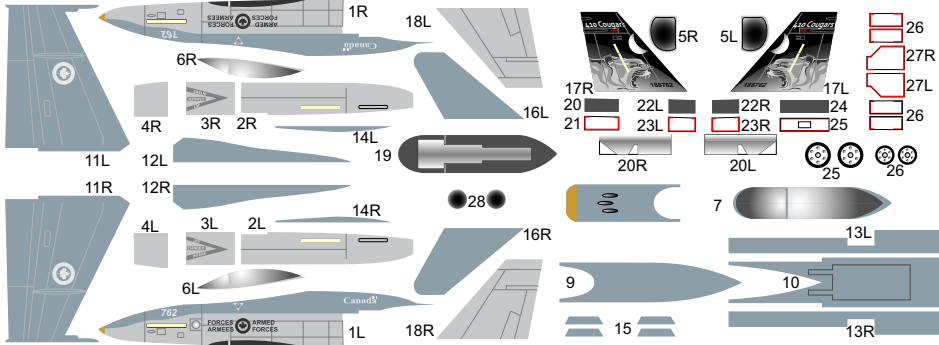
For small decals you may use a small utility knife to remove them from the backing and place in position.



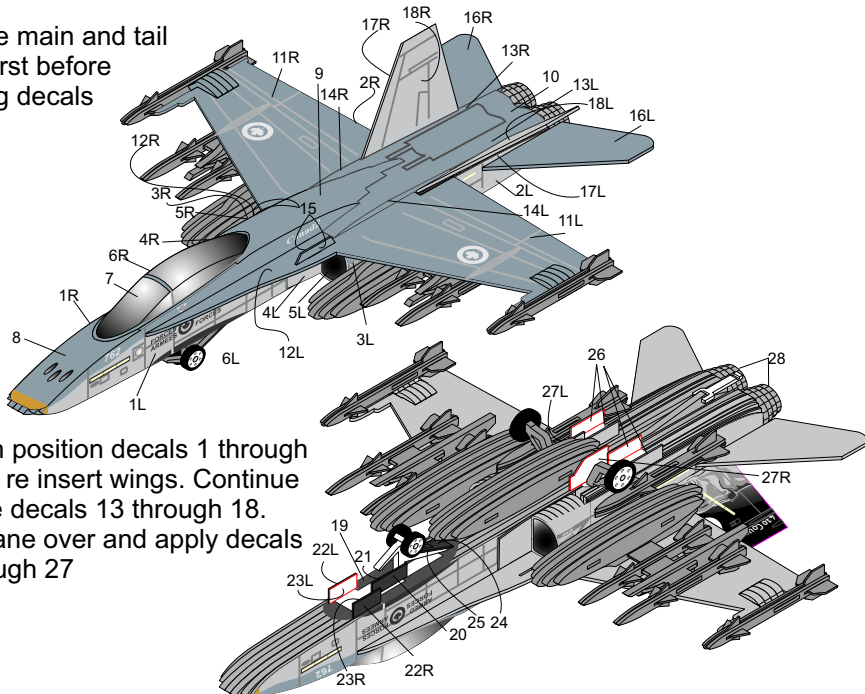
Once wing decals are in place, take a utility knife and trim around wing tip parts.

Decals should be placed into position in numerical order. You will need to remove the main and tail wings to apply the side decal.

Take your time.



Note:
Remove main and tail wings first before applying decals



Place in position decals 1 through 12 then re insert wings. Continue to place decals 13 through 18. Turn plane over and apply decals 19 through 27

Applying decals

Tools needed to apply decals

Scissors
Utility knife

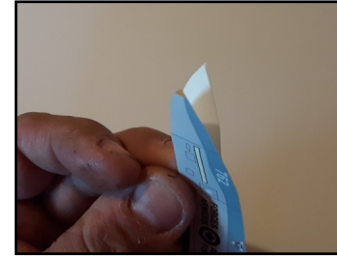
Make sure your hands are clean before applying decals. Avoid contact with the adhesive as this can cause the decal to lose some of its adhesion. Decals will adhere better to a smooth clean surface so we do recommend painting your model for best results.



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

Note:

Paint entire aircraft gray before applying decals.



For the large decals, remove about a 1/4" of the backing and cut off with scissors.



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



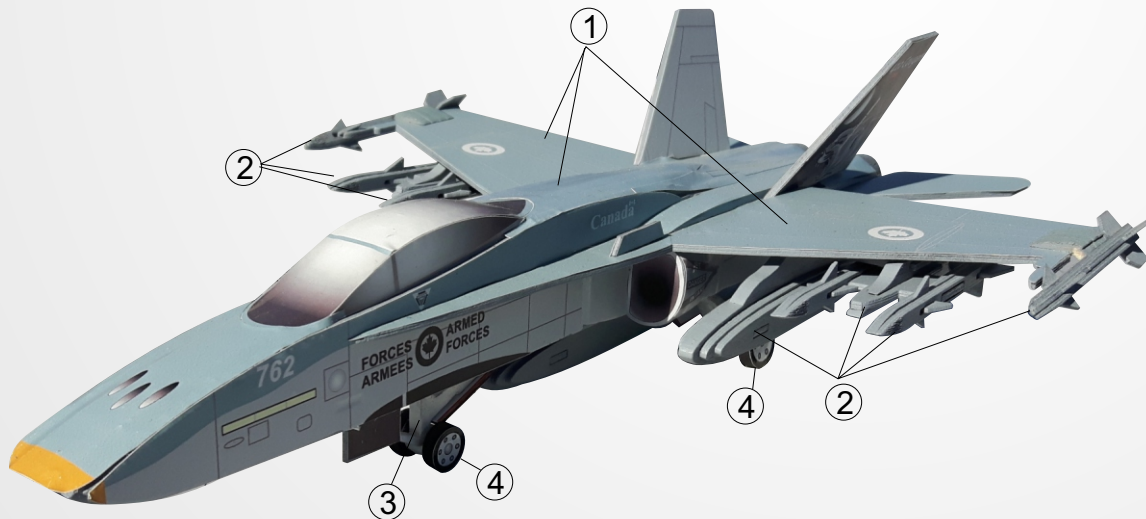
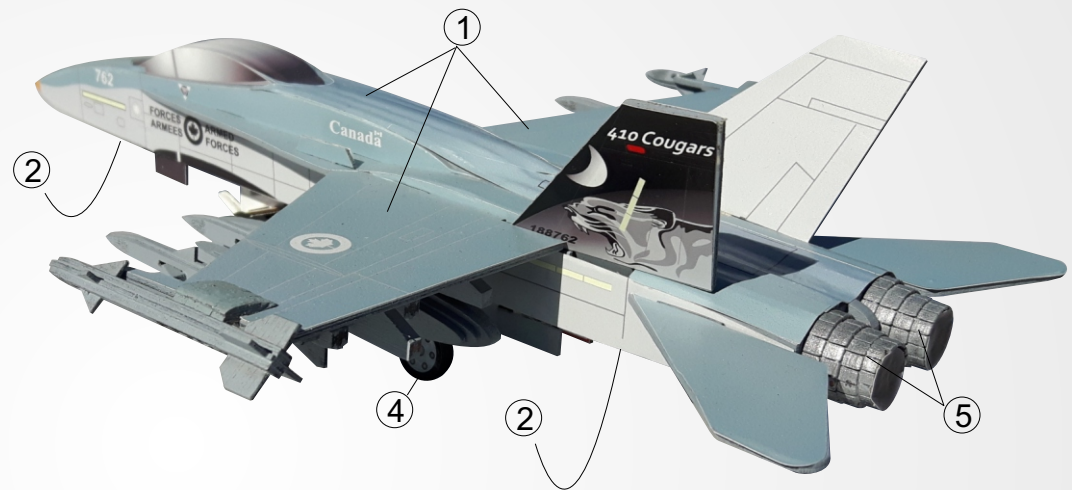
Slowly remove the backing making sure the decal is staying aligned on the surface.

Colour Scheme CF-18 Hornet

410 Cougar Squadron 1993 Air Demonstration Plane

Suggested colours:

- 1 Medium Gray** 1721 Testors Model Master
All upper surfaces
- 2 Light Ghost Gray** 1728 Testors Model Master
All under surfaces
Missiles, fuel tanks
- 3 White**
Landing gear
Tail hook
- 4 Black**
Wheels
- 5 Silver**
Exhaust



Note:

Model should be painted before adding decals.

All upper surfaces should be Medium Gray and all under surfaces Light Ghost Gray