

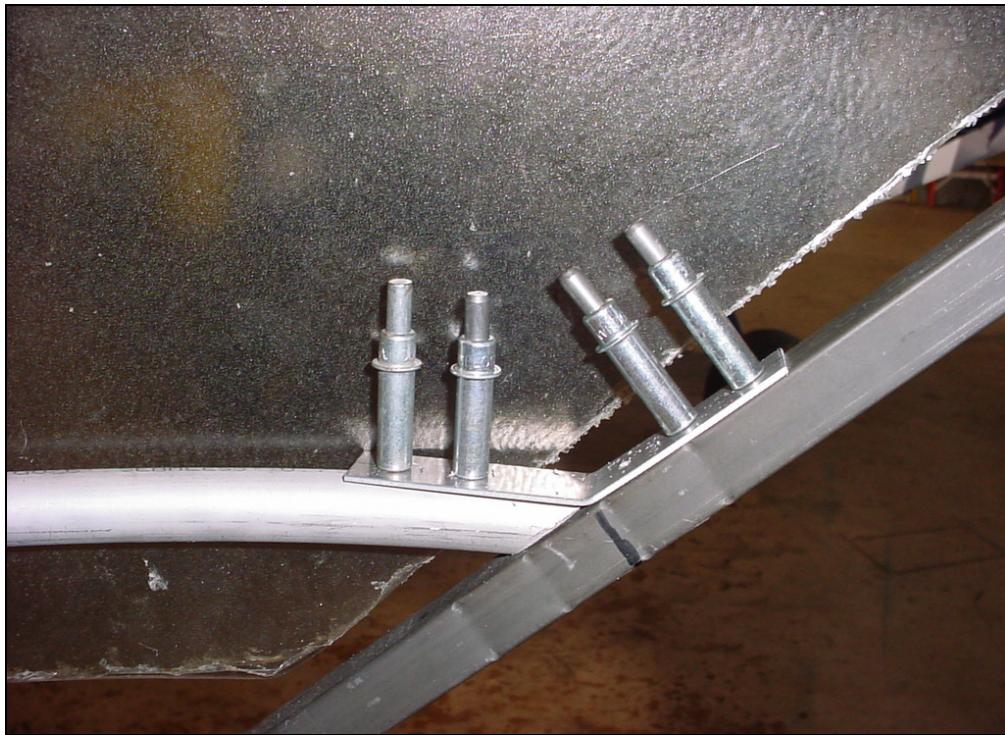


60mm from top middle of tube frame to forward top skin.

Make another plywood template to fit the front canopy tube frame 6C3-2.

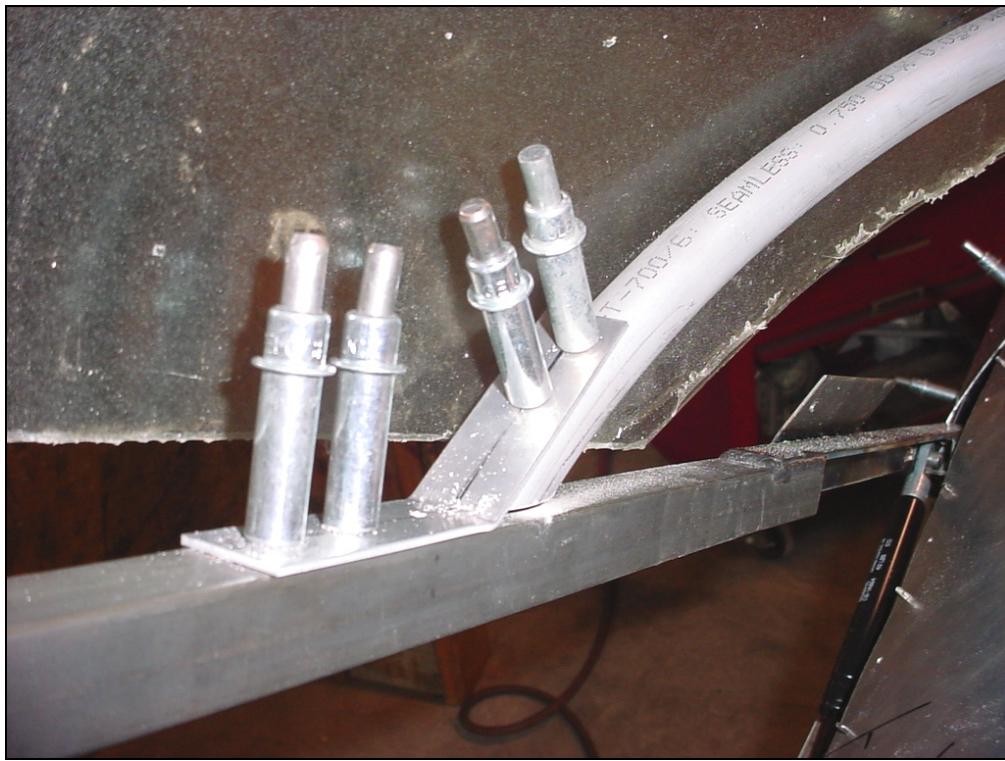


510mm from canopy hinge to aft edge of tube frame (measured along cabin sides). Ref. top right diagram on drawing 6-C-3



**FRONT GUSSET
6C3-9**

Detail of left side.



Left Gusset.



Drill and cleco.



3 rivets A5 in each flange, Ref. right middle diagram on drawing 6-C-3



Material: Nylon 66
Thickness: $t=1/2"$

Cut on a taper.



Spacer fits between canopy side frame and the panel side angle 6C1-1



Detail of left side.

Nylon 66 material in line with the square tube of the canopy frame.

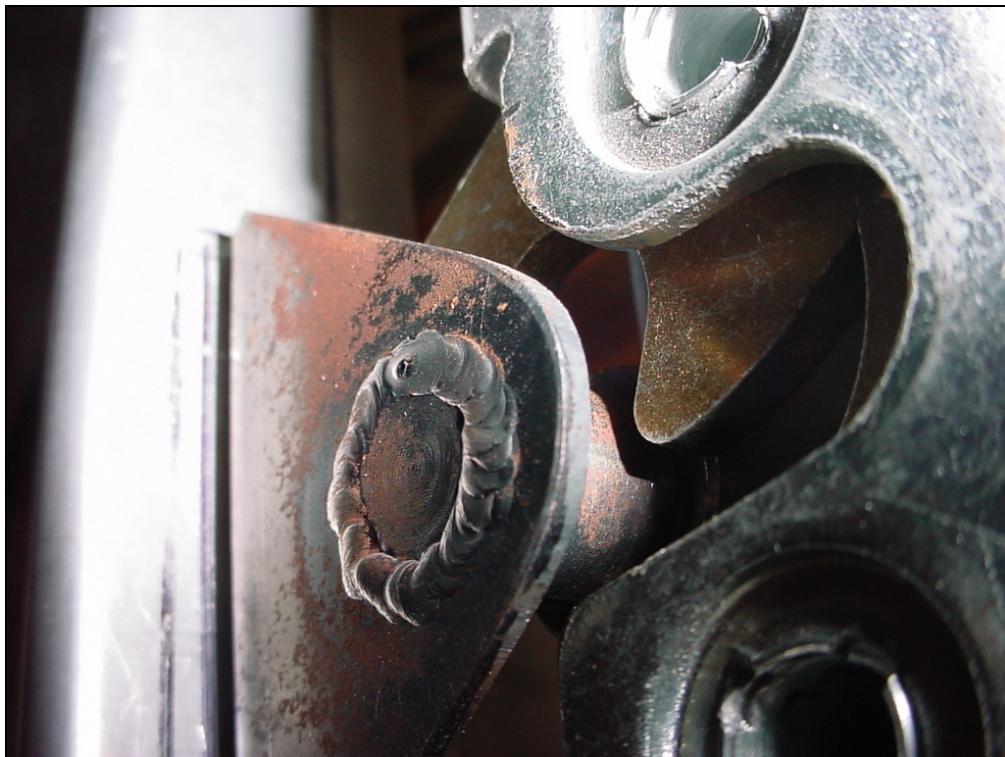


Right side.

Shave down the thickness until it fit without forcing.



Safety wire the latch in the open position (left and right side).



Check for proper alignment.



Lift the frame by the rear canopy frame, it should make good alignment with the striker stud each time. The safety wire on the latch make it easy to open and close the canopy frame.



The purpose of the plastic spacer at the front is align the latch at the rear.



Remove the canopy frame assembly from the fuselage. Position the front end of the frame even with the edge of the workbench.

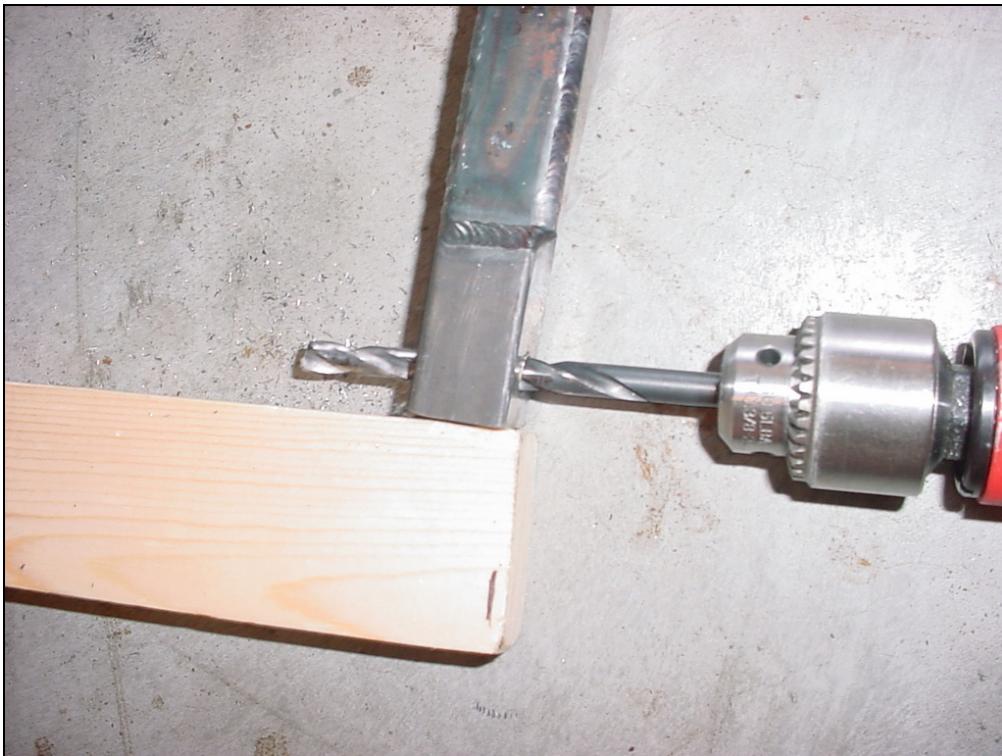


The canopy frame can also be positioned on the floor. Lay a straight board across the left and right side frame.



1/4" drill bit.
Elongate hole.

Position the drill bit in the hole through the welded bushing.



Check with 1/4" bolt.

Elongate the hole until the drill bit is parallel to the board or edge of the workbench.

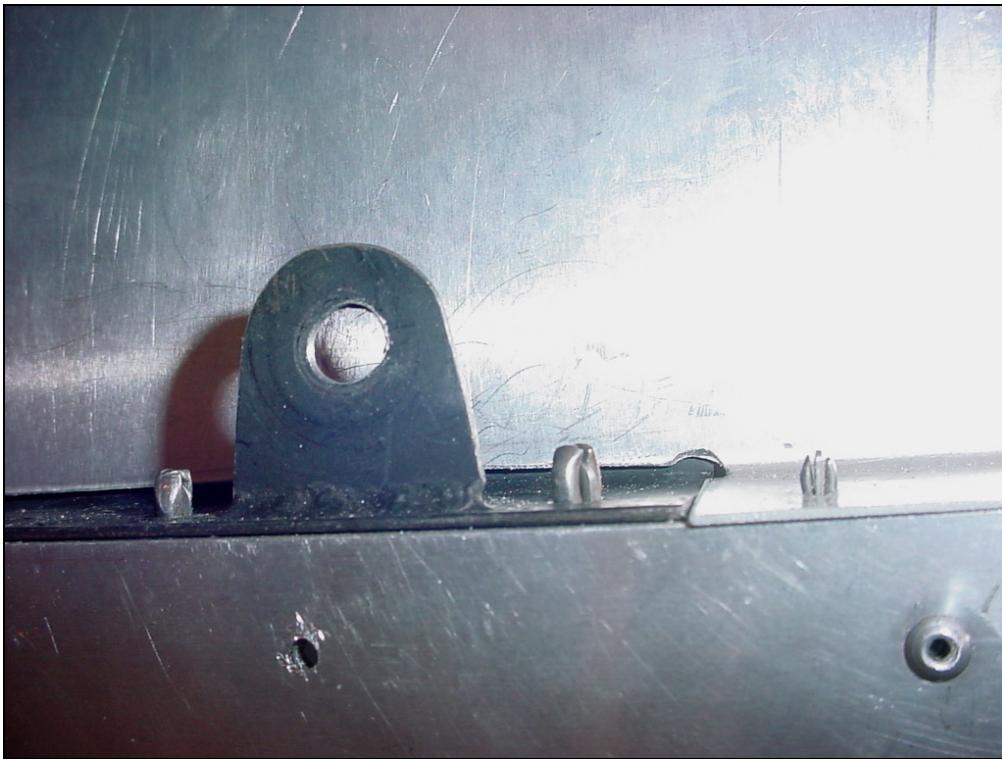


Elongated hole.

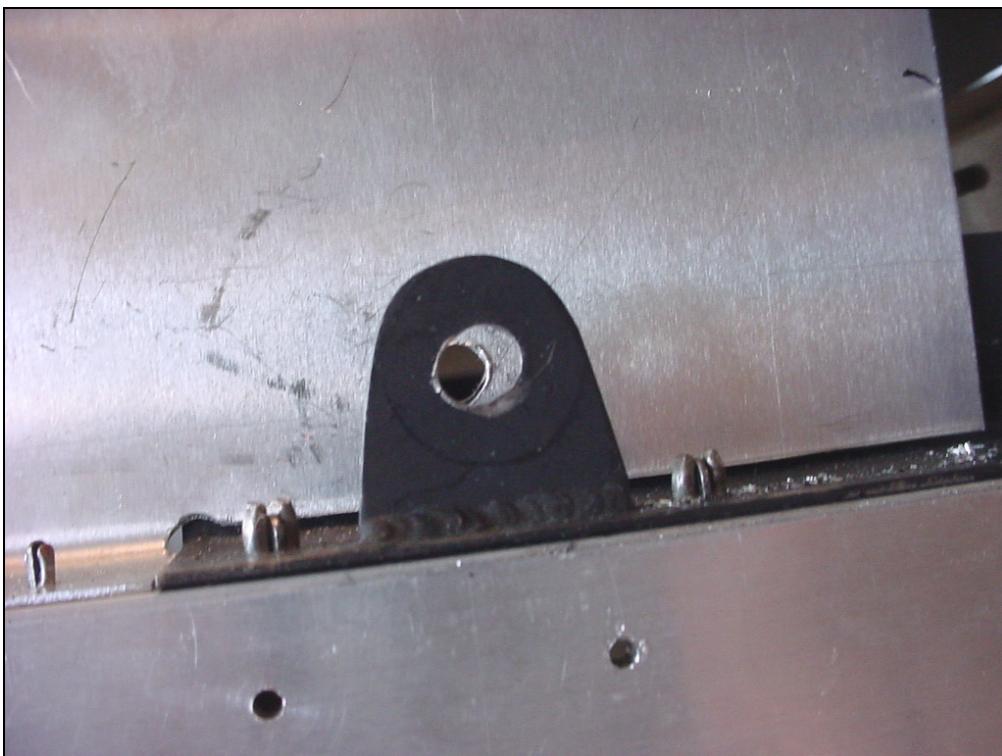
In the open position the bolt is parallel to the firewall.



In the closed position the bolt is square to the canopy frame.



Also elongate the hole in the upper engine mount fitting 6B6-4, elongate until drill bit is parallel to firewall.



SUGGESTION: Work both sides of the hole, first hole the drill on the outboard side of the fuselage, then hole the drill on the inboard side.