

FUSELAGE SKINS

- Position side skin "B,C,D" (MF03-152) in place and mark out rivet patterns on skin as shown on T51-05-INS-1175, drill with #30 drill, cleco as you go (drill completely thru hat sections to set-up rivet pattern for inner cockpit panel).
- Position side skins "E" & "F", mark out rivet patterns & drill, cleco as you go.
- Side skins "E" will need to have a portion removed for the elevators.
- Side skins "B,C,D" & "E" can be removed at this time and stored.
- Once the side skins are removed and the bulkheads U9-U12 are in place. The turtle deck can go in place. Drill holes in the lower edge of turtle deck where material will be removed, attach one end of a bungee strap to these holes from one side to the other. This will pull the skin tight while drilling. Remove skins (deburr holes, bond & rivet skin in place). A stiffener should be added to the bottom of the aft canopy track (MF03-141) to strengthen turtle deck in that area.
- With instrument panel face (MF03-135) in place, fit "D" top skin (MF03-186) in place, remove material including access panel. Glue & cleco skin in place.
- Fit glare shield (MF03-134).
- Fit windscreen trim (MF03-193 & 194).
- Fit "B" & "C" top skins (MF03-158 & 159) with the "B" aft edge overlapping "C" forward edge, remove excess material as needed.

By

Date

Checked

Date

Approved

Date