FROG TRADE MARK "SPEEDY"

JUNIOR SERIES

$11\frac{1}{2}$" SPAN

RUBBER-POWERED

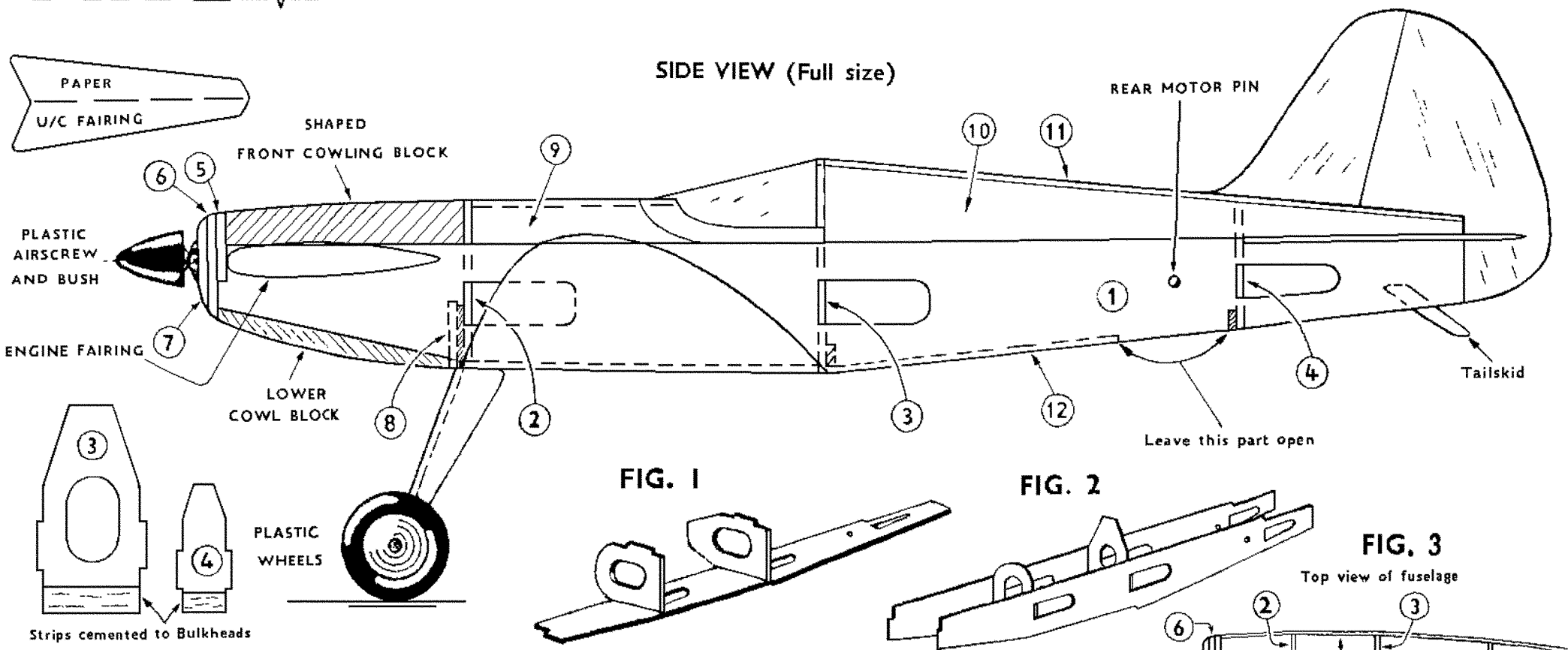


FIG. 1

FIG. 2

FIG. 3

Top view of fuselage

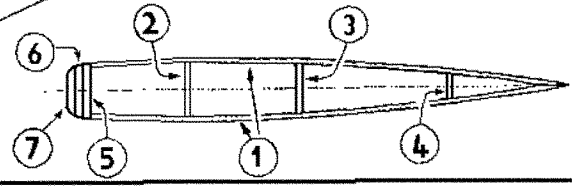
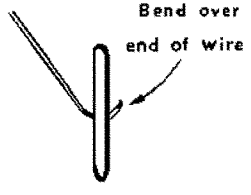


FIG. 4 U C ASSEMBLY



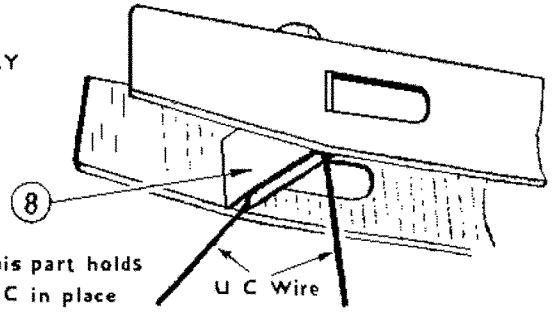
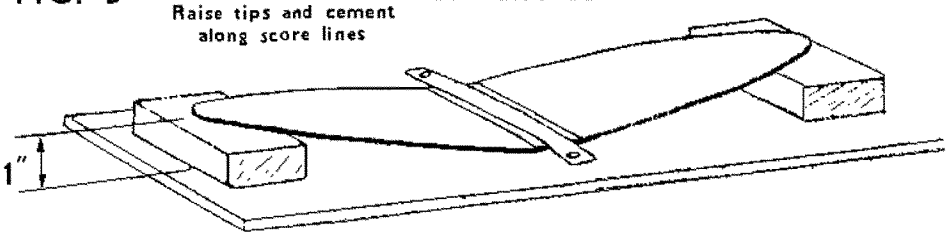


FIG. 5



COWLING AND TAIL ASSEMBLY.

Remove the cockpit piece 9 from the balsa sheet, damp it on the outside with water to help bend it to shape, and cement it in place over the bulkhead 2 and to the sides of bulkhead 3; fig. 6. Cement the front cowl block in place, and sandpaper it to fit the nose of the fuselage.

Remove the Tailplane and Fin parts from the balsa sheet, and sandpaper them to obtain a smooth finish. Cement the tailplane in place on the fuselage as shown in fig. 7 and make sure it is quite "square" with it when viewed end on as in fig. 8.

Then cement parts 10 and 11 into place as shown in fig. 7, and when they have set, smooth off with sandpaper. Cement the fin in place last.

Cement part 12 inside the bottom edges of the fuselage as shown in Side View.

Fix the cabin in place on the cowling, holding it in position until the cement has set.

Make the tailskid from a piece of scrap balsa, and cement it in place.

Remove any sharp corners on the fuselage with sandpaper, and smooth down the whole model to obtain a good finish.

COVERING.

Only the fuselage sides are left to be covered. Cut two strips of the tissue supplied, to cover each side separately. Use paste or dope for sticking it to the framework.

Apply some to one side of the fuselage, stretch a strip of the tissue over it, and smooth out any wrinkles. When both sides are covered and set, apply a coat of dope or lacquer to the whole fuselage, to "proof" and strengthen it.

DECORATING.

Painting should be restricted to the fuselage, and edging on the wing and tail, to save weight. Use Cellulose Lacquer, and apply it quickly and evenly with a soft brush. Do not put it on heavily, or the model will not fly well.

Transfers can be affixed to the wing or fin, and any other lettering or decoration required.

MOTOR.

This is an elastic band 6in. long. Lubricate it with Castor Oil, and insert it with the help of a length of wire or thread. Bend a hook at one end of the wire and insert it into the front end of the fuselage. Hook the band on as it

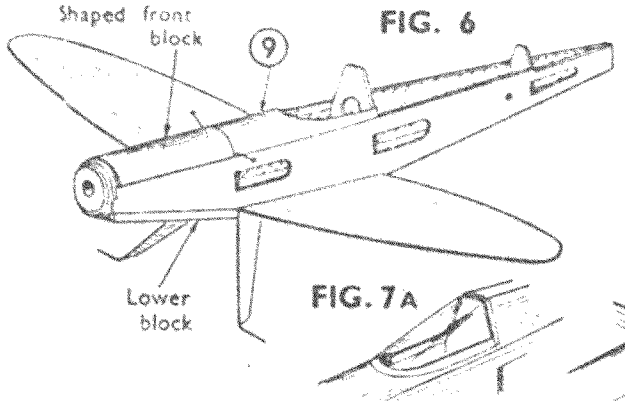
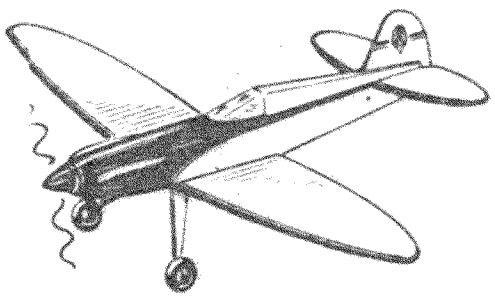


FIG. 6

FIG. 7A



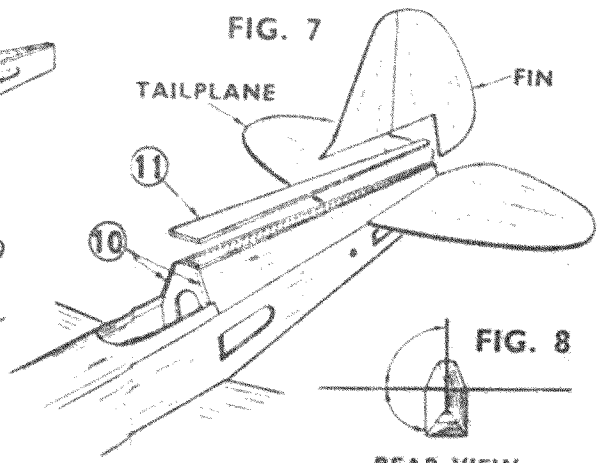
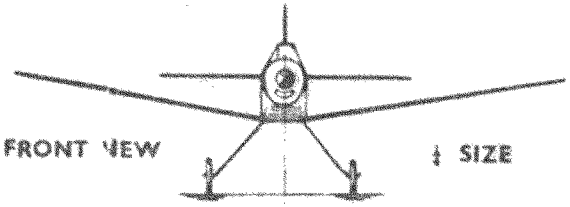


FIG. 7

FIG. 8

REAR VIEW

Tailplane and fin must be "square" with Fuselage



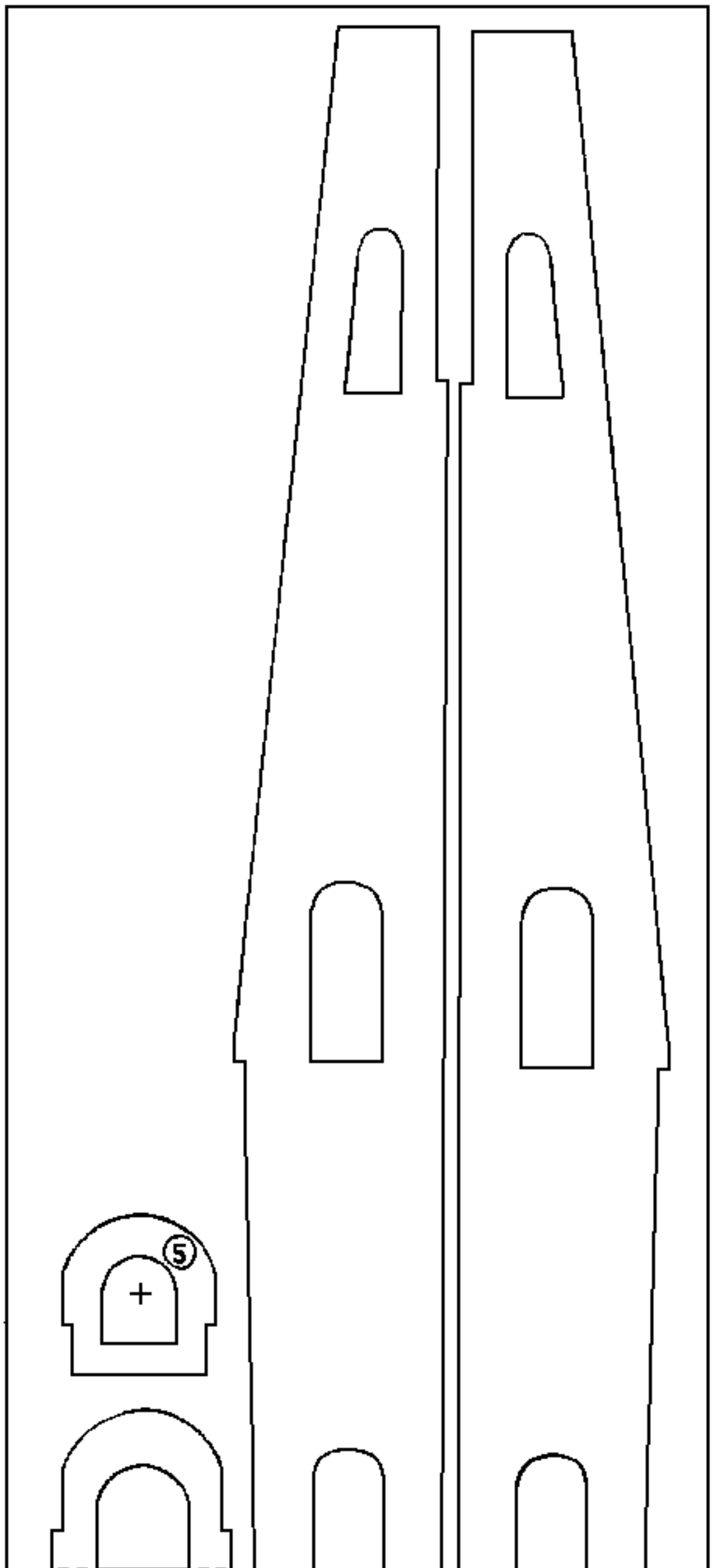
FRONT VIEW

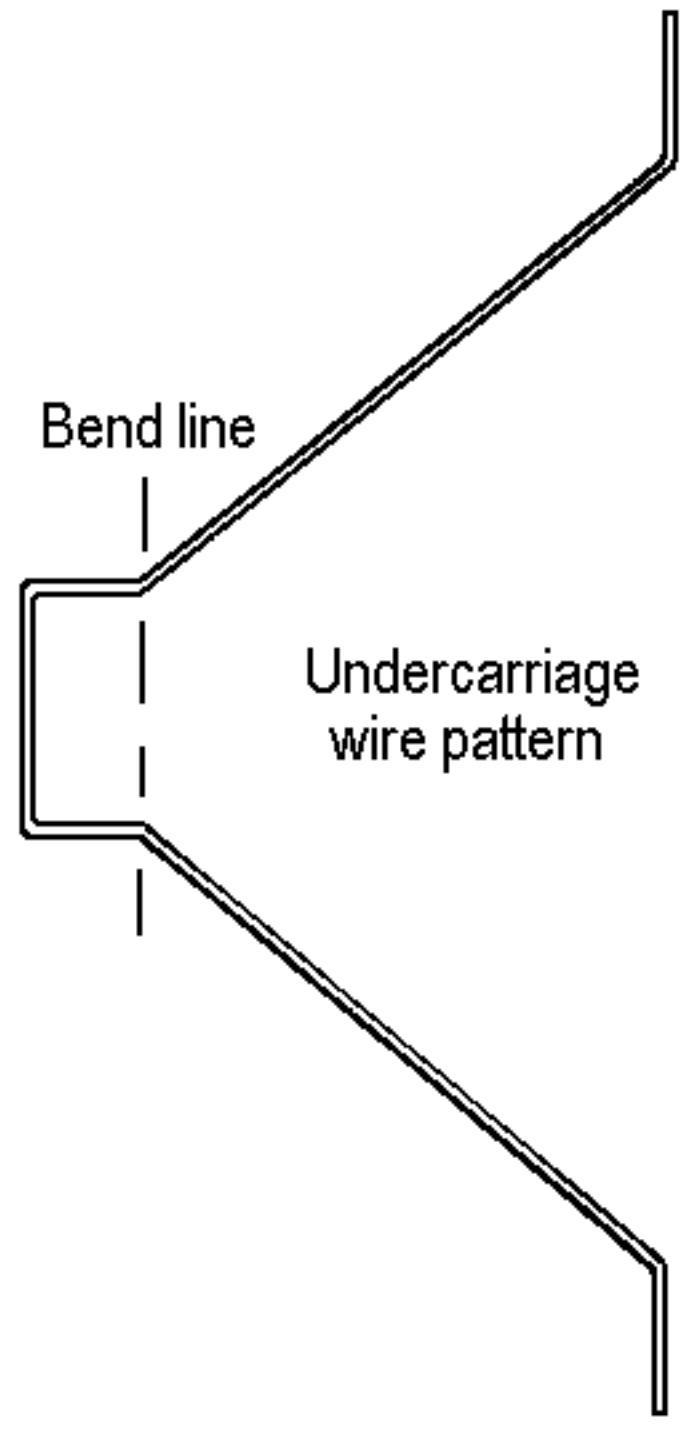
½ SIZE

Test-glide the model first to check the balance. Hand-launch it in a slight downward direction. If it dives to the ground, carefully bend up the rear edges of the tailplane, known as the elevators, or glue a small weight in the rear end of the fuselage. If the model climbs steeply and stalls, bend the elevators down slightly and/or add a small weight to the nose of the fuselage. A small nail or drawing pin can be pushed into the cowl block for this.

When the glide seems satisfactory, put a few turns on the motor and launch the model into wind (if any). The turn can be adjusted by bending the fin, or by twisting the wing slightly.

Increase the turns on the motor gradually, up to a maximum of approximately 300; if the motor is not lubricated, the turns must be limited to approximately 150.





SPEEDY parts

sheet 2 - 1/24" balsa

SPEEDY parts

sheet 1 - 1/32" balsa