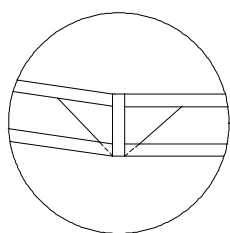


THIS MICRO-X KIT, THE BOSTONIAN KNIGHT, MEETS ALL THE AMA OUTDOOR BOSTONIAN RULES, WITH A 3-INCH CHORD AND 16-INCH SPAN MAX. LENGTH OF 14 INCHES FROM END OF NOSE-BUTTON TO FARTHERMOST REARWARD POINT OF THE MODEL. A BODY ENCLOSING A THEORETICAL BOX MEASURING 1.5" x 2.5" x 3", A MAX PROPELLOR OF 6". A MINIMUM WINDSHIELD AREA OF 1 SQ INCH ON EACH SIDE, AND AT LEAST TWO WHEELS OF 3/4" DIAMETER OR LARGER. BESIDES FITTING THESE RULES. THE MICRO-X BOSTONIAN KNIGHT IS A VERY ATTRACTIVE MODEL DESIGN TO SCORE THE HIGHEST POSSIBLE CHARISMA POINTS WHEN INCLUDED IN THE SCORING PROCESS.



CROSS SECTION VIEW
FROM TRAILING EDGE OF
WING SHOWING DIHEDRAL
BRACE GUSSETS ON MAIN
WING SPAR.

INSTRUCTIONS.

BODY :

BUILD BODY SIDE AS SHOWN IN FUSELAGE SIDE VIEW ONE SIDE AT A TIME. GLUE CROSS PIECES IN AS SHOWN ON TOP VIEW. CROSS PIECES SHOW AS DASHED LINES ONLY GO ON THE BOTTOM SURFACE. DOTS ON FUSELAGE STRINGERS ALSO SHOW CROSSPIECE LOCATION, I.E IN FRONT OF AND BEHIND THE WING AND THE CABIN. PUT WIDEST CROSSPIECES IN BODY FIRST (TOP VIEW) , THEN ADD FUSELAGE TOP AND BOTTOM AT NOSE. THEN GLUE TAIL TOGETHER ON A PIECE OF 1/16" X 1/8". FINISH BY ADDING CROSSPIECES FROM COCKPIT TO TAIL.

WING :

CUT ALL RIBS FROM PRINTWOOD AND GLUE LEADING AND TRAILING EDGE TO ALL RIBS. DO NOT GLUE SPAR IN PLACE. CUT LEADING AND TRAILING EDGES AT LINE JUST OUTSIDE OF TWO CENTER RIBS. GLUE SPAR IN CENTER TWO RIBS LEAVING A LITTLE SPACE IN RIB SLOT TO GLUE TIP PANEL SPARS WHEN GLUING DIHEDRAL. PROP TIPS UP 1 1/16" AND SAND LEADIN AND TRAILING EDGE FOR A PERFECT JOINT. THEN ASSEMBLE WING BY PROPPING BOTH TIPS UP TO 1 1/16" AND GLUE LEADING EDGE, TRAILING EDGE AND SPAR IN. WHEN SPARS ARE IN AND DIHEDRAL GLUED IN, GLUE GUSSETS TO CENTER RIBS AND MAIN SPAR VERTICALLY. (THIS ADDS STRENGTH TO DIHEDRAL JOINT. SEE INSET.)

STABILIZER & RUDDER :

THESE PIECES ARE MORE OR LESS SELF-EXPLANATORY. JUST MAKE SURE THEY ARE FLAT WITH NO WARPS WHEN COMPLETED.

COVERING :

BEFORE COVERING, DOPE ALL WOOD THAT THE TISSUE WILL TOUCH. TWO COATS SHOULD BE ABOUT RIGHT. SAND ALL PARTS LIGHTLY TO MAKE THEM SMOOTH. THE THIRD COAT IS USED TO ADHERE THE TISSUE. COVER EACH PART SEPERATELY. MODEL IS ASSEMBLED AFTER ALL PARTS ARE COVERED AND DOPED. TAKE YOUR TIME HERE AND REMOVE ANY WARPS THAT MAY DEVELOPED DURING CONSCRUCTION. MAKE SURE THE STAB IS PERFECTLY LEVEL WITH WING. RUDDER IS GLUED ON WITH JUST A LITTLE LEFT TURN.

WINDSHIELD :

CUT AND GLUE CELLULIOD ON LAST WHEN EVERYTHING IS DONE AND TRIM TISSUE MAY BE APPLIED FOR A FLASHY LOOK.

FLYING :

RIGHT THRUST MAY HAVE TO BE ADDED IF LEFT TURN IS TOO TIGHT. LEFT WING SHOULD HAVE 3/32" WAS-IN AT THE TIP.

GLAZING TEMPLATES

WINDSHIELD
(1) REQ'D

BACK WINDOW
(1) REQ'D

SIDE WINDOW
(2) REQ'D

TOP WINDOW
(1) REQ'D