A light weight and a healthy power-to-weight ratio gives the Wild Hots all the 3D performance you can ask for.

WINGS

Pin the lower-wing spars over the plans and then glue on the ribs. Add the top spars and then glue the leading and trailing edges and the top wing sheeting in place. Make sure the wing structure remains straight and true while adding the sheeting. Now you can glue the capstrips to the tops of the ribs. Remove the wing from the building board, turn it over and pin it back over the plans. Sheet the bottom of the wing and add the remaining capstrips. Install the servo rails and cut holes in the ribs to allow for the aileron servo leads to be guided to the radio compartment in the forward section of the wing. Finish the bottom of the wing by making the hatch covers and support strips so they can be screwed or taped into place.

Mark the wing's centerline (zero degrees) on the fuselage and then slide the wing into place. Check that the wing is properly aligned and square to the fuselage and tack-glue it into place. If needed, add a shim of balsa at the wing's trailing edge so it makes a solid glue joint against the vertical fuselage brace. Once the wing is properly aligned, glue the ¼x½-inch framing above and below the wing. Drill the two holes in the fuselage side for the 4-40 landing-gear attachment bolts. I used ⅛-inch-thick, carbon-fiber gear, but aluminum landing will also work nicely.

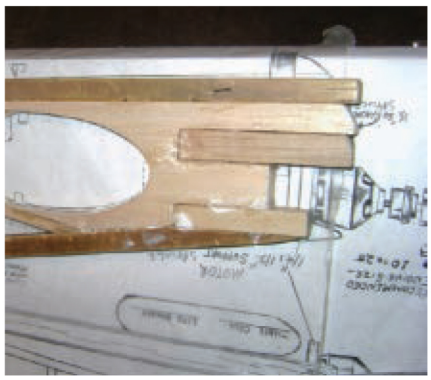
Glue the horizontal stabilizer and vertical fin to the fuselage. Make sure they are properly aligned with the fuselage centerline and square to each other. Sand the model smooth and fill any open glue joints with filler putty. After making sure that all the edges are smooth and round, check that there are no glue lumps to ruin the covering job. Before covering the model, add a 0.030 x ½-inch-wide, carbon-fiber strip to the bottom of the fuselage from under the wing all the way to the tail to add strength and stiffness to the fuselage structure.

I used transparent MonoKote (great-planes.com) and covered each wing panel separately. I found it easier to cover the fuselage first and then cover the control surfaces. Be sure to apply ½-inch strips of MonoKote to the glue joints between the fuselage and the tail feathers and then cover the surfaces. To prevent any warping of the surfaces, use only enough heat to remove the covering wrinkles.

FINAL ASSEMBLY

Once the model has been covered, install the motor, ESC, receiver, servos, pushrods and the drive-battery pack. I used all Du-Bro hardware (dubro.com). Before hinging them

Steve builds the fuselage structure using CA adhesive throughout. There are few pieces in the airframe so construction is very quick and strong.



Hardwood strips built into the balsa-core material provide strong support for both the motor and masin landing gear installation.

The prototype Wild Hots was powered by a E-flite Power 25 outrunner motor. If you keep the model light, you could also use a smaller motor.