# Bumblebee DLG Construction Notes and Material List

by Geode Rev. 1.0 2/17/2007

## Material List (All balsa used are contest grade except otherwise specified)

## Wing

1.	Wing rib	3/32 contest grade balsa. Harder balsa for last three tip ribs.
2.	Root rib	3/8 balsa (or laminated 1/8 balsa) + 2 oz FG (fiber glass) at wing joint
3.	Tip block	3/8 balsa (or laminated 1/8 balsa) + 0.75 oz FG enhancement
4.	Spar	3/8 balsa (or laminated 1/8 balsa) + 1.5/1.0 mm CF (carbon fiber) rods for
	top/bottom	
5.	Leading edge	1.5 mm CF rod
6.	Trailing edge	1.0 mm CF rod

# <u>Tail Feather</u>

1.	Rudder*	1/8 balsa
2.	Elevator*	1/8 balsa
3.	Tailboom	Same 60 in DLG or Apogee HLG/DLG

\* Tail feathers as shown in the plan require CF caps for proper bending and tortional strength. Use solid balsa with less lightening holes.

#### **Temperary Nosecone**

1.	Nosecone	Packing tape $+ 1/32$ balsa $+$ packing tape sandwich
2.	Noseblock	EPP or other materials of your preference

# **Covering Material**

- 1. Nelson Lite or other light weight covering materials
- 2. Optional printed tissue (5g penalty)

# **Electronics**

- 1. Receiver 4-ch light weight receiver
- 2. Servo 5g servo (Dymond D4.7 recommended)
- 3. Battery 4-cell 180 mAh pack (3-cell 180mAh or 4-cell 100 mAh pack for light weight tail feathgers)

# Construction Notes

- 1. Bumblebee build thread http://www.rcgroups.com/forums/showthread.php?t=634100
- Spar installation see Phil Barnes' thread on spar installation <u>http://www.rcgroups.com/forums/showpost.php?p=5495990&postcount=17</u>
- 3. Wing mount see Taboo's wing mount method <u>http://www.olgol.com/TabooGT/build5.html</u>

# Areas for improvements and known issues

- 1. Increase the thickness of trailing edge for wing ribs to ease handling of hand-cut ribs. Sand to airfoil shape after assembly.
- 2. Laminated tail feathers provide accurate reproduction of airfoil shapes at a expense of 3g extra weight. This translates into a 12g increase of nose weight. Use light weight tail feather instead.
- 3. Wing ribs near trailing edge have some artifacts due to software bugs.















