



MAIN ASSEMBLY

- A1,A2 1/8" launch lugs glued over shaft. 1/4" long.
- B BT-5 nose cone drilled out or other reducer.
- C Eclipse 1/4" diameter airframe coupler, 1.5" long glued inside cone (fits loosely on shaft!). Leave 1/32" gap between coupler and part A1 (top lug).
- D BT-5 3/4" long glued to shoulder of nose cone.
- E (3) pieces of 1/16" ply glued to BT-5. Round leading edge. Trim bottom to stop rotor at desired angle.
- F (3) small (0.4") plastic hinges (RC plane type). Epoxy upper half of each hinge into BT-5, forming a triangle when viewed from end. Careful not to get glue into hinge area!
- G 1/8" spruce dowel or rigid composite shaft. 12" long for 1/2A model, 16" long for A model.
- H BT-5 balsa cone drilled out for shaft. Glue shaft in.
- I Ejection charge vent ports cut through.
- J BT-5 tube coupler to reinforce vented area.
- K BT-5 2 1/4" long.
- L Fins cut from 1/32" ply or 1/16" balsa.
- M 6 common pins bent as hooks. Set with CyA.
- N 3 small strong rubber bands for top hinges.
- O 3 small squares of 1/32" ply to reinforce head of pin.
- P Wide rubber bands cut in 3/4" lengths (9 pieces).

ROTORS (three)

- 1" wide x 8" long 1/16" balsa. Sand to airfoil shape. (1 1/2" wide x 12" long for A model).
- Seal and tissue, or apply thin coat of cyanoacrylate and sand to smooth finish.
- Cut lengthwise in center and tape bottom side with mylar tape to act as a hinge.
- Glue three pieces of rubber band to TOP surface approximately as shown. These pull the halves back up.
- Glue half of hinge to BOTTOM side of rotor and reinforce with a coat of epoxy.
- Attach common pin through bottom of rotor at the point where a small piece of 1/32" ply is glued. Bend in the shape of hook and trim with wire cutters. Set with CyA.
- Give rotors a slight twist as shown. Redo before flight.

FLIGHT

Attach rotors using the hinge pins and connect rubber bands to the hooks. Test spin the rotors by holding the model by the shaft sideways while spinning yourself around like an idiot. Check the twist if the rotors don't easily autorotate. A thin layer of thick cyano glue on the rotor's top surface will hold the twist. Check the "dihedral" too... tips of rotors should be about even with the top of the model. Trim the stops or add shims to set angle.

The three rotors fold in half inward and hinge down parallel against the shaft. Hold the rotors in place temporarily with a wrap of masking tape. Use light thread through a pair of vent holes then tie tightly around the rotors one turn. The ejection charge will burn the thread to deploy the rotors. Remove the wrap of tape before flying!

A launch tower is recommended (or add a launch lug at fin joint). Use 1/2A3-2T or A3-4T. Tape engine to body tube to hold it in.

