HOBBICO®

SUPERSTAR 60™

RADIO-CONTROLLED TRAINER AIRCRAFT

ARF™ SERIES

All Wood–Almost Ready To Fly

Easy as 1, 2, 3

HCAZ3090 V 1.1

Congratulations!

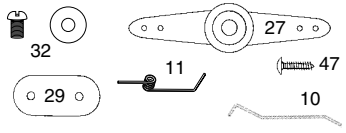
You're about to build in just days what took aviation pioneers years—a powered machine that flies. Specially created for you and other first-time radio control modelers, Hobbico's SuperStar series offers nearly all the excitement of piloting a real airplane...and develops skills that will take you anywhere you want in your new hobby.

Know your model's parts.

Take a moment now to match the box contents with the items listed here. Following the SuperStar assembly instructions will be quite easy if you identify and organize the parts before you begin. You may also want to review the glossary of special modeling terms included at the back of this manual.

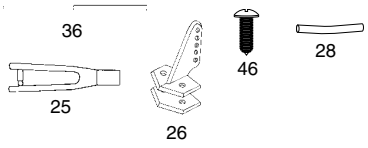
Landing Gear

Part #		Quantity
10	Main landing gear wires	2
11	Nose gear wire	1
27	Nose gear control horn	1
29	Landing gear straps	2
31	Wheels	2
32	Wheel collars w/ set screws	4
47	3mm x 10mm wood screws	4



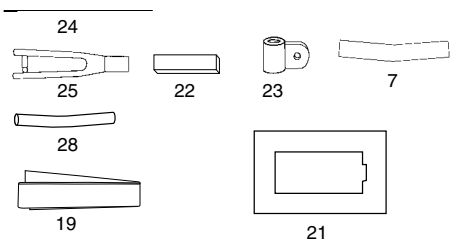
Tail Assembly

Part #		Quantity
4	Horizontal Stab and elevator	1
5	Vertical fin and rudder	1
25	Clevises	5
26	Control horns	2
28	Clear retaining tube	1
36	Pushrods	2
46	2mm x 15 mm machine screws	4



Wing Assembly

Part #		Quantity
1	Right wing with aileron	1
2	Left wing with aileron	1
7	Plywood wing joiner plates	3
19	Wing center tape	1
21	Aileron servo tray	1
22	Aileron servo tray mounting blocks	2
23	Aileron control horns	2
24	Aileron pushrods	2
25	Clevises	5
28	Clear clevis retaining tube	1



Replacement Parts Available

HCAA3070	Wing Kit	HCAA3072	Tail Set
HCAA3071	Fuselage Kit	HCAA3073	Landing Gear Set

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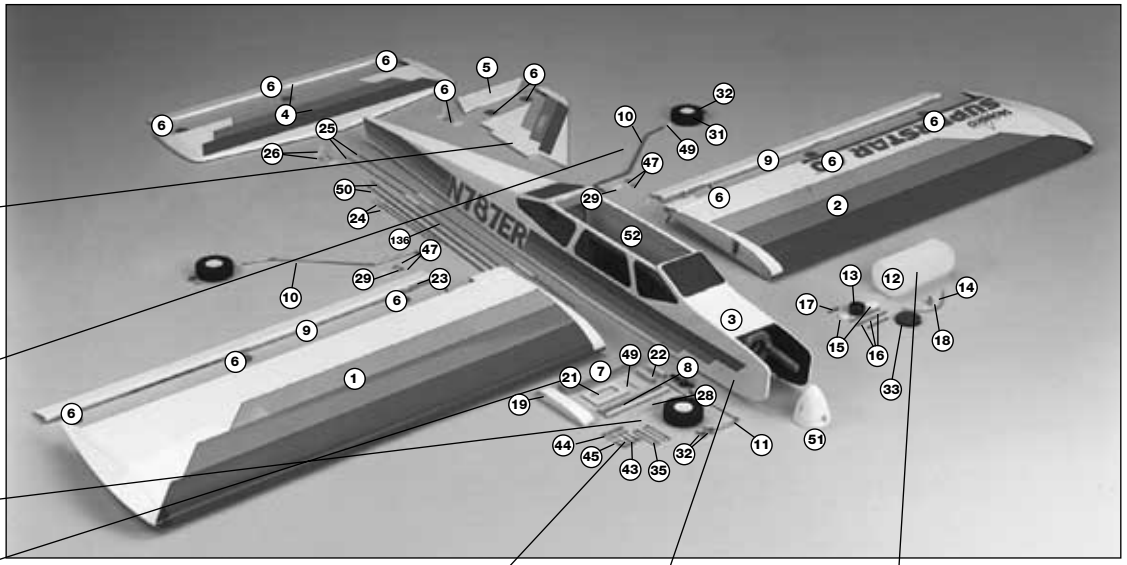


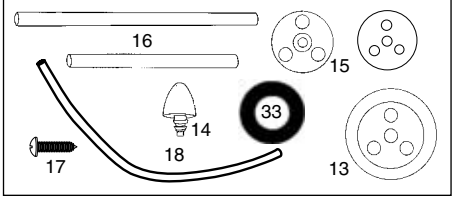
Engine Mounting Parts

Part #		Quantity
35	Adjustable engine mount	2
43	6-32 x 7/8" Machine screw	4
44	#6 x 5/8" Sheet Metal Screw	4
50	Push rods and guide tubes	2

* Engine mounting parts may differ from those shown in the photo.

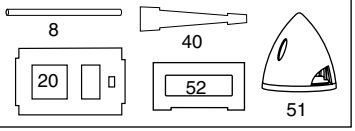
Fuel Tank & Parts

Part #		Quantity
12	Fuel tank	1
13	Tank stopper	1
14	Fuel pick-up weight	1
15	Plastic stopper compression disks (one large and one small)	2
16	Aluminum fuel tubing (one short and two long)	3
17	3mm x 18mm self tapping screw	1
18	Silicone fuel line	1
33	Foam collar	1



Fuselage & Parts

Part #		Quantity
3	Fuselage	1
8	Wing mounting dowels	2
20	Servo tray	1
40	Plywood stab base	1
51	Spinner	1
52	Servo tray support	1



Other items you'll need:

Glues

Choose 6-minute and 30-minute epoxy, such as Great Planes Pro™ Epoxy, which has been formulated especially for R/C model building. Pro Epoxies offer a strong bond and a variety of curing times suited for every step of assembly. You'll also need a thin instant-setting CA (cyanoacrylate), a thicker CA+, plus rubbing alcohol for easy epoxy cleanup.

Hardware

Tools and accessories required for assembly include a hobby knife; small and large Phillips screwdrivers; needle nose pliers; drill with 1/16", 3/32" and 5/32" bits; ruler; #64 rubber bands; 1 foot of medium fuel tubing; and petroleum jelly.

Model Engine

Power your SuperStar with any high-quality, .60-size model engine. The O.S. .60 FP, or SuperTigre S-61K are fine engines for this plane. Look for features such as easy break-in, easy starting, efficient carburetion and low maintenance. Check the manufacturer's recommendations for propellers to use with your engine.

Radio Equipment

To let you send the commands that control your SuperStar's "flight path," you'll need a 4-channel aircraft radio system with four standard servos. Many 4-channel radios include just three servos. You may need to purchase the fourth separately. The servos and radio receiver will be mounted on-board your model and need to be cushioned from jolts and vibration. One-half inch thick foam rubber sheets (HCAQ1050) are available for this purpose.

Getting Ready for Flight

Your Hobbico SuperStar trainer is ready for takeoff in as little as 20 hours. Your hobby dealer or flying instructor (see next page) can help you decide what accessories you'll need for flight. Most are one-time only purchases—and your instructor will probably allow you to use his field box until you can outfit your own with a glow plug starter, fuel pump, and "chicken stick" or electric starter. You will need to provide your own fuel. Use glow fuel with a 10-15% nitro blend to keep your engine performing at its peak...and your SuperStar will have the power to make you an accomplished pilot!

Other General Items Required

Epoxy Brushes (GPMR8062)
Foam Rubber (HCAQ1050)
Drill and Drill Bits - 1/16", 3/32" and 5/32"
Felt Tip Pen
Masking Tape
Mixing Sticks (GPMR8055)
T-Pins (HCAR5150)
Phillips Screwdriver
Sanding Block
Clothespins
Masking Tape
String
Adjustable Wrench
Paper Towels

Find a Flying Instructor

The best way to begin flying your SuperStar is with an experienced R/C pilot or flying instructor at your side. You'll learn faster, and avoid risking your model before you're truly ready to solo.

Where do you find an instructor? Ask at your local hobby shop. They'll have information about flying clubs in your area whose membership includes qualified instructors. You should also join the Academy of Model Aeronautics (AMA), a 165,000 member-strong national organization with more than 2,300 chartered clubs across the country. Through any one of them, instructor training programs are available. Contact the AMA at the address or phone number below:

Academy of Model Aeronautics
5151 East Memorial Drive
Muncie, IN 47302
Tel. (800) 435-9262

AMA SINCE 1936

JOIN THE AMA

WARNING! This is not a toy! *Please follow these safety precautions:*

Before you fly:

1. Make sure that no other fliers are using your radio frequency.
2. Your radio transmitter must be the FIRST thing you turn ON, and the LAST thing you turn OFF.
3. Double check all control surfaces.
4. Make sure that the transmitter & receiver batteries are fully charged.

Fuel storage and care:

1. Do not smoke near your engine or fuel.
2. Store all engine fuel in a safe, cool, dry place, away from children and pets. Model fuel will evaporate, so make sure that you always store it with the cap secure.

When starting and running your engine:

1. Always wear safety glasses.
2. Make certain that your glow plug clip is securely attached to the glow plug—and cannot pop off, possibly falling into the spinning propeller.
3. Use a "chicken stick" or electric starter to start the engine—NOT your fingers.
4. Make sure that the wires from your starter and glow plug clip cannot become tangled with the spinning propeller.
5. Do not stand at the side of the propeller when you start or run the engine. Even at idle speed, the spinning propeller will be nearly invisible.
6. If any engine adjustments are necessary, approach the engine only from behind the spinning propeller.

90-Day Limited Warranty

If you, as the original owner of this model, discover defects in parts or workmanship within 90 days of purchase, Hobbico will repair or replace it—at the option of our authorized U.S. repair facility, Hobby Services—without charge. Our liability does not include cost of shipping to us. However, Hobby Services will pay shipping expenses to return your model to you.

You must provide proof of purchase, such as your original purchase invoice or receipt, for your model's warranty to be honored.

This warranty does not apply to damage or defects caused by misuse or improper assembly, service or shipment. Modifications, alterations or repair by anyone other than Hobby Services voids this warranty. We are sorry, but we cannot be responsible for crash damage and/or resulting loss of kits, engines, accessories, etc.

Repair Service

Your SuperStar must be returned directly to Hobby Services for warranty work. The address is:
Hobby Services, Attn: Service Department, 1610 Interstate Drive, Champaign, IL 61821-1067 Phone: (217) 398-8970

Please follow the instructions below when returning your model. This will help our experienced technicians to repair and return it as quickly as possible.

1. ALWAYS return your entire system, including airplane and radio.
2. Disconnect the receiver battery switch harness and make sure that the transmitter is turned off. Disconnect all batteries and drain all fuel.
3. Include a list of all items returned and a THOROUGH, written explanation of the problem and service needed. If you expect the repair to be covered under warranty, also include your proof of purchase.
4. Include your full return address and a phone number where you can be reached during the day.

If your model is past the 90-day warranty period or is excluded from warranty coverage, you can still receive repair service through Hobby Services at a nominal cost. Repair charges and postage may be prepaid or billed COD. Additional postage charges will be applied for non-warranty returns. All repairs shipped outside the United States must be prepaid in U.S. funds only.

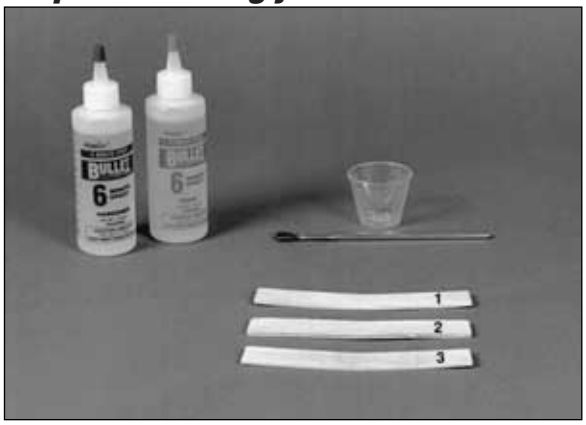
All pictures, descriptions and specifications found in this instruction manual and on the product package are subject to change without notice. Hobbico maintains no responsibility for inadvertent errors.

Assembling the Wing

Special Note:

You should charge your radio system before starting to build. Following the manufacturer's directions, connect your transmitter and receiver batteries to the system's charger. This way the radio will be ready when it is time to install the components.

Prepare the wing joiners



❏ 1. Locate the 1/8" (3mm) die-cut plywood wing joiners and separate the three individual joiners from the die-cut plywood sheet using a hobby knife. Arrange the three "V"-shaped joiners in the same orientation as they will be glued together.

Glue the wing joiners

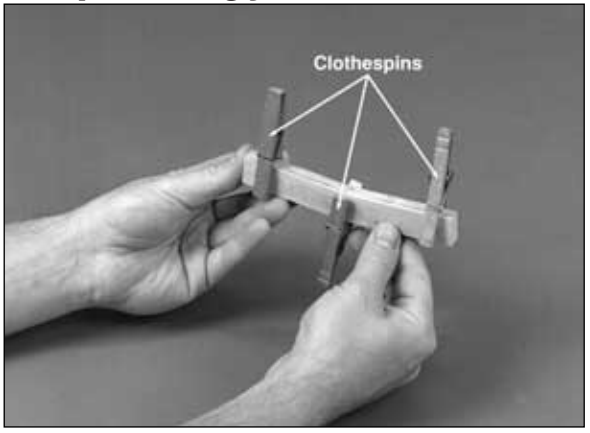
Note: Please read steps 2 through 4 before gluing.

❏ 2. Mix approximately 1/4oz. (7.5ml) of 6-minute epoxy. Using a mixing stick or epoxy brush, apply an even coat of epoxy on both sides of one of the wing joiners. Sandwich this coated joiner **between** the remaining two. Quickly proceed through the following steps (3 and 4) before the glue cures.

Remove the excess epoxy

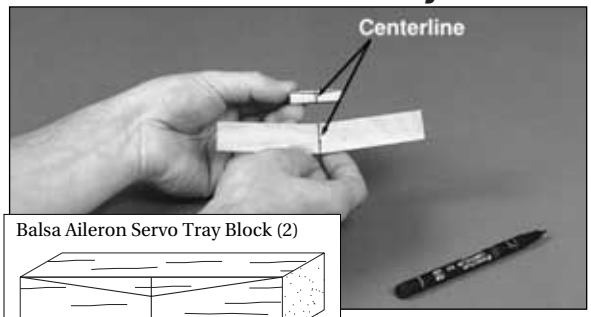
❏ 3. Excess epoxy will squeeze out of the seams between the joiners and must be removed before the epoxy is allowed to cure. Use a paper towel dampened with rubbing alcohol to remove the excess epoxy.

Clamp the wing joiner



❏ 4. Use clothespins to clamp the wing joiners firmly together. If any more epoxy squeezes out, remove it using a paper towel. Make sure the joiners are evenly lined up with each other.

Mark the centerline on the joiner

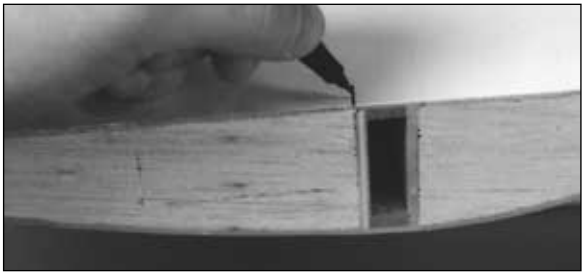


❏ 5. After the epoxy has cured and the clothespins have been removed, draw a centerline on both sides of the plywood **wing** joiners and the two balsa 5/16" x 1-7/16" (8mm x 36mm) **aileron** servo tray mounting blocks. Use the plywood joiner as a template to mark the wing **dihedral** angle on both of the balsa aileron servo tray mounting blocks. Put these mounting blocks aside for use in later steps.

Even the edges

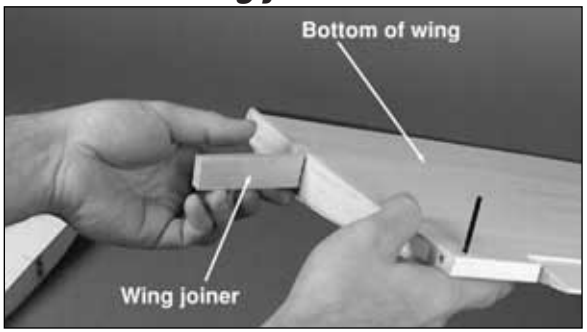
❏ 6. Using a flat sanding block or similar tool, sand the wing roots so they will seat together with no gaps. Do not sand off too much or the dihedral angle could change.

Mark the wing cavity



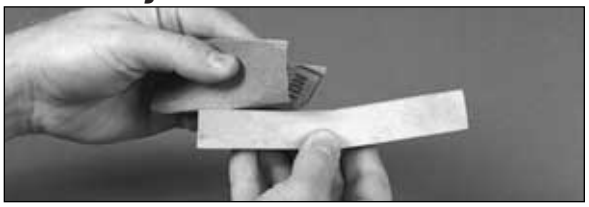
❏ 7. Lay the wing halves on the work surface with the white, flat side facing up. Place a mark at the trailing edge of the wing joiner cavity, aft of the plywood brace on each wing half. This wing joiner locator line will serve as a guide when cutting out the aileron servo hole.

Trial fit the wing joiner



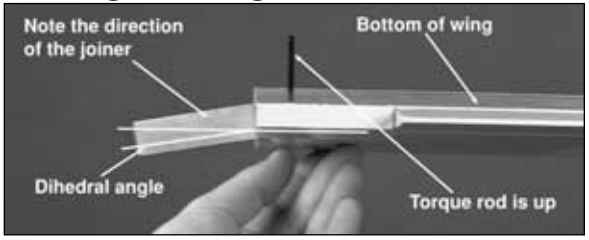
❏ 8. Trial fit the wing joiner in **both** wings by sliding the joiner into the joiner cavity in the wing. The joiner should slide in with little resistance up to the centerline.Trial fit the wing halves together. The two panels should fit flush with no gaps.

Sand the joiner



❏ 9. If the wing joiner will not fit in the cavity, lightly sand any excess epoxy and uneven surfaces from the joiner edges, sides and ends. **Caution: A snug fit is desirable between the joiner and the wing cavity. Do not sand excessively.**

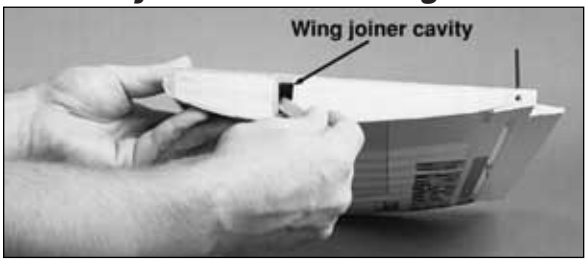
Viewing the wing dihedral



❏ 10. Pay close attention to the orientation of the wing joiner in relation to the dihedral of the wings as shown.

Note: When performing the following steps 11 and 12, be sure to use a sufficient amount of epoxy to form a complete and solid bond between the plywood wing joiner and the two wing halves. This is the most important glue joint in the entire airplane.

Glue the joiner into the wing

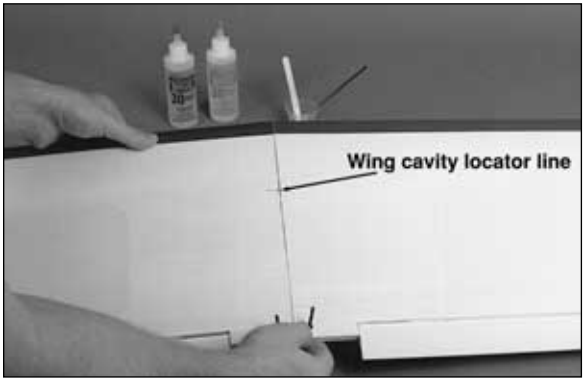


❏ 11. Mix 1/4oz. (7.5ml) of 30-minute epoxy to glue the joiner into one wing half. Use a mixing stick or epoxy brush to apply epoxy to all four sides of the joiner cavity wall. Insert the joiner into the cavity up to the centerline marked on the joiner plate. Be sure you are installing the joiner in the correct orientation to the wing. Clean the excess epoxy from the wing root rib. You must be sure all the excess glue is removed from the wing root or the wings will not fit together correctly. Allow enough time for the epoxy to fully cure before proceeding to the next step.

Apply the epoxy to the wing root

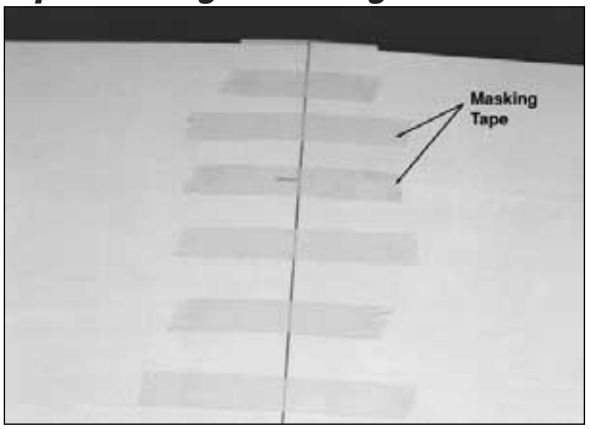
❏ 12. Mix 1/2oz. (14.5ml) of 30-minute epoxy and apply to the wing root rib and inside the joiner cavity of the second wing half.

Join the wing halves



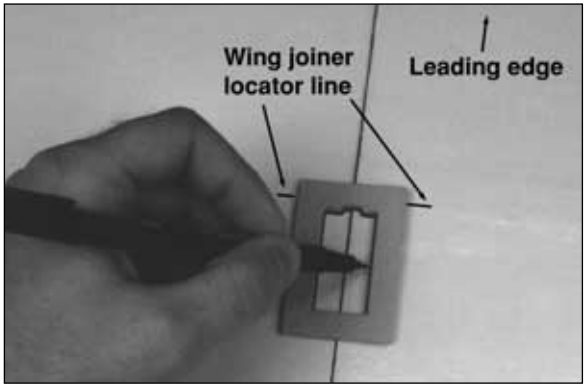
❏ 13. Assemble the two wing halves with the tightest seam possible. **No gaps** should be showing between the two wing halves. Clean the excess epoxy from the outside of the wing using a paper towel dampened with rubbing alcohol.

Tape the wing halves together



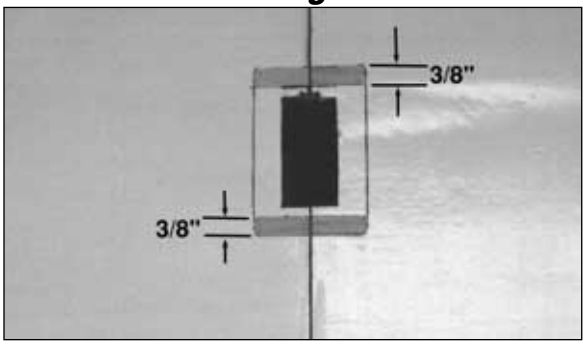
❏ 14. Hold the wing halves in alignment while the epoxy is curing. Use several strips of masking tape on both sides to hold the wing halves tightly together. Let the glue cure.

Cut the aileron servo hole



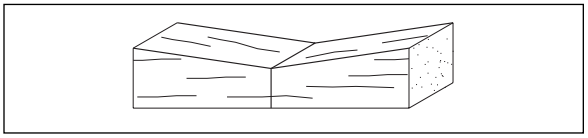
❏ 15. Remove the masking tape from the wing. With the wing lying upside down and the leading edge facing away from you, hold the aileron servo tray onto the bottom of the wing. The front inside edge of the tray should be placed so the notch is 1/16" (1.5mm) behind the wing joiner locator line, drawn earlier, and centered directly over the wing joint. Using a felt-tip pen, trace the inside of the tray. Use a hobby knife with a **new** blade to carefully cut out the aileron servo hole. Remove enough of the balsa center rib to allow the servo to be inserted, but **do not cut through the top side of the wing or into the wing joiner cavity.**

Remove the covering



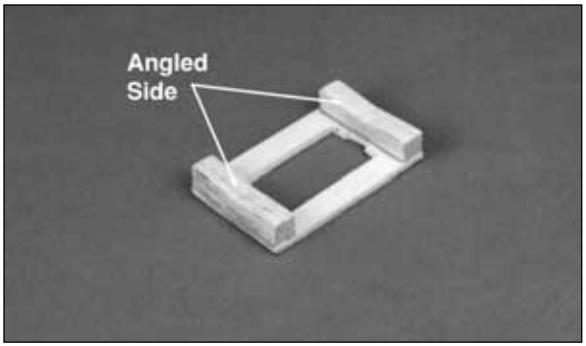
❏ 16. Hold the servo tray over the hole. Trace the **outside** of the tray with a felt-tip pen and then remove the tray from the wing. Draw two lines 3/8" from the ends as shown. **Carefully remove only the covering within the lines,** being careful not to cut into the balsa wing sheeting.

Shape the mounting blocks



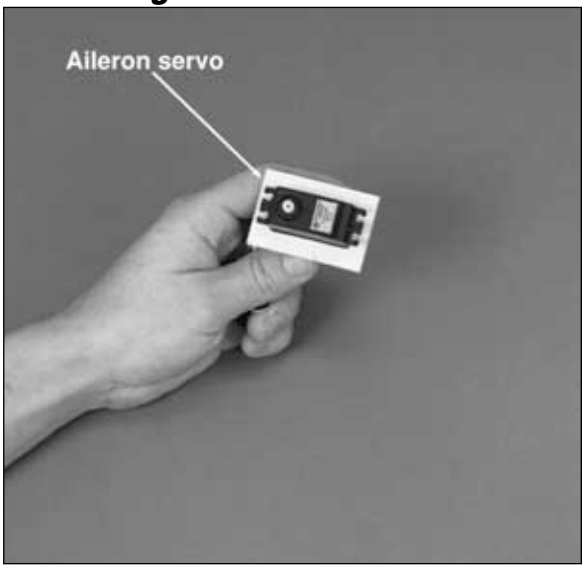
❏ 17. Locate the aileron servo tray and the two balsa servo tray mounting blocks (marked earlier) and position them with the marked dihedral line up. Cut or sand the marked angle out of the block. This angled side will be placed against the wing when the servo tray is installed.

Assemble the servo tray



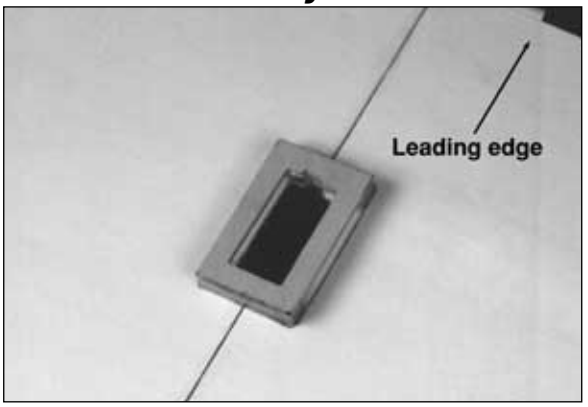
❏ 18. Glue the balsa aileron servo blocks onto the servo tray so that the angled side you just cut is facing away from the plywood tray.

Trial fitting the aileron servo



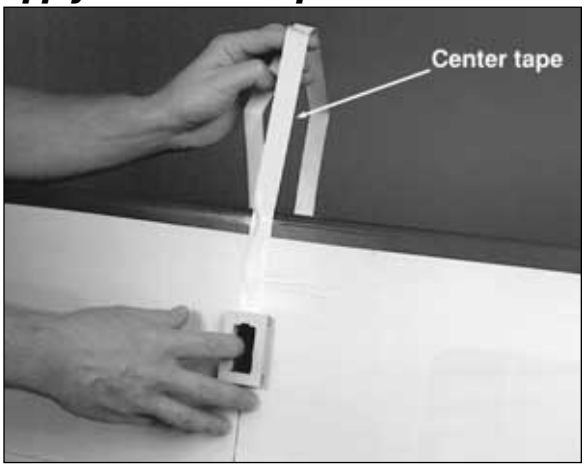
❏ 19. Trial fit the aileron servo into the servo tray and the hole cut in the bottom side of the wing. Enlarge either hole, if needed, with a hobby knife or a fine toothed file until a proper fit is achieved.

Install the servo tray



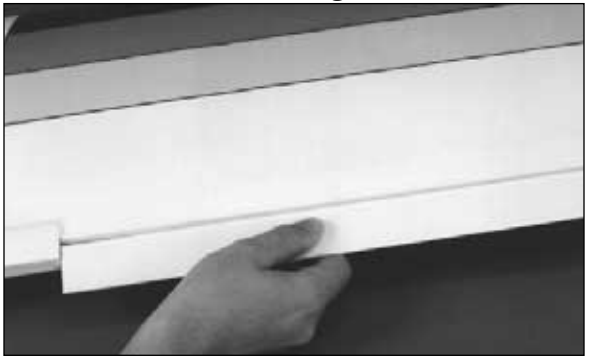
❏ 20. Mix 1/8oz. (3.5ml) of 6-minute epoxy to glue the servo tray to the bottom side of the wing. Apply equal amounts of epoxy to the mounting blocks on both ends of the servo tray. Attach the servo tray the bottom of the wing with the servo wire harness notch facing the leading edge of the wing. Allow the epoxy to fully cure before proceeding to the next step.

Apply the center tape

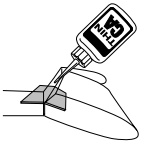


❏ 21. Starting at the front of the aileron servo tray, apply the 1/2" (12.5mm) white plastic center tape completely around the wing over the joint. A small amount of pressure should be applied to make a smooth seam.

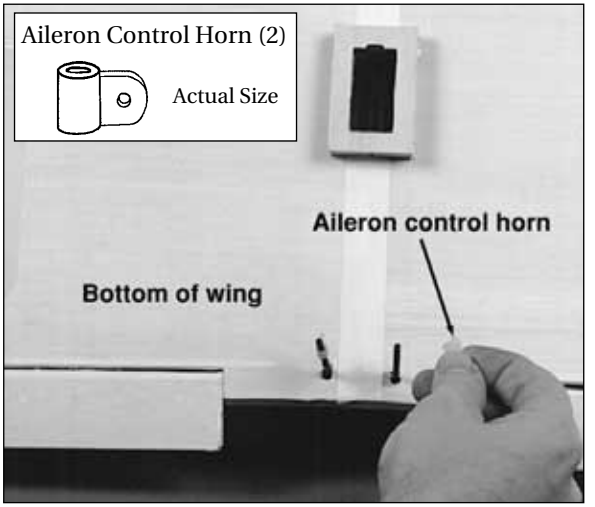
Check the aileron hinge



❏ 22. Gently tug on each of the ailerons at each hinge location. If any of the hinges are loose, reglue them as described here. First, flex the surface all the way one direction (DO NOT REMOVE THE AILERON). Apply 5 drops of thin CA onto each hinge. Use a paper towel to absorb the excess glue. Wait a few minutes for the glue to harden, then flex the surface the other direction and glue the other side of the hinges. Finally, flex the back and forth several times to free up the aileron.

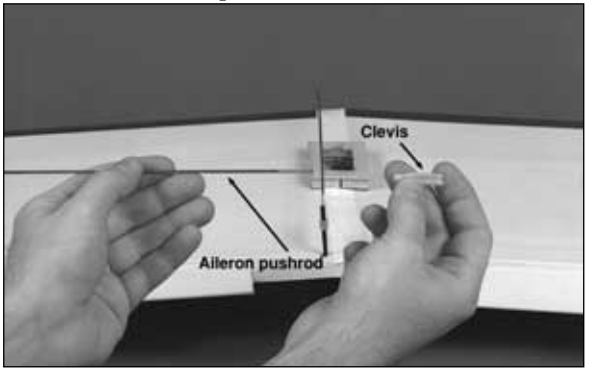


Install the aileron control horns



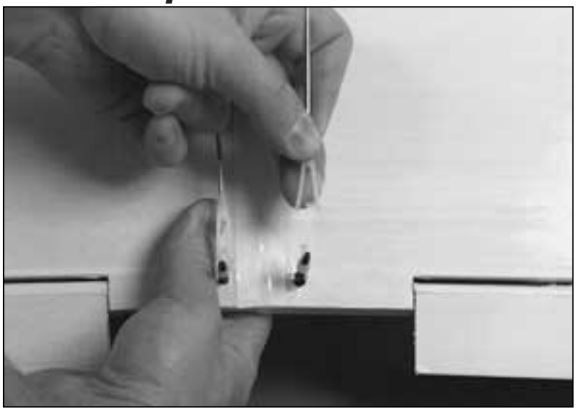
❏ 23. Thread the white aileron control horns onto the torque rods until there is 3/4" (19mm) of torque rod between the wing and control horn.

Assemble the pushrods



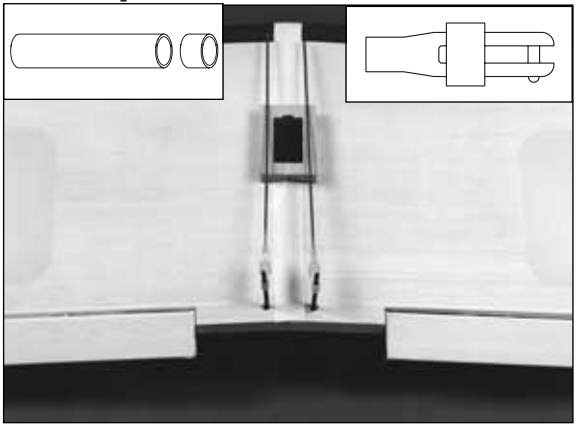
❏ 24. Locate two plastic **clevises** and two 8" (203mm) aileron pushrods. Thread the clevises onto the threaded end of the **pushrods** until the rod begins to protrude from the inside of the clevis between the forks.

Install the pushrods



❑ 25. Attach the control rods to the aileron control horns. Press the forks of the clevis together until they snap into place.

Aileron pushrods installed



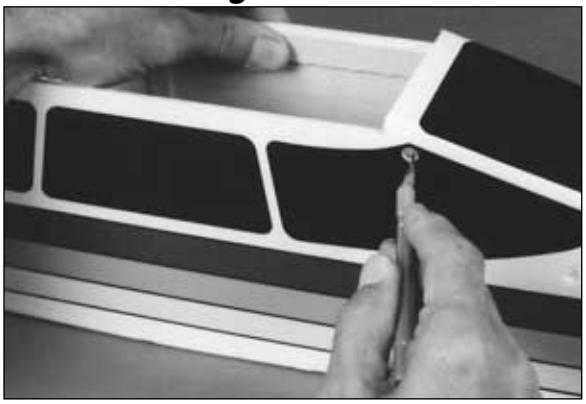
❑ 26. Locate the 1/4" (6.5mm) diameter clear retaining tube and cut two 1/4" (6.5mm) pieces. Slide one piece on each of the two clevises to secure the connection between the clevis and the horn.

This concludes the wing assembly for now. Tape the pushrods to the wing to keep them in place until you install the servo.

NOTES ON WING ASSEMBLY:

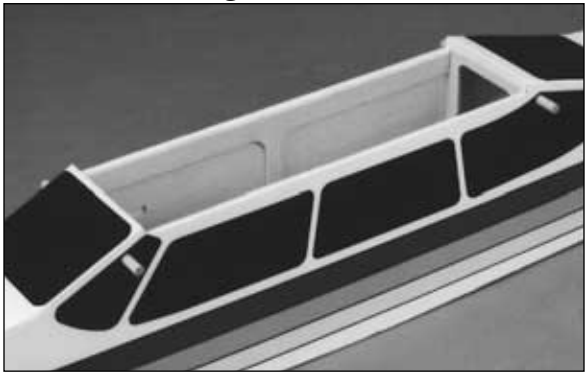
Fuselage Assembly

Locate the wing dowel holes



❏ 1. Locate the four round holes, two on each side of the fuselage, and remove the covering over each hole. **Caution: Do not cut out the rectangular holes in the side of the fuselage.**

Install the wing dowels

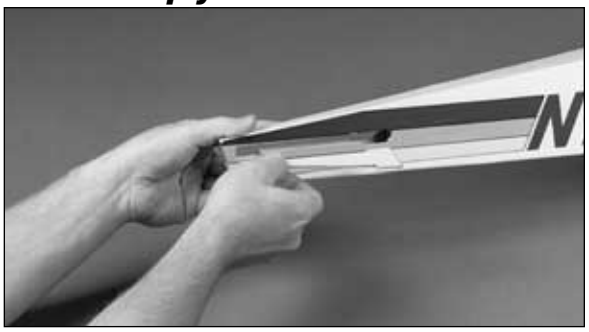


❏ 2. Insert both dowels so that they protrude an equal amount on both sides. Mix 1/4oz. of 30-minute epoxy. Apply glue around the dowels next to the fuselage and rotate them in and out to help force the glue into the holes. Using a paper towel, wipe the excess glue around the ends of the dowels. This will fuelproof and add strength to the wood. From the inside of the fuselage, apply more glue around the dowels where they meet the sides. These wing dowels along with rubber bands will be used to hold the wing in place.

Locate the stab slot

❏ 3. Locate the **horizontal stabilizer** slot under the covering on the tail section of the fuselage by pressing lightly with your finger. The slot will be located on both sides of the tail. Using a hobby knife, carefully remove the covering, exposing the slots. **NOTE: Do not cut into the wood around the slot.**

Install the plywood stabilizer mount

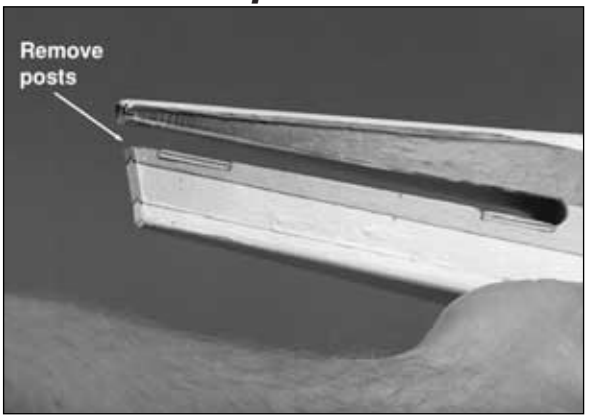


❏ 4. Locate the 1/8" (3mm) triangular plywood stabilizer mounting plate and trial fit it into the bottom of the horizontal stabilizer slot. Lightly sand the plate if necessary to obtain a good fit.

Glue the mount in place

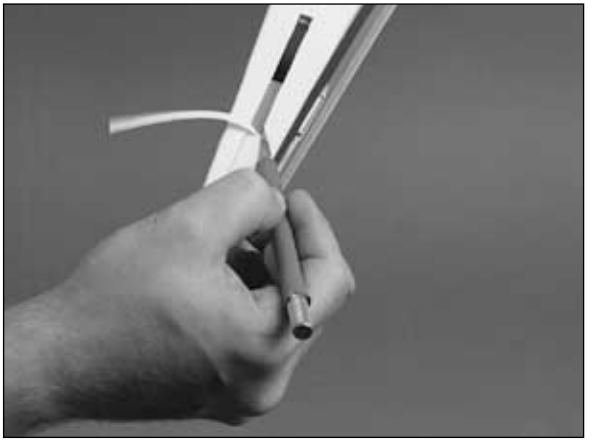
❏ 5. Mix 1/8oz. (3.5ml) of 30-minute epoxy. Using a mixing stick, apply a generous amount of glue into the slot and position the stabilizer mounting plate, pressing it firmly into position. Remove any excess epoxy that remains on the top of the stabilizer mount and on the outside of the fuselage.

Remove the tail post



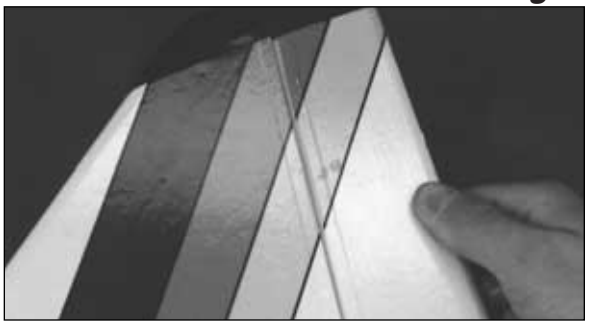
❏ 6. Located at the rear of the fuselage, behind the horizontal stabilizer slot, are the balsa tail posts. These posts were left for manufacturing alignment. The posts must be removed in order to insert the horizontal stabilizer. Using a sharp hobby knife, cut the posts even with the slot as shown in the picture.

Locate the vertical fin slot

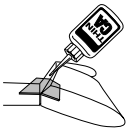


❏ 7. Using your finger, locate the **vertical stabilizer** slot on the top of the fuselage. Remove the covering with a hobby knife.

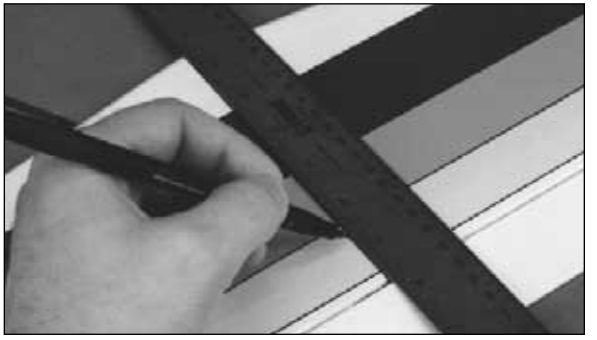
Check the rudder and elevator hinges



❏ 8. Gently tug on the rudder and elevator at each hinge location. If any of the hinges are loose, reglue them as described here: First, flex the surface all the way one direction (DO NOT REMOVE THE SURFACE). Apply 5 drops of thin CA onto each hinge. Use a paper towel to absorb the excess glue. Wait for a few minutes for the glue to harden, then flex the surface the other direction and glue the other side of the hinges. Finally, flex the surface back and forth several times to free it up.

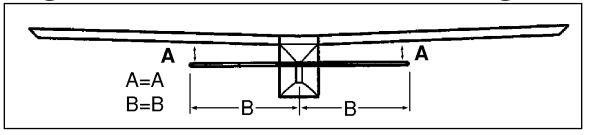


Mark the centerline



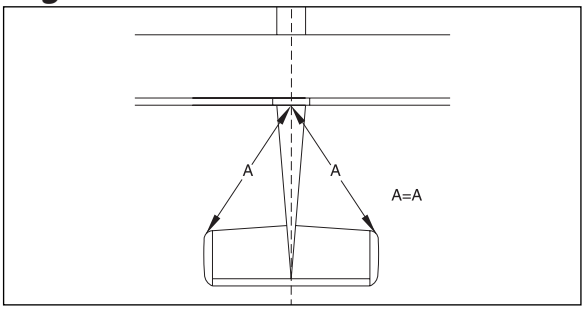
❏ 9. Locate the horizontal stabilizer. Measure and mark the exact center on the top surface and of the trailing edge, in the hinge gap, as shown (DO NOT MARK ON THE ELEVATOR).

Align the stabilizer with the wing



❏ 10. Insert the stabilizer into the horizontal stabilizer slot so it is centered in the fuselage. Place the wing onto the fuselage and view the plane from the rear. The stab should be parallel with the wing. If not, sand the stabilizer mounting plate a little at a time until correct.

Align the stabilizer with the fuse

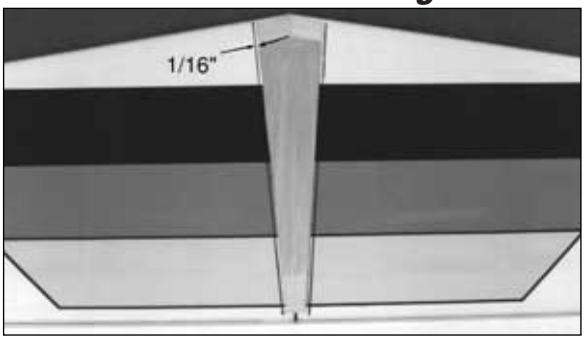


❏ 11. Attach a piece of string with a pin to the center of the fuselage as shown. Hold the string to the corner of the horizontal stabilizer. The distance from the pin to the horizontal stabilizer must be exactly the same on both sides.

Mark the stab location

❏ 12. Using a felt-tip pen, trace a line around the tail of the airplane on the top and bottom of the horizontal stabilizer.

Remove the center covering



❏ 13. Remove the stabilizer and draw two additional lines, on the top and bottom, 1/16" inside the lines drawn in the last step. Next, carefully cut through the covering at the **inside** lines and remove the covering from the center. **Do not cut the wood under the covering! This would seriously weaken the stab and could easily cause the stab to break in flight.** If the stab breaks the plane may crash, so be very careful when you make this cut.

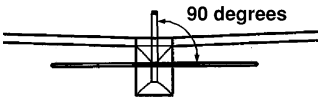
Install the stabilizer

❏ 14. Mix 1/4oz. (7.5ml) of 30-minute epoxy. Using a mixing stick, place glue inside the horizontal stabilizer slot on all sides including the horizontal stabilizer mount. Insert the stabilizer from the rear, and adjust the alignment. Wipe off any epoxy that squeezes out using a paper towel dampened with rubbing alcohol. Set the fuselage aside until the glue cures.

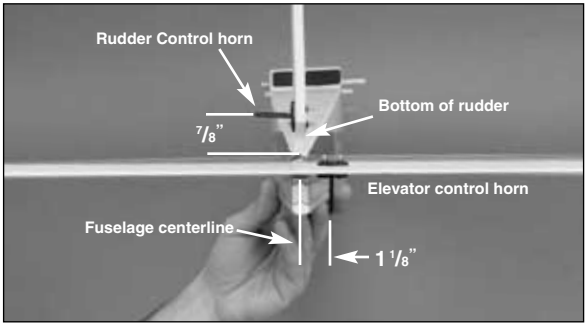
Install the vertical fin

❏ 15. Trial fit the fin into the slot in the top of the fuselage. Using a felt tip pen, trace a line around the front of the fin onto the fuselage. Remove the fin. Next, using a hobby knife, carefully remove the covering from where the fin will sit on the fuselage. Be careful not to cut into the wood.

Mix 1/4oz. (7.5ml) of 30-minute epoxy. Using a mixing stick, apply epoxy to the top of the horizontal stab through the slot. Apply epoxy to the sides and bottom surfaces of the fin base that have balsa wood exposed. Insert the fin into the slot, making sure the fin base is seated firmly on the horizontal stabilizer. Check for a perpendicular angle between the fin and the stabilizer when viewing from the rear. Check this alignment several times as the glue cures.

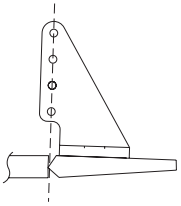


Locations of the control horns



❏ 16. Notice the locations and alignment of the control horns in both the photo and the illustration before marking and drilling. The rudder control horn must be on the left side. The elevator horn must be underneath and on the right side.

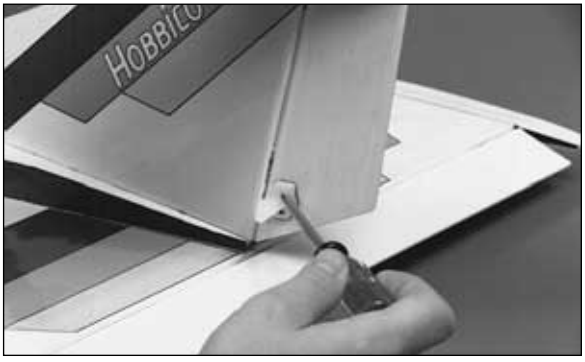
The control horns should be positioned so the holes are lined up with the hinge line as shown in the sketch.



Attaching the rudder control horn

❏ 17. Position a control horn as shown in the previous step, 7/8" (22 mm) from the bottom of the rudder. Mark the two holes with a felt-tip pen.

Attach the control horn

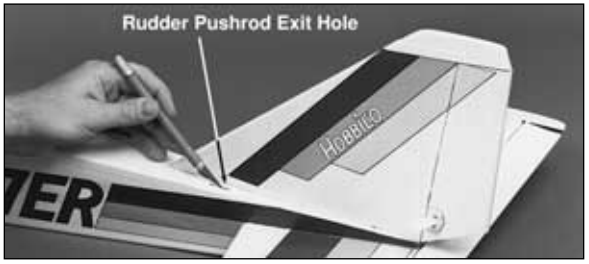


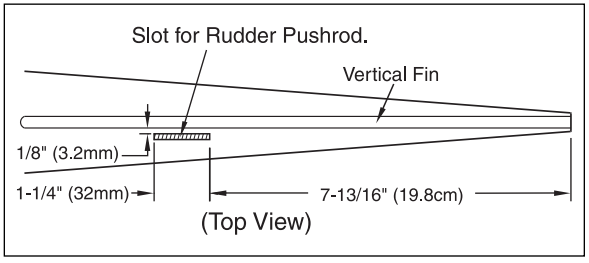
❏ 18. Drill two 3/32" (2.4 mm) holes straight through the balsa rudder at the marks. Place a drop of thin CA into each hole. This will add strength to the balsa. Redrill the holes to remove any excess glue. Insert two 2 x 20mm machine screws through the control horn, rudder and finally screwing them into the control horn back plate on the opposite side of the rudder. Tighten the screws but do not crush the balsa. Cut off the excess threads that stick out using a wire cutter.

Install the elevator horn

❏ 19. Attach the elevator control horn in the same manner as the rudder. Place the control horn on the bottom side of the elevator 1-1/8" (28mm) away from the fuselage side (see previous photo at earlier step). Mark the two holes with a felt-tip pen. Drill two 3/32" (1.6mm) holes straight through the balsa elevator at the marks. Place a drop of thin CA into each hole. Redrill the holes to remove any excess glue. Thread two 2 x 20mm machine screws through the control horn, elevator and finally into the control horn back plate on the opposite side. Tighten the screws but do not crush the balsa. Cut off the excess threads.

Locate the rudder exit hole



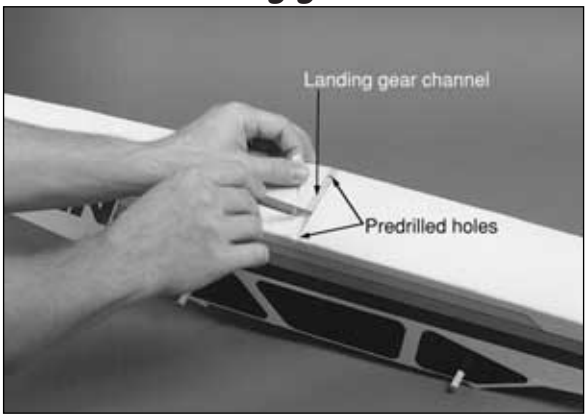


❏ 20. The rudder pushrod exit is located on top of the fuselage on the same side as the rudder control horn. Locate the exit hole using the measurements on the sketch. Cut out the exit using a hobby knife.

Cut the elevator exit hole

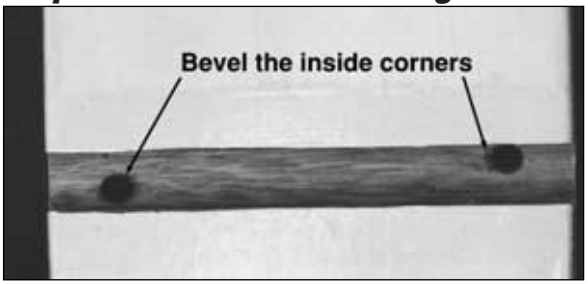
❏ 21. The precut elevator pushrod exit hole is located on the same side of the fuselage as the elevator control horn. Locate the exit hole by gently running your finger along the side of the fuselage over the covering. It should be located approximately 7/8" in front of the stab where shown. Using a hobby knife, remove the covering from the elevator pushrod exit slot.

Locate the landing gear channel



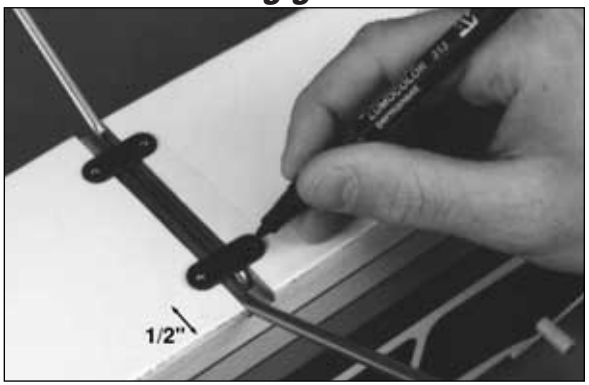
❏ 22. On the bottom of the fuselage, there is a channel for the main landing gear. Locate this channel by running your finger over the covering on the bottom of the fuselage. Using a hobby knife remove the covering from this channel.

Prepare the channel for the gear



❏ 23. Trial fit the wire landing gear struts into the holes. If they will not go in easily, drill out the two holes using a 13/64" drill bit. Next, bevel the inside corners of the holes so that the bend in the wire will seat fully into the holes.

Install the landing gear struts

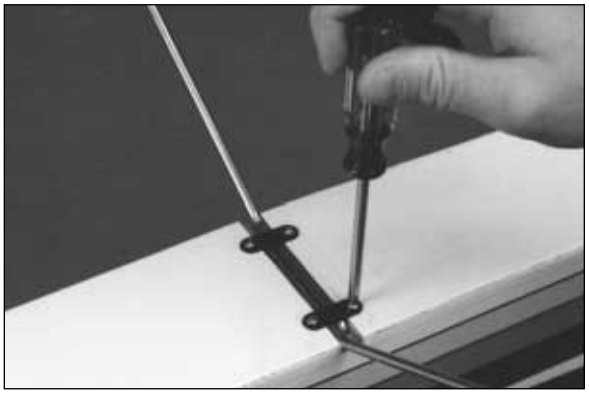


❏ 24. Position the two wire struts in the holes inside the channel. Center the two metal landing gear straps over the struts so they are approximately 1/2" from the sides of the fuselage. Mark the holes using a felt-tip pen.

Drill the fuselage

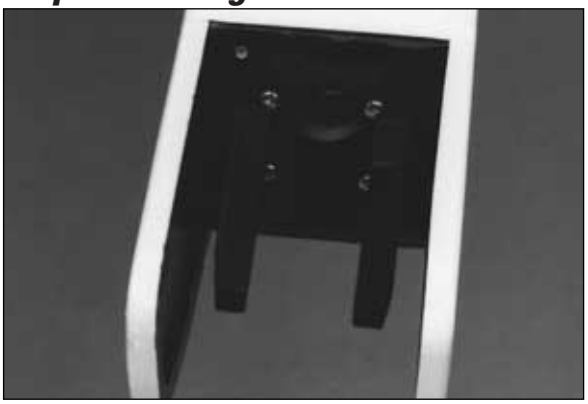
❏ 25. Drill four holes using a 1/16" (1.6 mm) drill bit.

Mount the struts



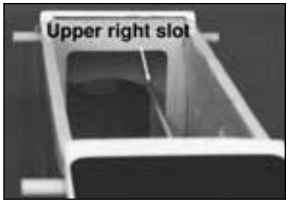
❏ 26. Using four 2.5 x 10mm self–tapping screws, fasten the landing gear straps to the bottom of the fuselage over the struts.

Prepare the engine mount



❑ 27. Carefully trim off the molding braces from both halves of the nylon adjustable engine mount. Attach the two halves together and onto the firewall using four 6-32 x 7/8" machine screws. Do not tighten the screws completely at this time.

Install the throttle guide tube



❑ 28. Roughen the outside of both plastic guide tubes and clean with a paper towel dampened with rubbing alcohol. This will help the glue stick to the tubes. Install one of the tubes into the upper hole in the firewall. Position the tube so that approximately 2" protrudes out of the firewall. Mix 1/8oz. of 6-minute epoxy and glue the guide tube into the hole in the firewall and into the upper right slot inside the fuselage as shown.

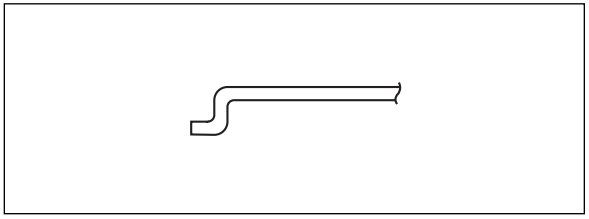
Drill the steering pushrod exit hole

❑ 29. Drill a 5/32" hole into the firewall, 3/8" from the bottom and 5/8" from the inside edge of the fuselage side.

Install the steering guide tube

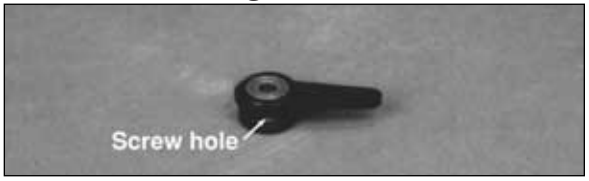
❑ 30. Slide the remaining guide tube into the hole you just drilled so that 1/2" protrudes. Mix up 1/8oz. of 6-minute epoxy. Glue the tube into the hole and into the **lower left slot** inside the fuselage. Once the glue has cured, trim off this tube so it is flush with the firewall (Do not trim off the throttle tube).

Make "Z" bends on the wire



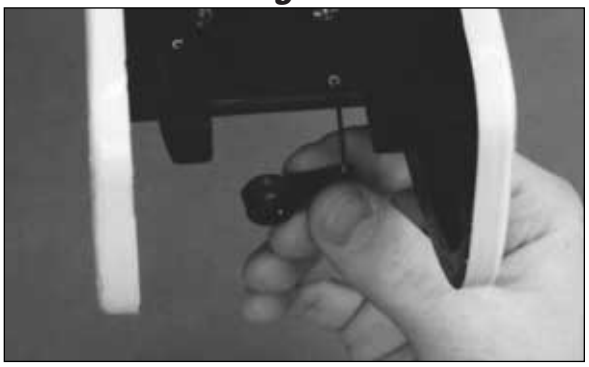
❑ 31. Make a Z-bend at one end of both of the 1/16" x 19-3/4" wire throttle and steering pushrods. **NOTE:** Hobbico offers pliers that easily make perfect Z-bends (HCAR2000) see your hobby dealer.

Trim the steering arm



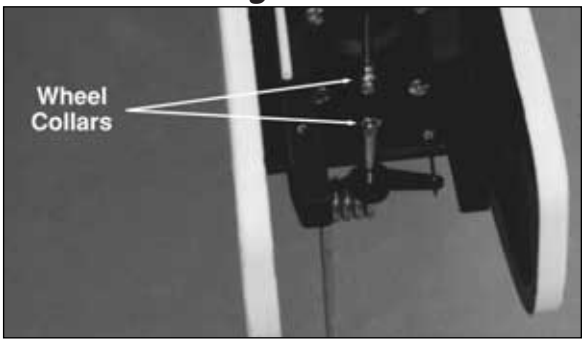
❑ 32. Locate the black plastic steering arm. Hold the arm in your hand so that the screw hole on the side is facing you. Using a wire cutter, remove the left side of the arm. It is not needed.

Install the steering wire



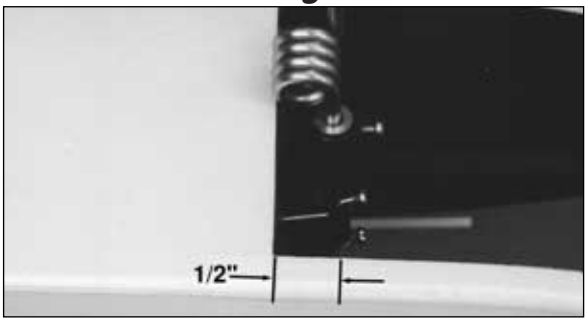
❑ 33. Attach the "Z" bend of one of the wires into the outside hole of the black plastic steering arm. Slide the wire into the lower guide tube so that the steering arm is against the firewall with the screw hole facing forward.

Install the nose gear strut



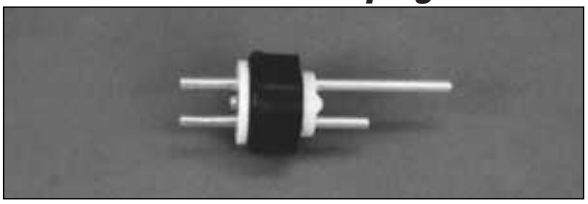
❏ 34. Install the nose gear strut through the steering arm followed by a 4mm collar. Next, slide the strut through the first engine mount lug and insert a second 4mm collar onto the strut between the lugs. Insert the nose gear strut into the top lug so that the coil is 1/8" below the fuselage bottom. Tighten the wheel collars to the strut using two 3mm x 5mm screws so both collars are against the **lower lug** of the engine mount.

Position the steering arm



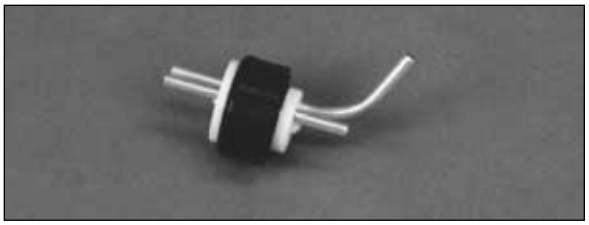
❏ 35. Rotate the nose gear strut so that the wheel (once installed) will point straight ahead. Swing the steering arm so it is approximately 1/2" the from the firewall. Tighten the arm to the strut using a 3mm x 8mm screw. **NOTE:** The steering arm will stay in place better if a small flat is filed into the strut. This should be done **after** you have established the proper positioning of the arm.

Assemble the fuel tank plug



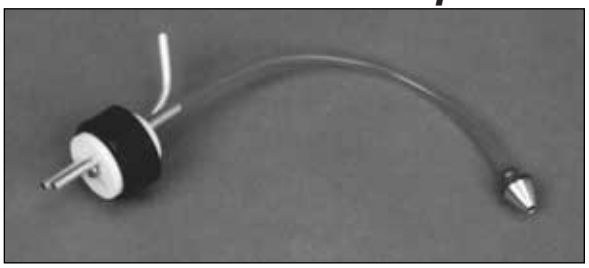
❏ 36. Push one long and one short aluminum tube through the black rubber stopper. (The third aluminum tube will not be used.) Place the two white plastic discs over the tubes. The larger disc should go towards the outside. The nub on the small disc should face away from the rubber stopper. Insert the 3 x 18mm self tapping screw through the larger disc, rubber plug and then into the smaller disc. Do not tighten the screw at this time.

Bend the vent tube



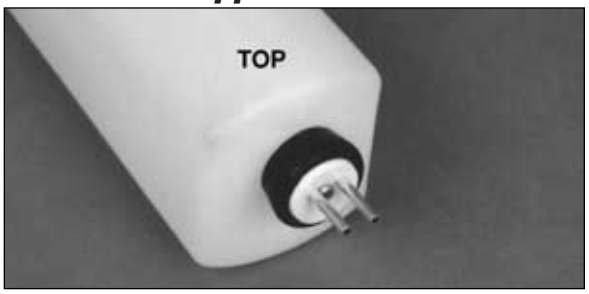
❏ 37. Bend the longer tube up as shown so that it will come within 1/16" from touching the top of the tank when installed. Use your fingers to bend the tube, being careful not to kink it closed.

Install the clunk onto the cap



❏ 38. Locate the metal fuel pick-up weight (often referred to as the "**clunk**") and the fuel tubing. Cut the fuel tubing so it is only 5-1/2" long. Attach the fuel tubing to the short aluminum tube and to the clunk.

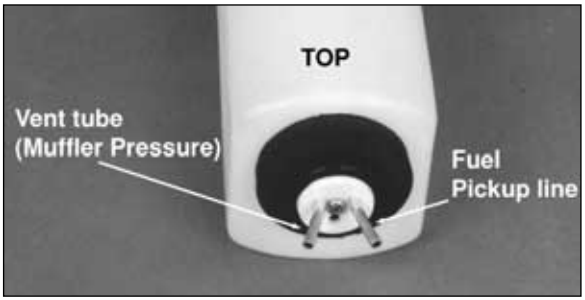
Install the stopper



❏ 39. The stopper assembly can now be inserted into the tank. The pressure tube should be adjusted so the tube is pointed straight up just under the top of the tank. The rubber stopper must seat over the lip of the tank. Make sure that the tubes are positioned side to

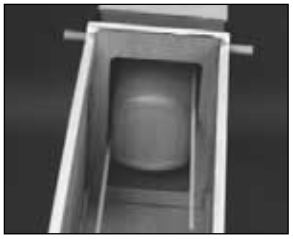
side. Tighten the stopper by turning the self tapping screw. Do not over-tighten the screw or you may strip out the plastic disc.

Install the foam collar and bend the tubes



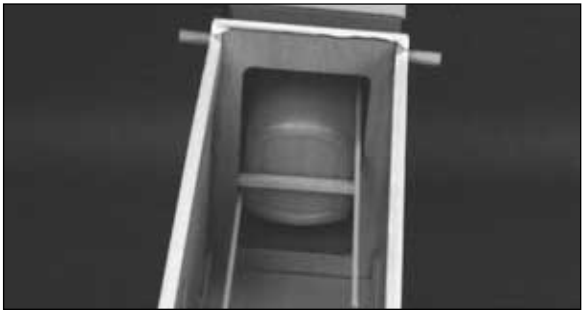
❏ 40. Locate the black foam collar. Remove the inner foam circle and place the collar around the neck of the fuel tank. Bend the aluminum tubes outward slightly (1/8") to allow clearance for the nose gear strut once installed.

Install the tank



❏ 41. With the vent tube (inside the tank) pointing up, insert the fuel tank into the fuselage. Make sure the foam collar is seated well against the firewall.

Brace the fuel tank

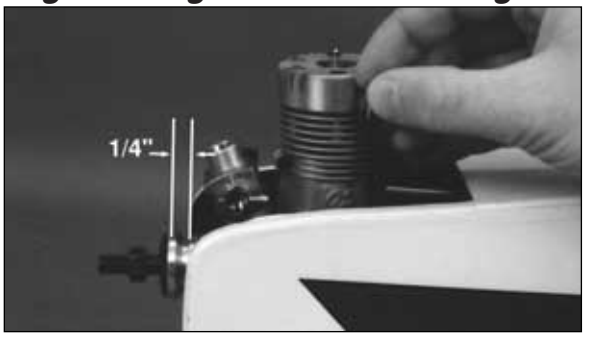


❏ 42. Hold the tank in position using a small piece of scrap balsa wood glued to the bulkhead with thin CA.

Adjust the engine mount

❏ 43. Remove the needle valve from the engine (if necessary) and set the engine onto the mount. Adjust the rails until they fit close to the engine case. Remove the engine and tighten the four screws to secure the mount to the firewall.

Align the engine with the fuselage



❏ 44. Position the engine on the mount so that the face of the engine thrust washer is 1/4" forward of the fuselage sides. Align the engine so that the crankshaft is pointing **straight** forward. Mark the rails at the four mounting hole locations on the engine using a 5/32" drill bit (or a bit that fits your engine mounting holes the best) to scribe a mark.

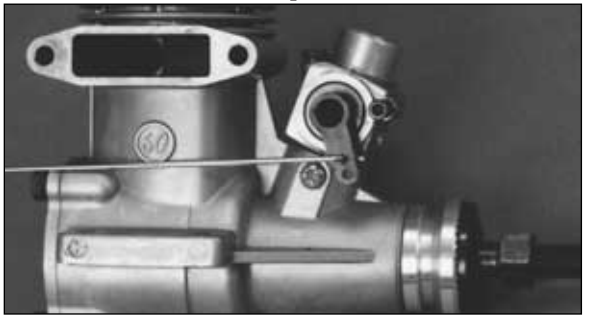
Drill mounting holes

❏ 45. Remove the engine from the mount and drill four 3/32" holes at the marks you just made.

Attach fuel tubing to the tank

❏ 46. Cut two 6" pieces of medium fuel tubing (not included). Attach one piece onto each of the aluminum tubes coming from the fuel tank.

Install the throttle pushrod



❏ 47. Attach the the "Z" bend of the the 1/16" x 18" wire pushrod into the inside hole of the carburetor control arm.

Mount the engine

❏ 48. Slide the throttle pushrod wire into the guide tube and position the engine on the mount. Fasten the engine to the mount using the four 3 x 15mm self tapping screws.

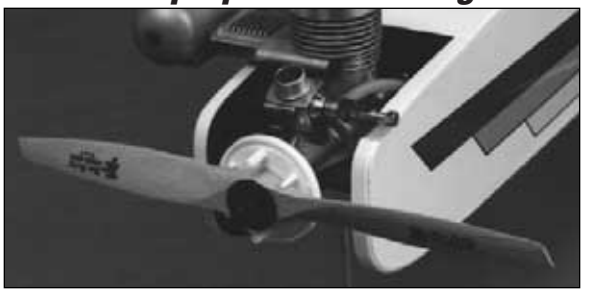
Install the needle valve

❏ 49. Line up the needle valve with the engine. Trim away part of the fuselage side so that there will be plenty of clearance to grip the valve with your fingers. Coat the exposed wood with epoxy to seal it from fuel. Install the needle valve into the carburetor.

Install the muffler

❏ 50. Install the muffler onto the engine using the screws that came with the engine. Attach the fuel tubing from the "vent" in the fuel tank to the muffler pressure tap. Attach the tubing from the "clunk" in the fuel tank to the carburetor. **NOTE:** You may wish to shorten the fuel lines for a more direct routing. Make sure that the lines do not get any kinks which could restrict fuel flow.

Attach the propeller to the engine



❏ 51. Ream out the spinner backplate to fit on the engine. Install the spinner backplate, prop, prop washer, and the prop nut onto the engine. Position the prop so it is horizontal when the engine is against its compression (the point at which you feel resistance when you turn the crankshaft counter-clockwise). This is a good habit to get into when installing props onto model airplanes. If the engine quits during flight, the prop will stop horizontally, therefore reducing the chance of prop breakage if you are forced to land on rough terrain. Use an adjustable wrench (not a pliers) to fully tighten the prop nut.

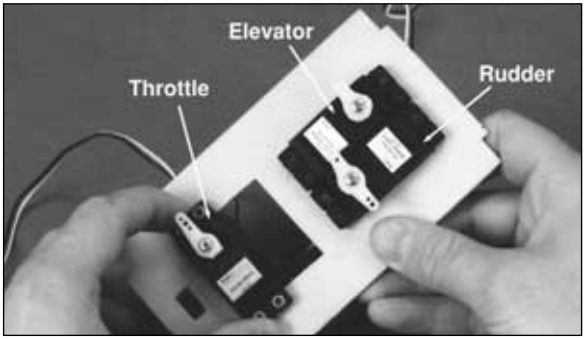
Install the spinner

❏ 52. Trim the spinner cone slots so that there is at least a 1/16" gap between the cone and the prop. Once satisfied with the fit, attach the cone with the screws provided. Be careful not to over-tighten these screws. They are threaded into plastic which can strip out easily if they are over–tightened.

Prepare the servos

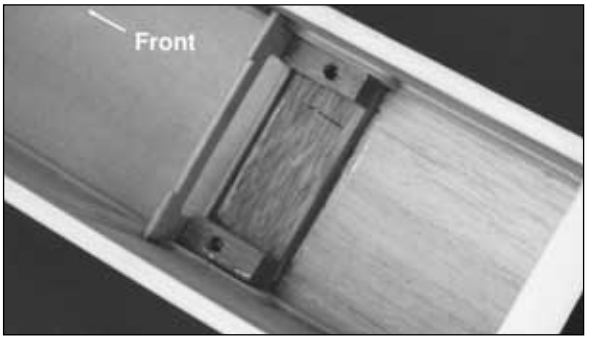
❏ 53. Install the rubber grommets and bushings, included with your radio system, onto the four servos. Refer to your radio manual for proper installation of these items.

Trial fit the servos



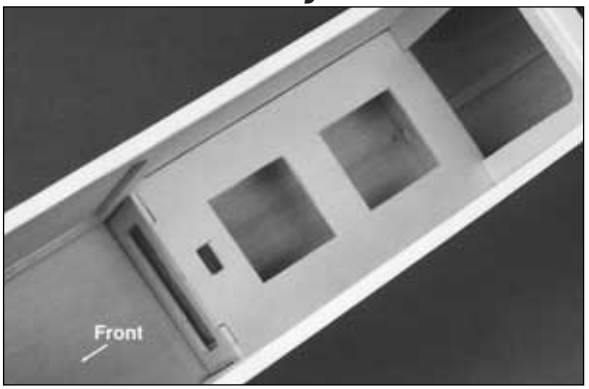
❏ 54. Trial fit your servos into the plywood servo tray. Enlarge the servo tray opening, if needed, using a flat file. The servo should fit easily into the radio tray.

Install the servo tray support



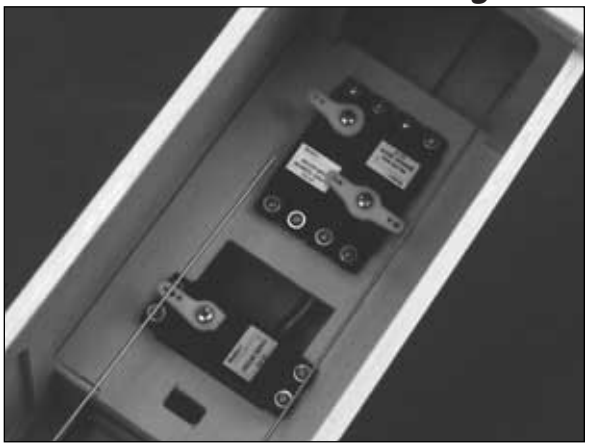
❏ 55. Position the servo tray support into the fuselage directly in front of the the landing gear block. Glue in place with thick CA.

Install the servo tray



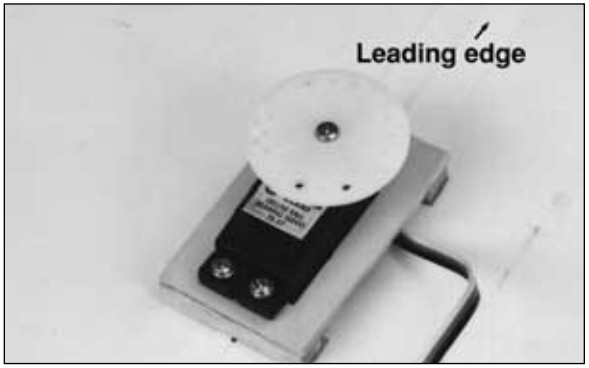
❏ 56. Position the servo tray into the fuselage so that the small rectangular hole is facing forward. You may need to sand the edges and corners slightly for a good fit. Glue in place using thick CA.

Install the servos in the fuselage



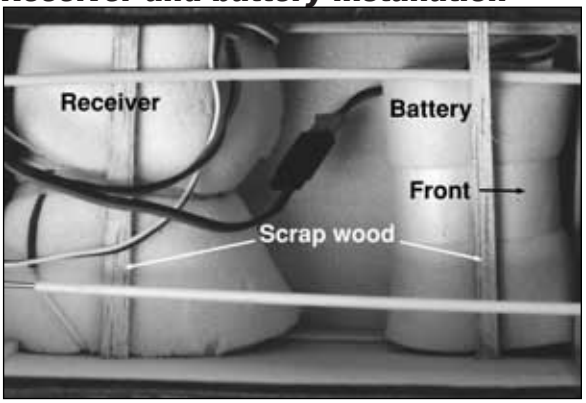
❏ 57. Routing the wire servo leads forward, install the servos into the tray using the screws included with the radio system. Do not over-tighten the screws. They should only be snug. Anything tighter will crush the grommets and allow the normal vibrations from the engine to affect the servos. Choose and trim the servo arms so they look similar to the ones shown in the photo.

Install the aileron servo



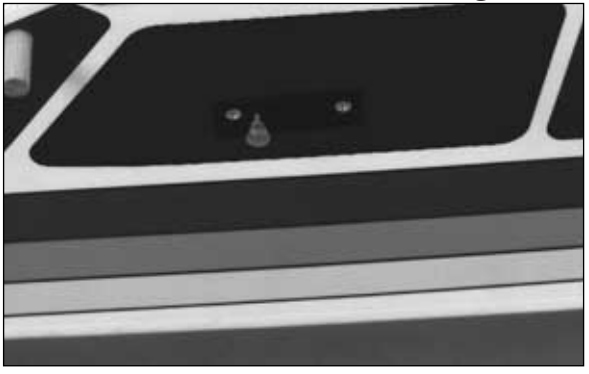
❏ 58. Install the remaining servo into the servo mount in the wing. Route the leads between the tray and the bottom of the wing as shown.

Receiver and battery installation



❏ 59. Following the radio system's instruction manual, plug the three servos into the receiver. Next, plug a servo extension into the aileron channel (usually channel one) of the receiver. Finally, plug the switch into the receiver. Wrap the **receiver** and battery pack in **foam rubber** using rubber bands or masking tape to hold the foam in place. Install the battery and receiver into the fuselage. The battery should be located directly behind the fuel tank. The receiver should then be placed directly behind the battery. Secure these components in place using a couple of pieces of scrap wood (popsicle sticks work well).

Mount the switch to the fuselage



❏ 60. Cut out the opening on the **left** side of the fuselage for the switch and install using the screws included with the switch. We recommend using a Great Planes Switch/Charge jack. This makes it easy and convenient for charging your receiver batteries.

Prepare the pushrods

❏ 61. Locate the two wooden dowel pushrods and apply thin CA to the ends of the shrink tubing on both rods.

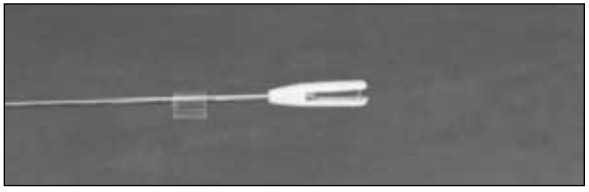
Install the pushrods

❏ 62. Insert the two pushrods, threaded end first, through the fuselage and out the two pushrod exits at the back of the fuselage. You may have to bend the rods **slightly** to eliminate binding.

Make the clevis retainers

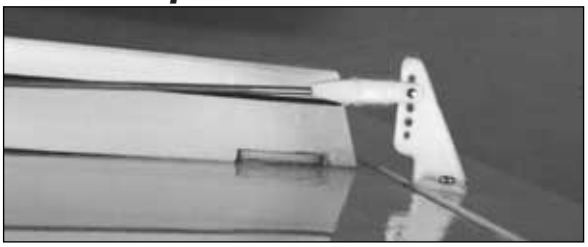
❏ 63. Cut two 1/4" wide pieces of the clear tube. Slide one on each of the pushrods that protrude out of the fuselage.

Install the two clevises



❏ 64. Screw a clevis onto each pushrod until the threads protrude about 1/16" between the clevis forks.

Attach the pushrods

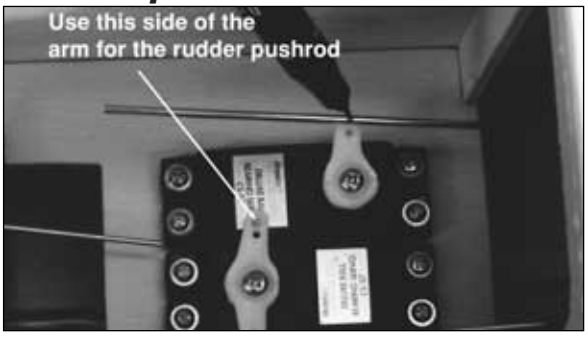


❏ 65. Attach the two clevises to the control horns. Use the 2nd hole from the outside. Check to make certain that the pushrods do not bind in the openings and that they operate smoothly. Slide the clevis retainer over the clevis forks.

Center the servos with your radio

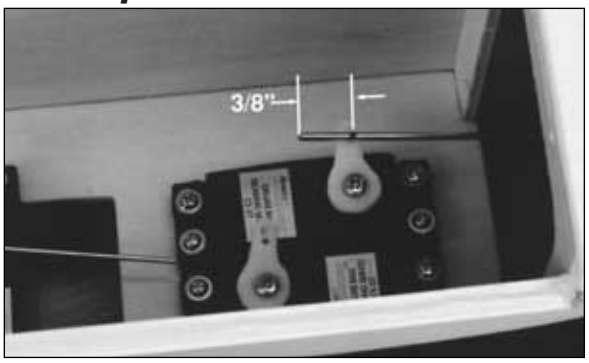
❏ 66. Turn on the transmitter and then the receiver switch. Center all of the trim levers and place the throttle stick at its midway position. Turn off the receiver switch and then the transmitter. By doing this, your servos will be at their centered (neutral) position when you connect the pushrods. Refer to the following photos and replace or trim the servo arms as shown. To do this, simply remove the servo arms and reposition them on the splined servo output shaft. **Be sure to reinstall the screws.**

Mark the pushrods



❏ 67. Holding the elevator in its neutral position, mark the pushrod wire where it crosses the servo arm as shown. Next, hold the rudder at its neutral position and mark the wire the same way.

Cut the pushrods

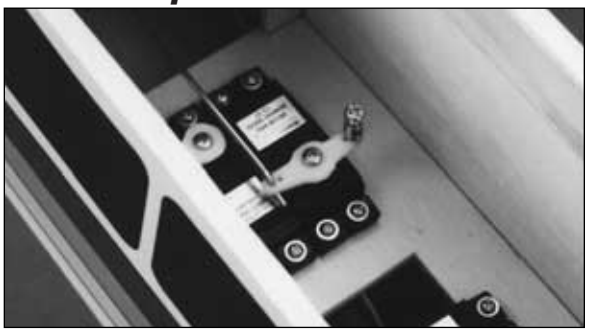


❏ 68. Cut off the pushrods approximately 3/8" past the marks.

Connect the pushrods

❏ 69. Make a "Z" bend at each mark. Remove the servo arms from the servos. Attach the rods to the servo arms. You may need to enlarge the holes slightly on the arms. A 5/64" drill bit works great for this. Reattach the servo arms in the same position.

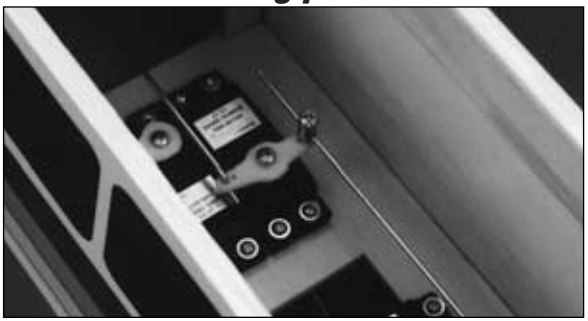
Attach the pushrod connector



❏ 70. Remove the servo arm and install a pushrod connector on the opposite side of the rudder pushrod. This will be for the steering rod. Thread the nut onto the connector. The connector must be able to rotate in the servo arm, so do not over–tighten the nut. Place a drop of thin CA onto the threads to lock the nut in

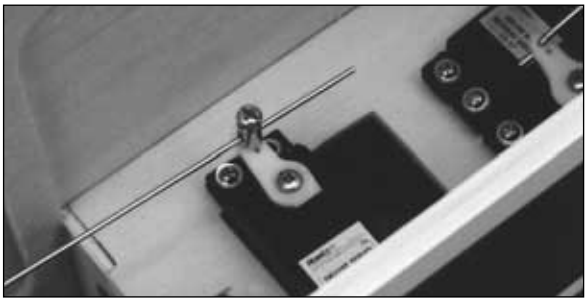
place, thread the 3mm x 4mm screw into the connector.

Install the steering pushrod



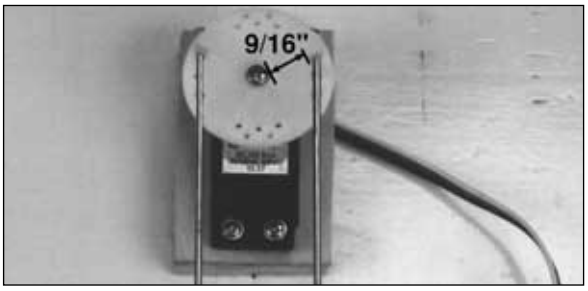
❏ 71. Slide the wire steering pushrod into the pushrod connector. Straighten the nose gear and tighten the pushrod connector. Using a wire cutter, carefully remove the excess wire, leaving only about 3/4" remaining past the connector.

Connect the throttle servo

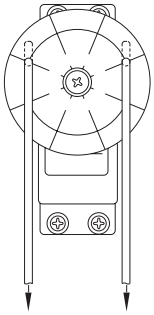


❏ 72. Install the second pushrod connector onto the throttle servo arm. Slide the throttle pushrod wire through the connector. Hand tighten this screw so that the carburetor is half open. Final throttle adjustment will be made later. Using a wire cutter, carefully remove the excess wire, leaving only about 3/4" remaining past the connector.

Connect the aileron servo



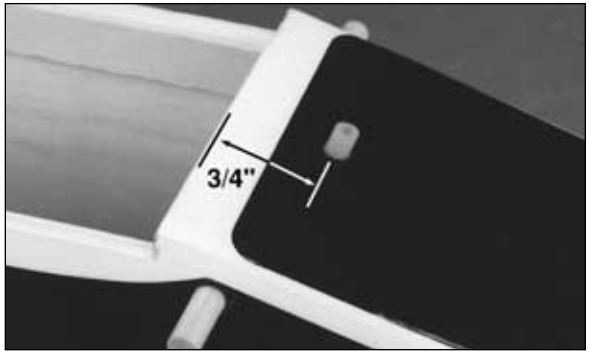
❏ 73. Hold the ailerons at neutral and mark the servo wheel where the rods intersect (see sketch). Note the wires are intentionally positioned off center to cause the aileron to travel further up than down, which is known as "differential aileron throw." This will give smoother banking control and will reduce the airplanes adverse yaw tendency (typical with flat bottom wings). Make a "Z" bend at the mark on each wire and connect to the servo wheel. You will have to remove the wheel to connect the rods. Enlarge the holes if needed using a 5/64" drill bit.



Straighten the antenna

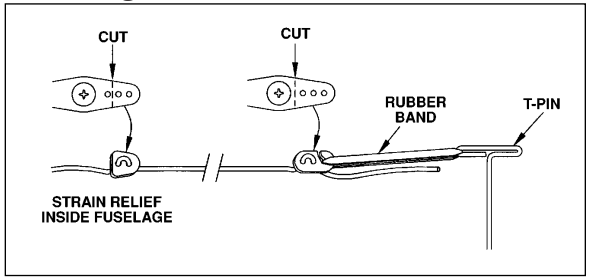
❏ 74. Unwind the antenna and straighten (do not stretch) the wire to its full length. Do not cut the antenna wire as this will decrease the range and sensitivity of your receiver.

Drill an antenna exit



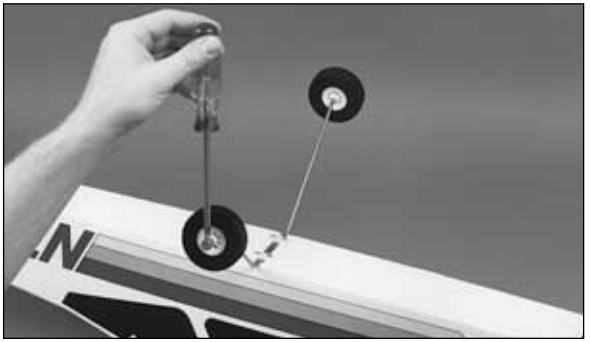
❏ 75. Using a 3/16" drill bit, drill a hole centered approximately 3/4" behind the wing saddle on top of the fuselage. Cut a 3/8" long piece of medium fuel tubing and center it inside this hole.

Securing the antenna

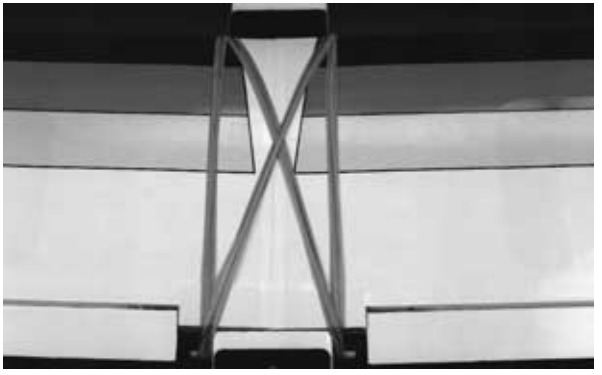


❏ 76. Route the antenna away from the servos and up through the antenna exit. Use a trimmed servo arm and rubber band at the end of the antenna to a pin pushed in the top of the stab.

Install the wheels



❑ 76. Place one wheel collar on each strut, followed by a wheel. Secure each wheel with an additional wheel collar, making a total of two on each strut--one on the inside and one on the outside of the wheel. The nose gear wire is thinner, so use the wheel with the smaller center hole along with the two remaining small wheel collars. The wheels must all spin freely and have no tendency to bind.



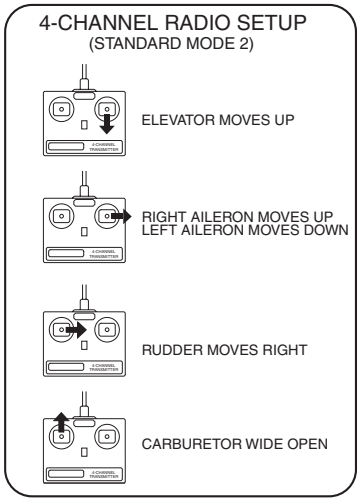
Attach the Wing

❑77. Connect the aileron servo to the aileron extension and attach the wing onto the fuselage using 12 #64 rubber bands. Install 5 on each side first. Then criss-cross the remaining 2. This will hold the wing securely, but will allow it to pop off in the event of a cartwheel on the ground, thus minimizing damage.

Notes on Fuselage assembly:

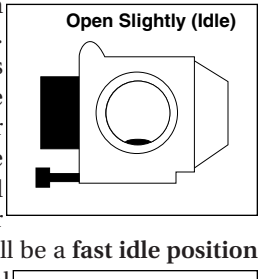
Radio System Set-Up

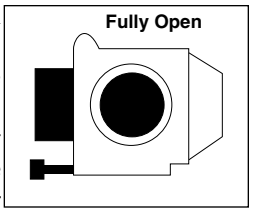
1. Turn on the Transmitter and then the Receiver. Standing behind the plane, make the following movements with the transmitter and observe the control surfaces:

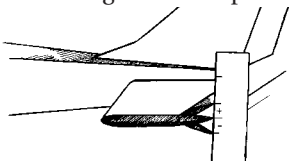


If any of the servo movements are opposite, reverse the servo direction with the **servo reversing switches** on the transmitter.

2. For added **safety** and **convenience**, the throttle should be set up so that the engine can be stopped using the throttle trim. To do this, loosen the pushrod connector screw and move the throttle pushrod so that the carburetor is completely **closed** with the throttle stick and trim lever on the transmitter fully **back**. (**NOTE:** If the carburetor does not fully close, adjust the idle stop screw on the carburetor until it will.) Next, tighten the screw on the pushrod connector. Test the trim lever by advancing it to full. This will be a **fast idle position** with the carburetor barrel slightly open (about 1/32"). See sketch. Now move the throttle stick forward to full. Make sure that the carburetor barrel opens **all the way**. See sketch. If it doesn't open far enough or opens too far (bending the rod) move the pushrod connector in or out on the servo arm and/or the carburetor arm to gain or reduce movement. The throw will be correct when the carburetor barrel will stop fully open at the same time the throttle stick reaches full. With the throttle set up properly, you should be able to start and run the engine with the trim lever set midway to full position (adjusted for a smooth but slow idle). Then when it is time to stop the engine, simply pull back the trim to close the carburetor and the engine will stop running.





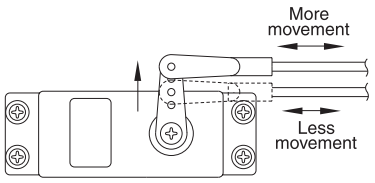


3. Check the movement of the control surfaces. Use a ruler to match our measurements listed below. If your radio features dual rates, set up both the high and the low rates following the radio system's instructions. If your radio does not have dual rates, set up the plane using the low rates first and increase the throws as you get familiar with the plane.

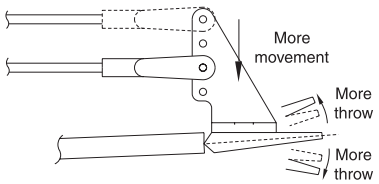
	Low rate	High rate
Aileron	3/8" up 1/4" down	1/2" up 3/8" down
Elevator	5/16" each way	7/16" each way
Rudder	5/8" each way	3/4" each way

These are the suggested deflections from center.

If you need more movement, you should move the clevis to a hole closer to the surface or you can install a larger servo wheel and move the rod further out from center. If you have too much movement, do the opposite. See sketches below:



Moving the clevis outward on the servo arm results in more pushrod movement.

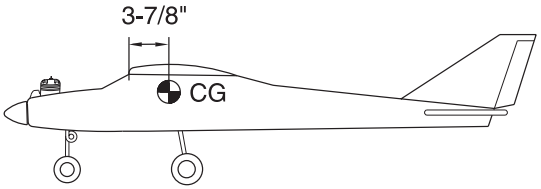


Moving the clevis inward on the control horn results in more throw.

Balance Your Model

1. Check the lateral balance. With the wing attached, gently lift the airplane by the spinner and the bottom center of the tail. You may need an assistant to help you with this. If one wing tip is noticeably heavy (the tip will drop), attach some weight to the lighter tip until they are equal. Use Great Planes "stick-on" lead weights (GPMQ4485) for easy balancing.

NOTE: This section is VERY important and must not be omitted! A model that is not properly balanced will be unstable and possibly unflyable.



2. Check the fore-aft balance point, also referred to as the "center of gravity" (CG). Accurately mark the balance point on the bottom of the wing of both sides of the fuselage. The balance point is located **3-7/8" back from the leading edge**. This is the balance point at which your model should balance for your first flights. Later, you may wish to experiment by shifting the balance up to **1/4" forward or back** to change the flying characteristics. Moving the balance forward may improve the smoothness and arrow-like tracking, but it may then require more speed for takeoff and make it more difficult to slow down for landing. Moving the balance aft makes the model more agile with a lighter and snappier "feel." In any case, **please start at the location we recommend** and do not at any time balance your model outside of the recommended range of 3-5/8" to 4-1/8" back from the leading edge.

The plane must be **"ready to fly"** (all components installed) with an **empty** fuel tank before checking the CG. Place your finger tips on the model at the marked balance point. Lift the model. If the tail drops, the plane is "tail heavy" and you must add weight to the nose. If the nose drops, the plane is "nose heavy" and you must add weight to the tail. If possible, first attempt to balance the model by changing the position of the battery and receiver. If you are unable to obtain good balance by doing so, then it will be necessary to add weight to the nose or tail to achieve the proper balance point. **NOTE**: Weight may be easily installed by using stick on lead available from Great Planes (GPMQ4485).

Preparing To Fly Your SUPERSTAR 60

There is one thing that you will need to fly your SuperStar 60 safely that is not furnished with the kit: You will need a **qualified** instructor to teach you to fly. No trainer ever made will let you teach yourself to fly safely. It can be done, but you would be seriously risking more than just the model. To find an instructor, you should join an R/C flying club. If there is not a club nearby, then you should find an experienced model pilot who is willing to help you. The chosen instructor should fly well enough to allow you to concentrate on your own flying. If you are worried about your instructor crashing your model, you will not be able to concentrate on learning to fly. After you have found an instructor, you should spend some time just **talking** with him about what you will be trying to learn. He should inspect the model to be certain that it is ready to fly. Listen to him and try to gain by his experience.

Now that you have a good model and an instructor whom you trust, you can go out and get started learning to fly. You can expect to be very nervous at first, and you will make some mistakes. There will be several instances where the instructor will prevent you from crashing. This will be unsettling, but the thing to do is jump right back into flying the model (after your knees stop shaking, of course). This is one of the most important things about learning to fly model airplanes...**you have to fly!** Fly as often as you can. Be sure to make several flights each time you go to the flying field, but give yourself time after each flight to calm down and discuss the flight with your instructor. Spending some time after each flight talking about what happened and what you need to work on to improve your skills will pay off with greater confidence in your own growing abilities.

CHARGE THE BATTERIES

Follow the battery charging procedures in your radio instruction manual. You should **always** charge your transmitter and receiver batteries the night before you go flying, and at other times as recommended by the radio manufacturer.

FIND A SAFE PLACE TO FLY

1. The best place to fly your R/C model is an AMA (Academy of Model Aeronautics) chartered club field. Ask your hobby shop dealer if there is such a club in your area and join. Club fields are set up for R/C flying which makes your outing safer and more enjoyable. The AMA can also tell you the name of a club in your area. We recommend that you join the AMA and a local club so you can have a safe place to fly and also have insurance to cover you in case of a flying accident. (The AMA address is listed at the front of this instruction book).

If there is not a flying club in your area, you need to find a large area, free of obstructions, with a smooth surface that can be used as a runway, and located at least 6 miles away from any other R/C airplane operation and away from houses, buildings and streets. A schoolyard may look inviting but it is too close to people, power lines and possible radio interference.

GROUND CHECK THE MODEL

If you are not thoroughly familiar with the operation of R/C models, ask an experienced modeler to check to see that you have the radio installed correctly and that all the control surfaces do what they are supposed to. The engine operation must also be checked and the engine "broken in" on the ground by running the engine for at least two tanks of fuel. **Follow the engine manufacturer's recommendations for break-in.** Check to make sure all screws remain tight, that the hinges are secure and that the prop is on tight.

RANGE CHECK YOUR RADIO

Check the operation of the radio before every time you fly. This means that with the transmitter antenna collapsed and the receiver and transmitter on, you should be able to walk at least 100 feet away from the model and still have control. Have someone help you. Have them stand by your model and, while you work the controls, tell you what the various control surfaces are doing.

Repeat this test **with the engine running** at various speeds with an assistant holding the model. If the control surfaces are not acting correctly at all times, **do not fly!** Find and correct the problem first.

ENGINE SAFETY PRECAUTIONS

NOTE: Failure to follow these safety precautions may result in severe injury to yourself and others.

Keep all engine fuel in a safe place, away from high heat, sparks or flames, as fuel is very flammable. Do not smoke near the engine or fuel; remember that the engine exhaust gives off a great deal of deadly carbon monoxide. Therefore **do not run the engine in a closed room or garage**.

Get help from an experienced pilot when learning to operate engines.

Use safety glasses when starting or running engines.

Do not run the engine in an area of loose gravel or sand, as the propeller may throw such material in your face or eyes.

Keep your face and body as well as all spectators away from the plane of rotation of the propeller as you start and run the engine.

Keep items such as these away from the prop: loose clothing, shirt sleeves, ties, scarfs, long hair or loose objects (pencils, screw drivers) that may fall out of shirt or jacket pockets into the prop.

Use a "chicken stick" device or electric starter; follow instructions supplied with the starter or stick. Make certain that the glow plug clip or connector is secure so that it will not pop off or otherwise get into the running propeller.

Make all engine adjustments from **behind** the rotating propeller.

The engine gets hot! Do not touch it during or after operation. Make sure fuel lines are in good condition .

To stop the engine, cut off the fuel supply by pinching the fuel line. Do not use hands, fingers or any body part to try to stop the engine. Do not put anything into the prop of a running engine.

AMA SAFETY CODE

Read and abide by the Academy of Model Aeronautics Official Safety Code, a portion of which is reprinted here:

GENERAL

1. I will not fly my model aircraft in sanctioned events, air shows, or model flying demonstrations until it has been proven to be airworthy by having been previously successfully flight tested.
2. I will not fly my model aircraft higher than approximately 400 feet within 3 miles of an airport without notifying the airport operator. I will give right-of-way and avoid flying in the proximity of full-scale aircraft. Where necessary, an observer shall be utilized to supervise flying to avoid having models fly in the proximity of full-scale aircraft.

3. Where established, I will abide by the safety rules for the flying site I use, and I will not willfully and deliberately fly my models in a careless, reckless and/or dangerous manner.

6. I will not fly my model unless it is identified with my name and address or AMA number, on or in the model.

8. I will not operate models with pyrotechnics (any device that explodes, burns, or propels a projectile of any kind) . . .

RADIO CONTROL

1. I will have completed a successful radio equipment ground range check before the first flight of a new or repaired model.

2. I will not fly my model aircraft in the presence of spectators until I become a qualified flyer, unless assisted by an experienced helper.

3. I will perform my initial turn after takeoff away from the pit or spectator areas, and I will not thereafter fly over pit or spectator areas unless beyond my control.

4. I will operate my model using only radio control frequencies currently allowed by the Federal Communications Commission. . .

Flying Your SUPERSTAR 60

It is best if you let the instructor test fly the model first. Once he has flown the model he will adjust the trim to eliminate any turning, climbing, or diving tendencies that he found on the test flight. This will help make your first flights much easier and safer.

Ground Handling: Start with learning to steer the model on the ground using the rudder and throttle. You should learn to guide the airplane on the ground at various speeds and directions. Be careful– you do not have brakes, so do not get close to any obstacles.

Takeoff: Line up as straight into the wind as possible. Gradually advance the throttle to get the model rolling. Advance the throttle to full. Using small rudder inputs, guide the plane straight down the runway. Let the plane get up to flying speed on the ground before lifting off. Once up to speed, lift off by smoothly applying a little up elevator and climb out gradually. Do not try to gain altitude or turn until the airplane gains additional speed.

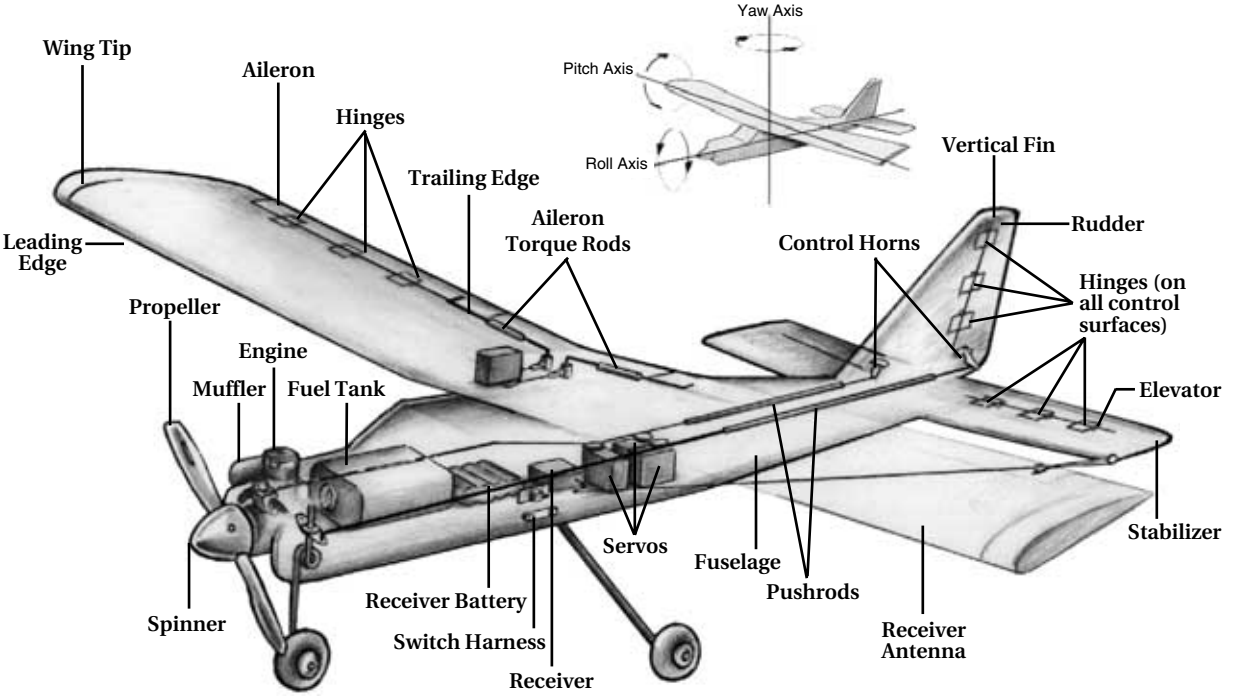
Flying: We recommend that you take it easy with your SuperStar 60 for the first several flights and gradually "get acquainted" with the airplane as your engine gets fully broken–in. As you will see, this airplane is smooth and very predictable. Your confidence will grow to the point that flying is more fun than ever. Just remember to take your time. Follow your instructor's advice and learn to control the model in the many basic maneuvers possible with this model.

Landing: When it's time to land, do a couple of slow flybys (again, straight into the wind) at a safe altitude and get familiar with the plane's slow flying characteristics. Landings will involve learning to judge the height, position, direction, and speed of the model in relation to the runway. You should not attempt to land the model yourself until you are comfortable flying the model in the air. Landing is the most difficult maneuver for beginners so it should only be practiced after you can fly confidently.

As with takeoffs, always land into the wind. Line-up with the runway and reduce the throttle to idle. Glide the model down using ailerons to keep the wings level and elevator to control altitude. Be careful not to use too much elevator at slower speeds. This could cause the airplane to stall too close to the ground. If the airplane is coming in short, increase the throttle to get to the runway. If you come in too long, raise the throttle slowly and abort the landing. Do not force the plane to land. Try again with a slightly lower approach. Just before touchdown, add in a little more elevator to flare the airplane for a smooth touchdown. Perfect landings are difficult so practice them often.

Thank you for choosing the SuperStar 60. We hope that it will be only the first of many, in a lifetime enjoyment of radio control airplanes.

Glossary of Terms



Ailerons – Hinged control surfaces located on the trailing edge of the wing, one on each side, which provide control of the airplane about the **roll axis**. The control direction is often confusing to first time modelers. For a right roll or turn, the right hand aileron is moved upward and the left hand aileron downward and vice versa for a left roll or turn.

Canard – A unique type of airplane, in which the wing is located near the back of the fuselage and the **horizontal stabilizer** is located at the nose of the fuselage.

Carburetor – The part of the engine which controls the speed or throttle setting and lean/rich mixture via setting of the **needle valve.**

Charge Jack – The plug receptical of the **switch harness** which the charger is plugged into to charge the airborne battery. An **expanded scale voltmeter (ESV)** can also be plugged into it to monitor battery voltage during a flying session. It is advisable to mount the charge jack in an accessible area of the **fuselage** so an ESV can be used without removing the wing.

Charger – Device used to recharge batteries and is usually supplied with the radio if **NiCd** batteries are included.

Chicken Stick – A hand held stick used to flip start a model airplane engine.

Clunk – A weighted fuel pick up used in a fuel tank to assure the intake line is always in fuel.

Clevis – A small clip which is threaded or soldered onto the wire end of a pushrod and connects the pushrod to the **control horn** of a control surface. The threads allow fine adjustment of length of the pushrod.

Computer Radio – A radio control unit in which the **transmitter** has several advanced functions which can be programmed completely to fine tune an airplane without making mechanical changes.

Control Horn – The arm which is attached to a control surface at the hingeline and is connected to a pushrod.

Dead Stick – A term used to describe unpowered flight (glide) when the engine quits running.

Delta Wing – An airplane with a triangle shaped wing. Delta wings have no **horizontal stabilizer.**

Words shown in italics are defined elsewhere in this glossary.

Dihedral – The V shaped bend in the wing. Typically more dihedral causes more aerodynamic stability in an airplane, and causes the **rudder** to control both the **roll and yaw axis.** This is why some **trainers** and **sailplanes** require only 3 channels of radio control—i.e., having no **ailerons.**

Electric Starter – A hand held, electric motor used for starting a model airplane engine.

Elevator – Hinged control surface located at the trailing edge of the horizontal **stabilizer**, which provides control of the airplane about the **pitch axis** and causes the airplane to climb or dive. The correct direction of control is to pull the transmitter elevator control stick back, toward the bottom of the transmitter, to move the elevator upward, which causes the airplane to climb and vice versa to dive.

Elevon – Control surfaces used on a flying wing or **Delta wing** type airplanes, located at the trailing edge of the wing like ailerons. Elevons move both up or down together to control the **pitch axis** like an **elevator,** and move differentially to control the **roll axis** like **ailerons.** Elevons require either a mechanical or electronic channel mixer.

Engine – The source of thrust of an airplane.

Expanded Scale Voltmeter (ESV) - Device used to read the battery voltage of the on board battery pack or transmitter battery pack.

Flaps – Hinged control surface located at the trailing edge of the wing inboard of the **ailerons**. The flaps are lowered to produce more aerodynamic lift from the wing, allowing a slower takeoff and landing speed. Maneuvering flaps move up and down in conjunction with the **elevator**, and enhance the pitch control of the airplane. This is used on some aerobatic type of models, and requires a mechanical or electronics channel mixer. Note: Flaps and Maneuvering Flaps are advanced features and are not necessary or recommended on **trainer aircraft.**

Flaperon – Control Surfaces on a standard type airplane, located at the trailing edge of the wing, which function as **ailerons** by moving differentially, and as flaps by moving up or down together. Flaperons require either a mechanical or electronic channel mixer. Note: Flaperons are an advanced feature and are not recommended on **trainer aircraft.**

Flight Box – A special box used to hold and transport all equipment used at the flying field.

Flight Pack – or Airborne pack. All of the radio equipment installed in the airplane, i.e., **Receiver**, **Servos**, Battery, **Switch harness**.

Foam Rubber – A soft foam material used to wrap the receiver and airborne battery for vibration dampening in the airplane.

Fuel Over Flow Line (Vent) – The fuel line which is either open to atmospheric pressure or attaches to the muffler pressure nipple, to pressurize the fuel tank for better fuel flow to the engine. This is the line through which the fuel will overflow when the tank is full.

Fuel Pick Up Line – The fuel line in the fuel tank through which the fuel travels to the **carburetor**. Typically a flexible tube with a weight or "Clunk" on the end which allows it to follow the fuel with changes in aircraft altitude. This is the line through which the tank is filled.

Fuel Tank – The container which holds the fuel in an airplane.

Fuselage – The body of an airplane

Fun Fly Airplane – A specialty model designed to be very lightweight and perform very tight, rapid, maneuvers such as loops and rolls.

Glow Plug Clip/Battery – A 1.2 volt battery, which is connected to the glow plug on a model airplane engine for starting. The battery is removed once the engine is running steadily.

High Wing – An airplane with the wing mounted on top of the **fuselage**.

Hinge – A flexible or hinged blade which is glued into a control surface and trailing edge to allow control surface deflection or movement. Note: It is extremely important that all hinges are permanently glued into both the control surface and trailing edge. Improper gluing will cause a crash.

Horizontal Stabilizer – The horizontal tail surface at the back of the **fuselage** which provides aerodynamic pitch stability and control to the airplane.

Low Wing – An airplane with the wing mounted on the bottom of the **fuselage**.

Main Landing Gear – The landing gear and wheels which are usually on the bottom of the **fuselage** under the wing on a high wing airplane, or on the bottom of the wing on a low wing airplane.

Mid Wing – An airplane with the wing mounted in the center of the **fuselage**, between the top and bottom.

Muffler – A device attached to the exhaust stack of the engine to reduce noise, and increase back pressure which helps low speed performance. Note: Most R/C Clubs require the use of mufflers.

Needle Valve – Adjustment on a **carburetor** used to set proper fuel mixture. Some carburetors have separate needle adjustments for low and high throttle. Typically turning the needle clockwise (screwing in) leans the mixture and vice versa. However, there are a few exceptions—refer to the engine manufacturer's instructions.

NiCd – Nickel Cadmium battery. Rechargeable batteries which are typically used as power for radio control **transmitters** and **receivers**.

Nitro – NitroMethane, a fuel additive which increases a model airplanes' ability to idle low and improves high speed performance. Ideal nitro content varies from engine to engine. Refer to the engine manufacturers' instructions for best results. Nitro content in fuel is indicated by the percent of the fuel.

Nose Gear – The landing gear at the nose of the airplane if the airplane is a Tricycle landing gear type. Typically connected to the **rudder servo** for ground steering.

Pattern Airplane – A model airplane designed to perform precision aerobatics.

Pitch Axis – The airplane axis controlled by the **elevator.** Pitch is illustrated by holding the airplane at each wingtip. Raising or lowering the nose is the pitch movement. This is how the climb or dive is controlled.

Pushrod-A rigid piece of wood, fiberglass, nylon or steel used to transfer movement from a servo to a control surface or throttle.

Pylon Racing Airplane – A model airplane designed for racing. They are flown around a set course of (3) "Pylons."

Receiver (Rx) – The radio unit in the airplane which receives the **transmitter** signal and relays the control to the **servos.** This is somewhat similar to the radio you may have in your family automobile, except the radio in the airplane perceives commands from the transmitter and the radio in your car perceives music from the radio station.

Roll Axis – The airplane axis controlled by the **ailerons.** Roll is illustrated by holding the airplane by the nose and tail. Dropping either wingtip is the roll movement. This is used to bank or turn the airplane.

Rudder – Hinged control surface located at the trailing edge of the vertical stabilizer, which provides control of the airplane about the **Yaw axis** and causes the airplane to Yaw left or right. Left rudder movement causes the airplane to Yaw left and right rudder movement causes it to Yaw right.

Sailplane – An airplane which flies without an engine. Sailplanes are designed to ride on warm, rising air currents, called thermals. Sailplanes are launched by several methods; a giant sling shot called a high start, a winch which pulls the sailplane up like a kite, or with the assistance of a small engine or electric motor.

Servo – The electronic/mechanical device which moves the control surfaces or throttle of the airplane according to commands from the receiver. The radio device which does the physical work inside the airplane.

Servo Output Arm – The removable arm or wheel which bolts to the output shaft of a servo and

connects to the pushrod.

Spinner – The nose cone which covers the hub of the propeller.

Sport Airplane – A model which possesses some attributes of many of the specialty airplanes and are best for general flying as they are the most versatile and durable.

Switch Harness – The on/off switch for the **flight pack** which is mounted in an accessible location on the **fuselage.**

Tachometer – An optical sensor designed specifically to count light impulses through a turning propeller and read out the engine RPM.

Tail Wheel – The wheel at the tail of the airplane on standard landing gear or tail dragger type airplanes. Steering is typically coupled to the **rudder** for ground handling.

Threaded Horns – Small nylon horns which thread onto the threaded portion of the **aileron torque rods** and connect to the **clevis** of the aileron pushrods.

Torque Rods – Rigid bent wire rods inserted into **ailerons,** running along the wing trailing edge and bent down to connect to the aileron **servo** push rods.

Trainer Airplane – A model designed to be inherently stable and fly at low speeds, to give first time modelers time to think and react as they learn to fly.

Transmitter (Tx) – The hand held radio controller.This is the unit that sends out the commands that you input.

Transmitter Modes –
Mode I. Left hand stick controls **elevator** and **rudder.** Right hand stick controls throttle and **aileron**.

Mode II. Left hand stick controls throttle and rudder. Right hand stick controls **elevator** and **aileron**. Mode II is by far the most popular in the United States.

Mode **III.** Left hand stick controls throttle and **aileron**. Right hand stick controls **elevator** and **rudder**.

Single Stick. A special **transmitter** with only one stick. **Elevator** and **aileron** are controlled with the stick. Rudder is controlled by twisting the end of the stick. Throttle is controlled by a lever on the top or side of the transmitter. Note: Single stick equipment is no longer being produced by most of the radio manufacturers.

V-Tail – An airplane which has two tail surfaces in the shape of a V, in lieu of a vertical stabilizer and **horizontal stabilizer**. The control surfaces on a V-tail are called ruddervators and function both in the same direction as an **elevator** and in opposite directions as a **rudder**.

Vertical Stabilizer – The non-moving surface that is perpendicular to the horizontal stabilizer and provides lateral stability. This is the surface the rudder attaches to.

Wheel Collar – A small, round retaining device used to keep wheels from sliding off an axle.

Wing - The main lifting surface of an airplane.

Yaw Axis – The airplane axis controlled by the **rudder**. Yaw is illustrated by hanging the airplane level by a wire located at the center of gravity. Left or right movement of the nose is the Yaw movement. Many aircraft are not equipped with **ailerons** and the roll and Yaw axis are controlled by the rudder. This is due to the larger amount of dihedral in the wing. This is why most trainer aircraft have a larger amount of dihedral.

Z Bend – A simple Z shaped bend in the wire end of a pushrod which is used to attach the pushrod to a **servo output arm**.

Z Bend Pliers – An inexpensive plier type tool used for easily making perfect **Z bends**.

BUILDING NOTES

Kit Purchase Date_____ Date Construction Finished_____

Where Purchased_____ Finished Weight_____

Date Construction Started_____ Date of First Flight_____

Flight Log

Ask for these fine Hobbico accessories at your favorite hobby retailer.

HCAP0800
TorqMaster LC 12 Volt Battery

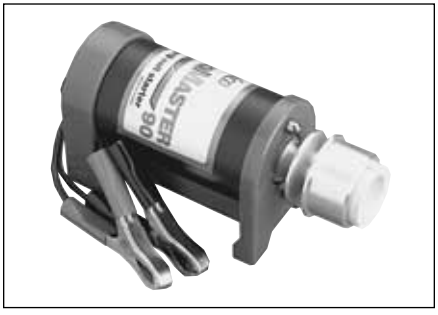
HCAP2503
Twist/Lock Glow Plug Clip

HCAP2520
Hot Shot II Standard

HCAP2550
4-Way Wrench

HCAP3105
Top Fueler MKII

HCAP3015
Hand Crank Fuel Pump



HCAP3200
TorqMaster 90 Starter

HCAP5020
Ultra Tote Field Box

HCAQ2020
#64 Rubber Bands 1/4 lb.

Other Items Available:

HCAP0100	RC Multi-Charger	**HCAQ2030**	#64 Rubber Bands 1 lb.	**GPMR6002**	Pro CA Glue Thin 1 oz.
HCAP0210	Power Core Charger	**HCAP2175**	Exhaust Deflector .35-.90	**GPMR6014**	Pro CA- Glue Thick 1 oz.
HCAP0300	Deluxe Power Panel	**HCAP2200**	Recoil Fuel Tubing	**GPMR6045**	Pro Epoxy 6 Min. 9 oz.
HCAP0351	Expanded Scale Voltmeter MKII	**HCAQ1000**	Latex Foam Rubber 1/4"	**GPMR6047**	Pro Epoxy 30 Min. 9 oz.
HCAP0356	Digital Voltmeter MKII	**HCAQ1050**	Latex Foam Rubber 1/2"		
HCAP0900	Power Core Starter Pack	**HCAR0311**	#1 Hobby Blades 100 pcs.		

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