SebArt professional line Sebart 50E ARF

ASSEMBLY MANUAL

The new *Sebart 50E ARF* was designed by Italy aerobatic pilot, Sebastiano Silvestri and it is a replica of a new full-scale aerobatic airplane.

This professional ARF kit is the result of Sebastiano's long research in 3D unlimited performances. This combined with an extremely lightweight structure, the all wood airframe, the very big control surfaces with special airfoil and the lift generators on landing gear give the Sebart 50E ARF an impressive thrust-to-weight ratio and crisp control authority at any airspeed and flight condition.

This new 50 class model will enter you into the next level of performace!

The Sebart 50E ARF can do it all...unbelievable easy harriers, torque rolls, blenders, waterfalls and almost anything else you can dream up are waiting you!

....the only aerobatic limit is your fantasy!

Specifications: Recommended Set Up:

| Wingspan:154 cm (61 in) | Weight:2.400g (84 oz) RTF less motor battery |
|--|--|
| Length:154 cm (61 in) | Radio:5-ch with 4 standard digital servo MG |
| Wing Area:51 dm ² (800 sq.in) | Motor: Hacker A50-16S+ESC 70A BEC+apc 17x8E |

Required radio, motor and battery

Radio equipment:

- Minimum 5-channel radio system
- 4 standard or low profile digital servos with metal gear (JR PROPO DS 9511)
- 2 servo extension 300mm, for elevator and rudder servos
- 2 servo extension 100mm, for aileron servos

Recommended electric motor for best performance:

• Hacker A50-16S + ESC 70A SBEC + APC 16 x 12E or 17 x 8E

Recommended Li-Po battery pack for best performance:

• 3900-6S Thunder Power for unlimited 3D performances

Additional required item, tools and adhesives

Tools:

- Drill
- Drill bits: 1,5mm
- Flat blade screwdriver
- Phillips screwdriver large and small
- Hobby knife
- Masking tape
- Soldering iron
- synthetic oil

Adhesives:

- 5-minute epoxy
- thin CA
- medium CA

Warning

This RC aircraft is not a toy!

If misused, it can cause serius bodily harm and damage to property.

Fly only in open areas, preferably in official flying sites, following all instructions included with your radio and motor.

This plane is a compromie between Aerobatics and 3D flying, and not a pylon racer.

It is built with a very light structure and for this reason we hardly recommend:

 \rightarrow <u>Do NOT fly your airplane at high speeds</u>, because this may cause structural failures or flutter due to the extremely large control surfaces.

Before starting assembly

Before starting the assembly, remove each part from its bag and protection for a prior inspection. Closely inspect the fuselage, wing panels, rudder, and stabilizer for damage. If you find any damage or missing parts, contact the place of purchase.

If you find any wrinkles in the covering, use a heat gun or covering iron to remove them. Use caution while working around areas where the covering material overlap to prevent separating the covers.

Warranty information

SebArt garantees this kit to be free from defects in both material and workmanship at the date of purchase.

This warranty does not cover any parts damage by use or modification, and in no case shall SebArt's liability exceed the original cost of the purchased kit.

Further, SebArt reserve the right to change or modify this warranty without notice. In that SebArt has no control over the final assembly or material used for the final assembly, no liability shall be assumed or accepted for any damage of the final user-assembled product. By the act of using the product, the user accepts all resulting liability.

If the buyer is not prepared to accept the liability associated with the use of this product, the buyer is advised to return this kit immediately in new and unused condition to the place of purchase.

<u>RADIO SET UP</u>

Control throws

We recommend the use of a computer radio, that will allow you to do quite a bit of fine-tuning of the feel of the Sukhoi, which will make aerobatics even easier.

For the AILERON we recommend the following throws:

For the ELEVATOR we recommend the following throws:

 For the RUDDER we recommend the following throws:

Note: the **Expo** is (+) for JR systems, and (-) for Futaba systems.

Mixing

For best performance, we recommend a linear-mix*: Rudder → Elevator UP When you give full rudder to the right or left side, the elevator have to go up (positive) approx. 4%

Rates and expos

Use the recommended expos to soften the feel of the model, especially on high 3D rates. The goal is to get the model to feel the same around neutral as it does on low rates.

Use low rate settings for all flying, included starts and landings, and high rate for 3D aerobatics.

For precision flying or general sport fliers, the low rate throws are perfect, even for snap rolls. When doing 3D aerobatics, flip to 3D rates just before the manover. As soon as the manover is done, flip back down to low rate to avoid over-controlling the model.

Recommended CG

The recommended Center of Gravity location is 150 mm behind the leading edge of the wing against the fuselage.

Use the motor battery pack, moving it forward or backward, to achieve the correct balance.

Pre-flight

Never attempt to make full throttle dives!

This model have to be flown like a full-scale airplane. If the airframe goes too fast, such as in a high throttle dive, it may fail.

Throttle management is absolutely necessary.

^{*} if you have a programmable computer radio.

Range test your radio

- ✓ Before fly, be sure to range check your radio as manufacturer's instruction manual of you radio-system recommend.
- ✓ Double-check all controls (aileron, elevator, rudder and throttle) move in the correct direction.
- ✓ Be sure that your motor battery pack is fully charged, as per the instructions included with your batteries and that your radio is fully charged as per its instructions.

Finally... have nice flights!

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