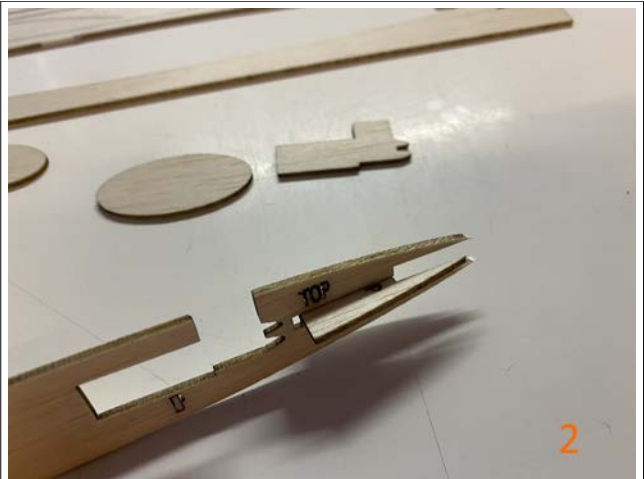
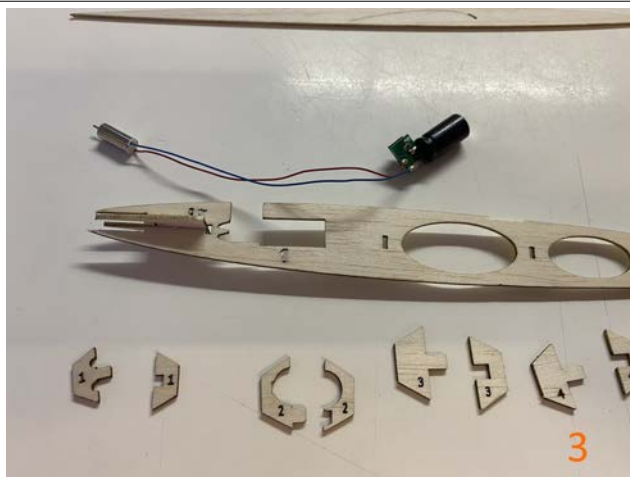


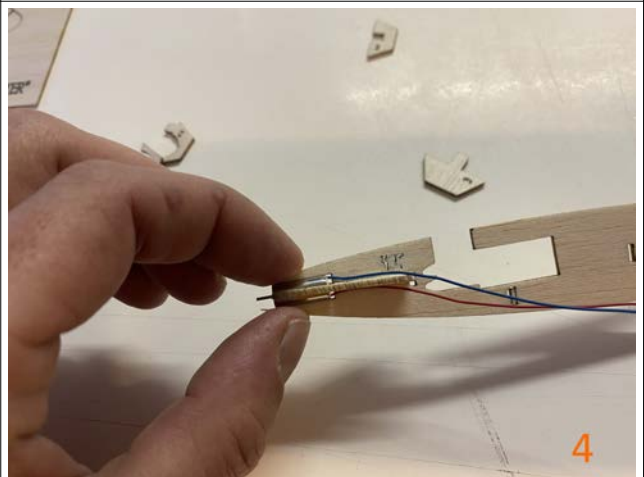
1. Motor mount, there is only one right way, keep "top" to "top" and you can't go wrong. This makes sure the motor has the right thrust settings.



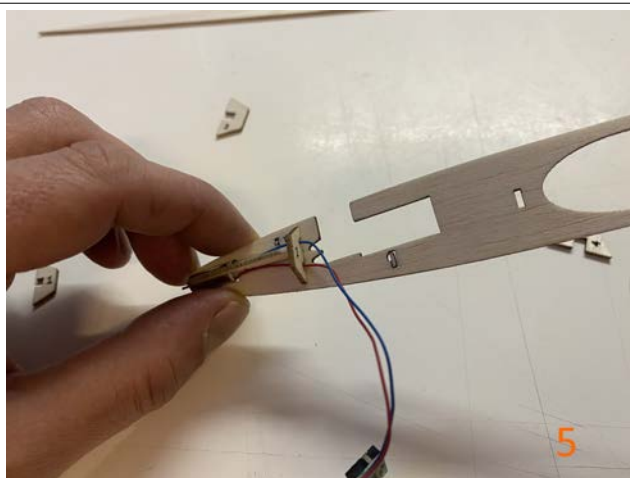
2. Motor mount glued at place, take notice of the word "top" on the center fuselage and motor mount part.



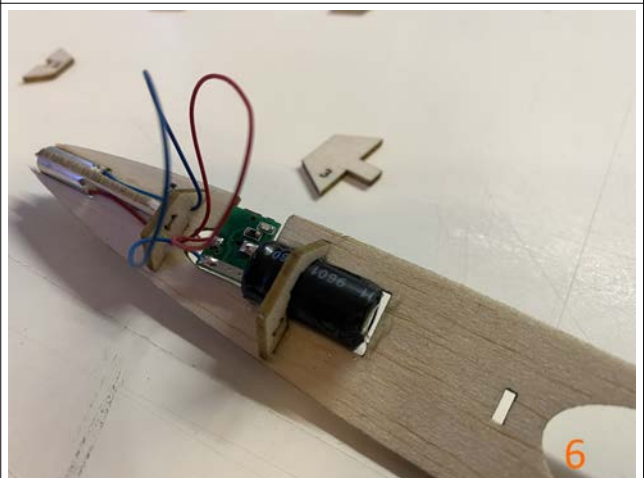
3. Drive train.



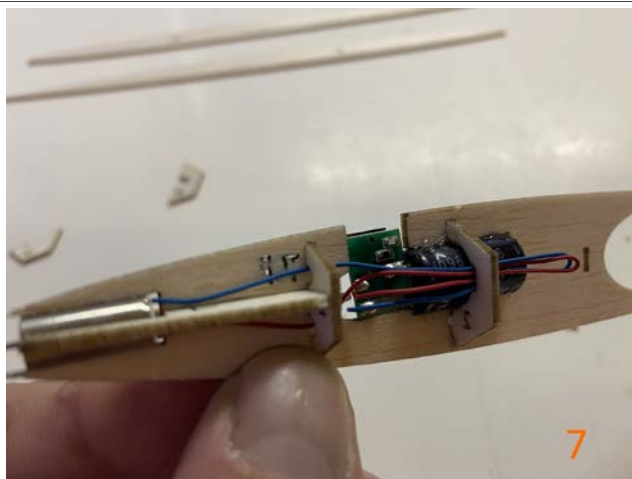
4. First we slide the motor in , make sure one wire is above the motor mount and one below, see picture. Also here you can see how far the motor is pushed into the mount.



5. Glue no.1 part, left, at place, take care of the wires.



6. Glue no.2 part, left, at place, glue first, then bring the capacitor in place with some uhu-por glue.



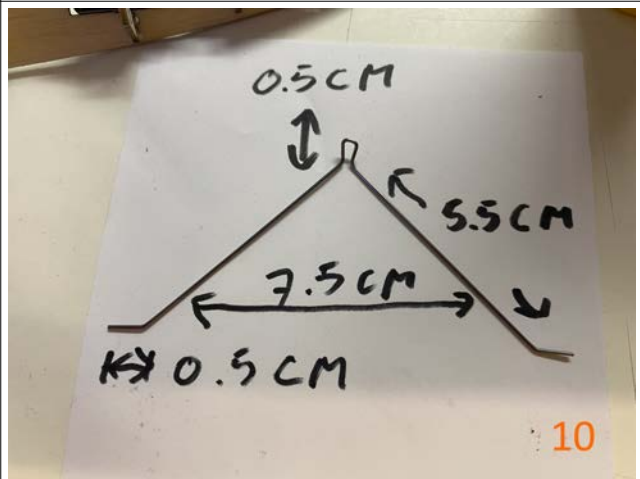
7. In part no.2 is a little gap where you can put the wires through so all looks nice and neat. Of course you can also shorten the wires and resolder them into place.



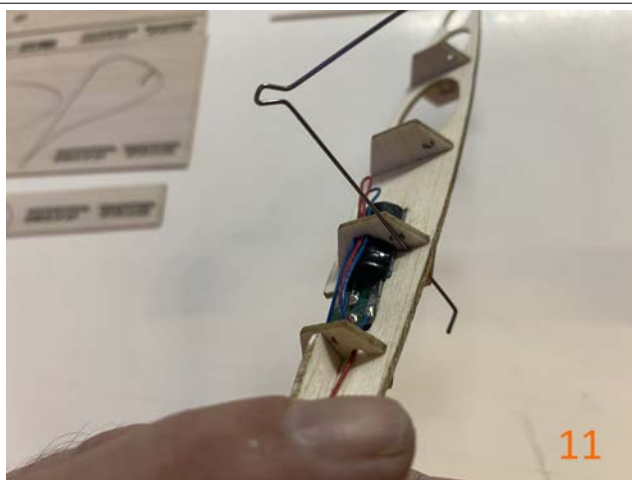
8. Glue parts 3&4, left, at place.



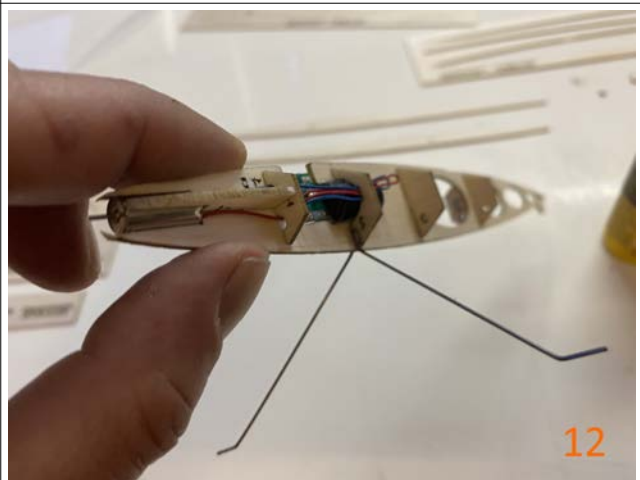
9. Glue parts 1,2,3&4, right, at place, take care to line them up nice and straight.



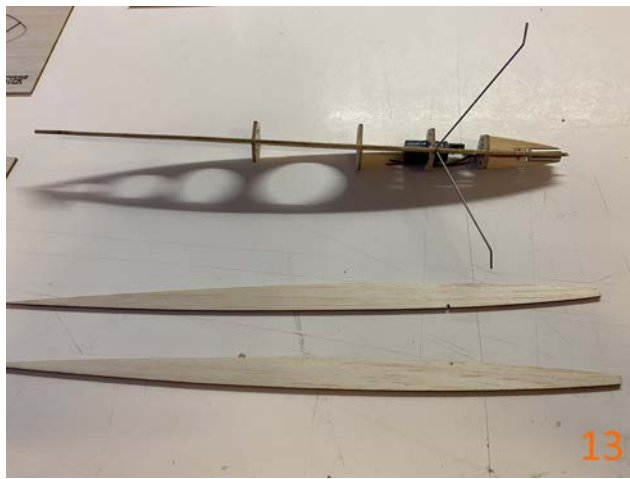
10. Landing gear. Bend the steel wire into shape, on the picture you see dimensions, but you can make it in a different shape also, just keep the top 5mm high and and 1-2mm wide.



11. Just in front of part no.2 is a tiny 1mm hole, here the landing gear must go through.



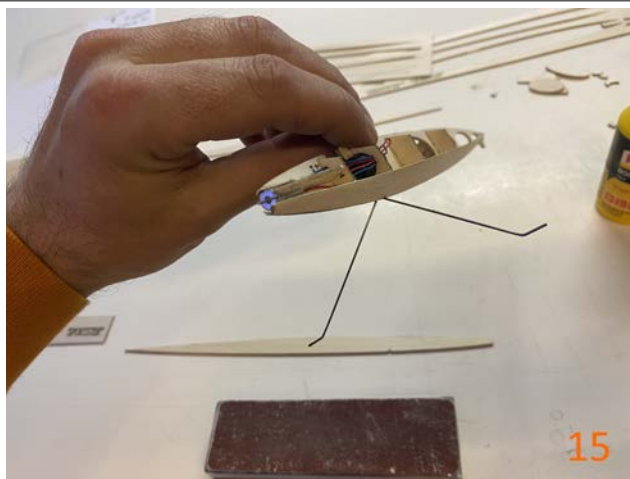
12. It needs a bit of fiddling to get the landing gear in place, fixate with ca. and add some white glue or uhu por when the ca is dry.



13. Balsa sheet fuselage parts., we start with the bottom parts, both with a tiny hole for the landing gear.



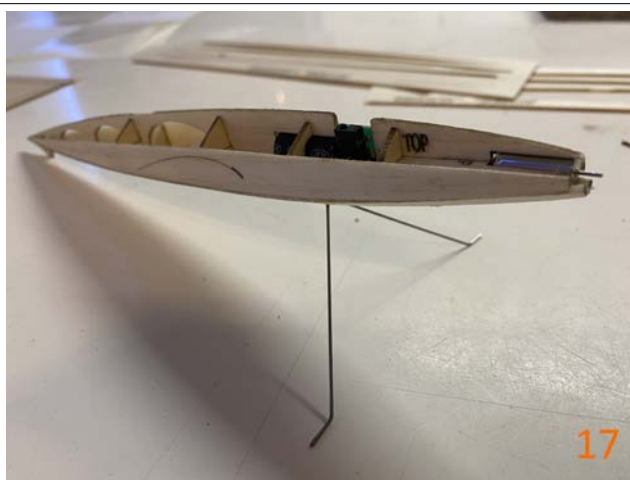
14. Before we can glue these bottom sheets into place, we have to sand the edges into a angle so the sheets fit without any gaps in between. take care in this process and try not to sand so much that you change the outline of the sheet. This process is needed for all 6 sheet fuselage parts.



15. Glue the bottom parts into place, use white glue, only at the nose and tail a tiny drop of ca can help to fixate the part. When using ca all the way the sanding process in a later stage will become extra hard.



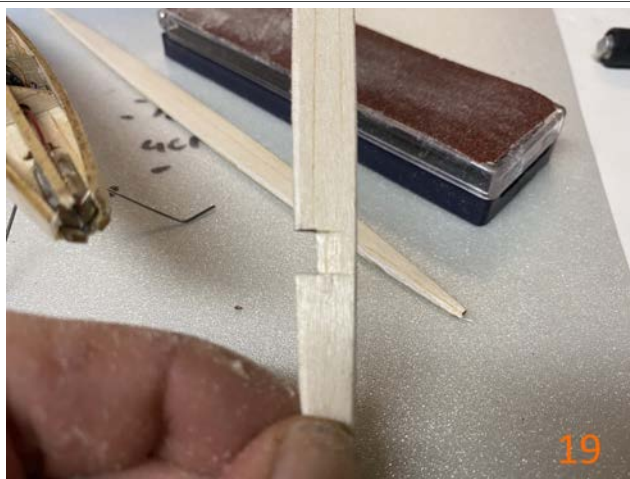
16. Make sure there is no gap between the sheet bottom parts and the center fuselage part.



17. Glue the side parts into place, make sure you line up both sheets(left&right) at the TAIL.



18. Top fuselage parts, take notice the part with the notch in it is for the right side.



19. Carefully cut away some balsa at the bottom side of the notch is sometimes needed to make it fit nice and tight.



20. After glueing all 6 fuselage parts into place you can use rubber bands to keep it all in place while drying.



For the best result in weight and looks, sanding is required, take your time and enjoy the process.



22. Glue the "airfoil-formers" into their position. There is a guiding line which still can be seen after sanding, Take extra care to glue left and right formers in the correct place.



23. Don't forget to sand the nose.



24. Wheels. Each wheel is made from one big and two smaller parts. Glue these together and sand them.



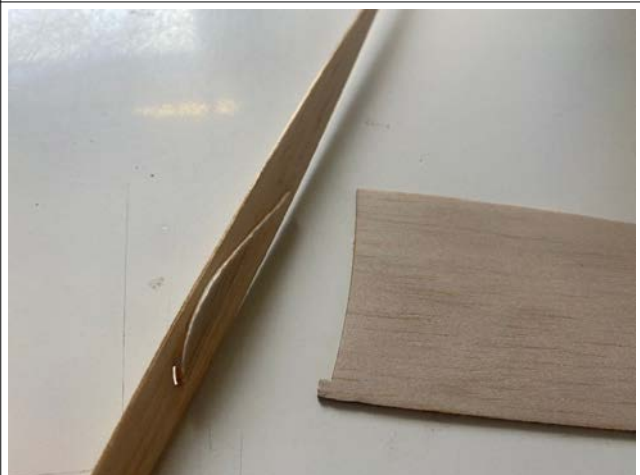
25. Add a drop of white glue in the center and push in a bearing at each side, use 1mm steel rod to clear to holes from excessive glue and to line up the bearings.



26. Spinner. Made out three parts, same principle as with the wheels. Glue them on the prop like you see on the picture. Charge the capacitor so you can sand the spinner into shape by simply holding the sanding paper against the spinner when the motor runs. Of course you can first cut it roughly into shape with a hobby knife.



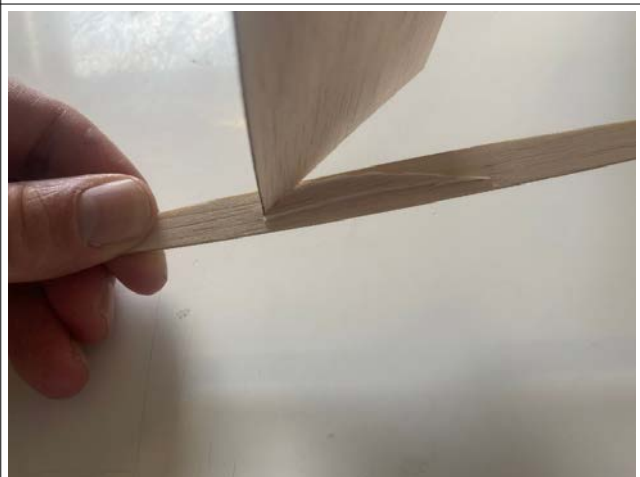
27. Tail parts. Just slide the parts together and add glue.



28. Mounting the wings.



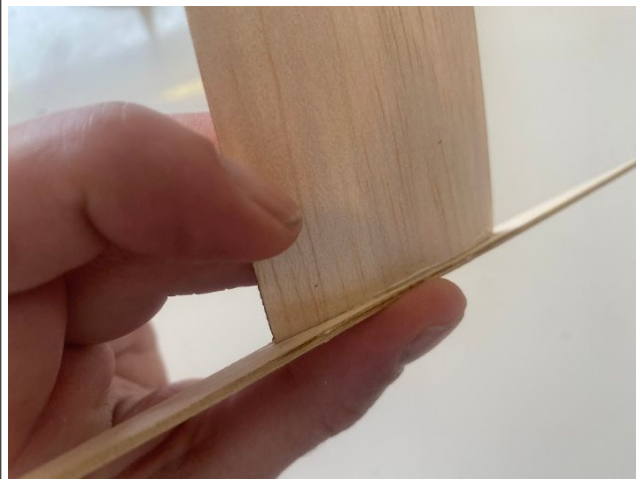
29. Apply white glue at the root rib/fuselage, take notice there is no glue at the leading and trailing edge.



30. Slide in the leading edge and fixate with a drop of ca.



31. Before you push down the trailing edge apply a drop of ca.



32. Dihedral. To make sure the dihedral setting is correct and the same for each wing, push the wing up (make the dihedral) until the gap between the root of the wing and fuselage is closed.



33. Enjoy your work, give the fuselage a nice color or add a logo you like.

The Speedster is designed to have the center of gravity, motor thrust, dihedral and angle of incidence settings correct when the build is finished. We take pride in good performance of our products. When you have suggestions to improve our products, please let us know.



Have fun and enjoy your Speedster!
Vincent Merlijn, aviationtoys.nl