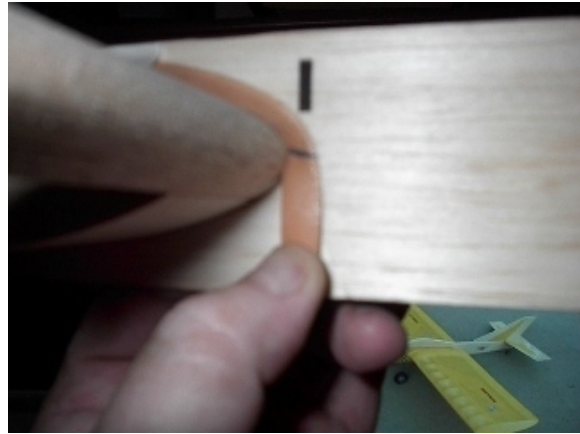




## Leather Fillet installation



Fillets are primarily for looks, not strength, but they can be used to help make the wing or stabilizer to fuselage joint a bit stronger. Usually this is done on the outside of a full fuselage plane. On profiles, then the fillet should be used to add strength to the joint. The use of leather simply because it is very quick, looks uniform without any work, leather is the same as balsa, i.e.; neutral to paints. No mixing, just a quick measurement and cutting. First I pre-glue the fillet area using Ambroid glue. Then after measuring and cutting the fillet, Starting on the Bottom (preferably at the T.E. of the wing or end of flap gusset, if your model has gussets) I apply an ample amount of Ambroid glue in the joint, lay the fillet at one end and using my finger, rub the fillet into the joint. I use a large rounded dowel or the back of a finger (thumb usually) and rub the joint with my fingernail wrapping it around the Leading Edge and pulling it downward, you will need to trim it here as it will not completely wrap around the wing L.E. and once finished repeat this on the other side. (The ink line is approximately where you should make your cut)



Leather Fillet installation Now when trimming the top fillet to meet the bottom you will end up with a small pointed joint this may be left as is or you may trim to your desired shape. Either way the fillet will lie down smoothly and then I coat it liberally with Ambroid and let it dry. Taking approximately 5 minutes each section you can have all four-wing joints done. Sand it lightly and dope it as you would the balsa. Silk span goes over it just like balsa, and it does not react with any dopes, Brodaks or Sig. Just for info, I no longer use Pactra paints.

Suggested installation method written for kits by Walter Umland by Ty Marcucci



This is only a suggested installation method; Therefore, Ty Marcucci or Walter Umland assume no responsibility

The user/s shall assume any and all risks