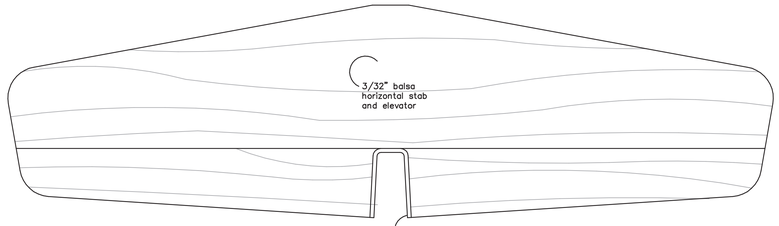
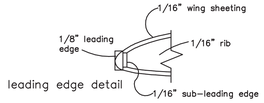
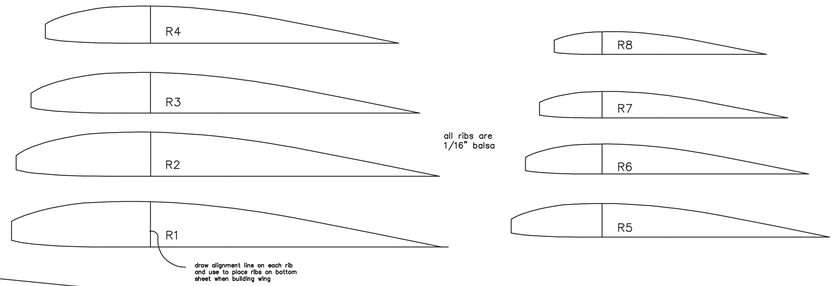
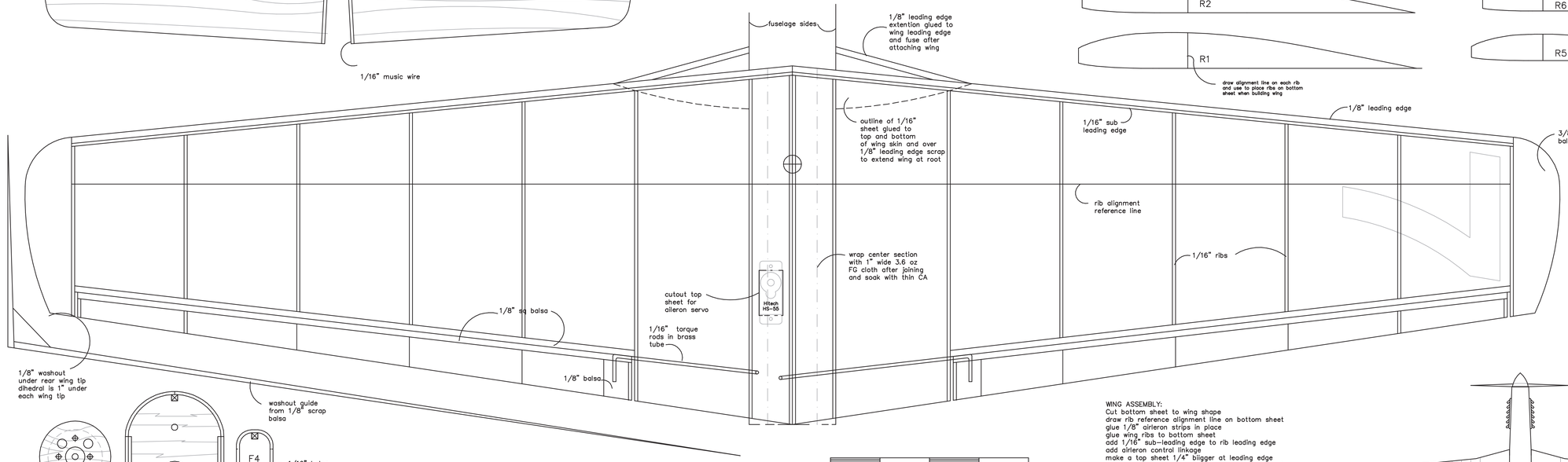
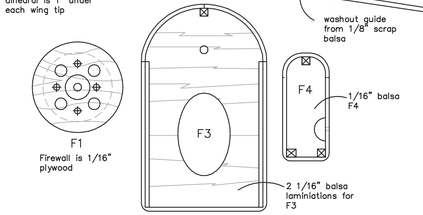




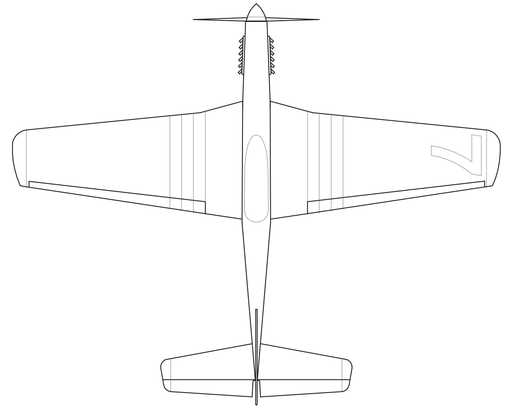
leading edge detail

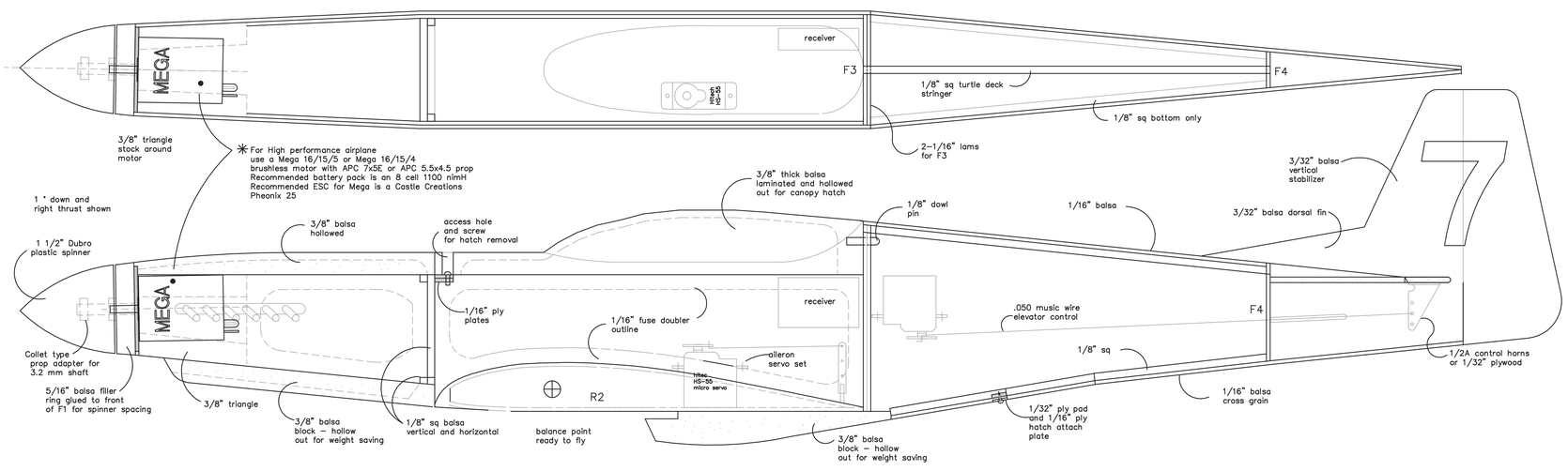






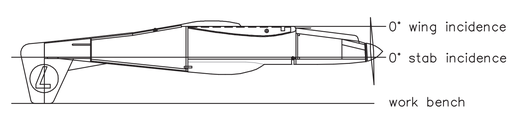
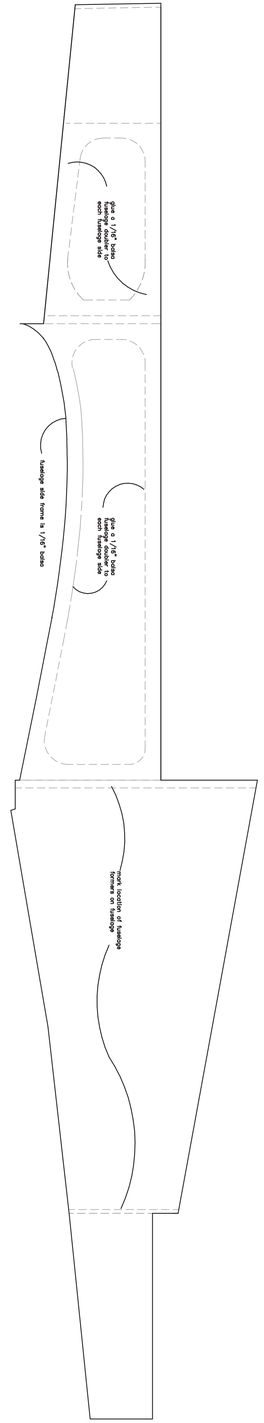
WING ASSEMBLY:
Cut bottom sheet to wing shape
draw rib reference alignment line on bottom sheet
glue 1/8" aileron strips in place
glue wing ribs to bottom sheet
add 1/16" sub-leading edge to rib leading edge
add aileron control linkage
make a top sheet 1/4" bigger at leading edge
place washout 3/8 under bottom sheeted wing half
glue top sheet to wing
glue 1/8" leading edge to wing
add balsa tip block
cut ailerons free and bevel for movement
make second wing half
raise each wing tip 1" and join wing at center
sand leading edge to shape from faring to tip
add root fairing after wing is glued to fuse





Mega P51 Racer

This aircraft is based on the original "Python" design by Mark Rittenger. Mark Rittinger is not associated with this design nor does he endorse or support it. This aircraft incorporates several alterations from the original Python. Primarily a true P51 wing shape with a true Clark Y airfoil. The horizontal stab is a P51 outline and the fuselage has been widened any modifed for a Mega brushless motor. If built per plans, this aircraft is an excellent flyer.

drawing by T. Majewski

Last Revision 08/06/2004