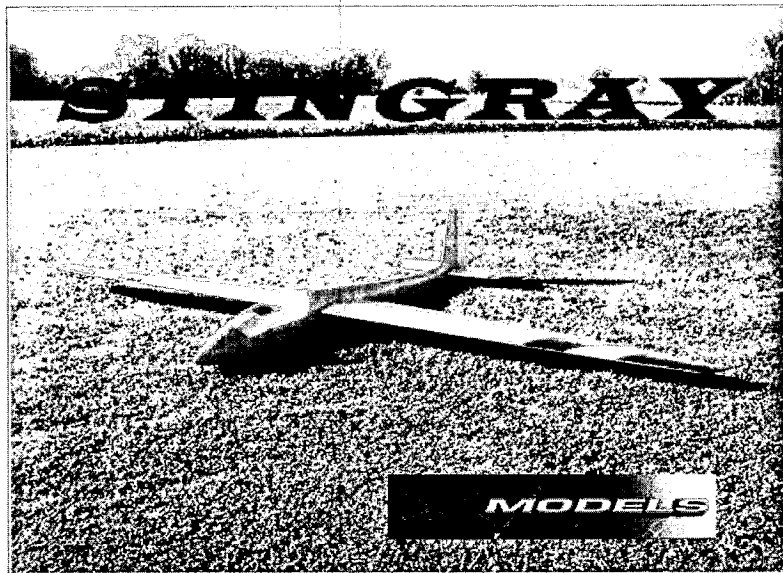


GENERAL INFORMATION SHEET



X-models is proud to present the new **StingRay**, the "ultimate aerobatic machine" created for all those who like the speed and a scale glider look. An all moulded model, made with the best quality of carbon, kevlar and fiberglass, to get the best structure for holding in-flight extreme loads. Main wings have aleirons and flaps which allow the use of butterfly brake and camber changes too; both wings are connected by a 16mm special steel rounded rod and have room enough inside to place servos of adequate size (STD, HS 225). An all-floating elevator for great control and quick response, together with a roomy fuselage (we suggest 13Kg metal-gear servos in fuselage), complete the model design. Flight properties are really awesome: extremely precise in aerobatic manouvres, fast, very stable and with great energy retention. In expert pilot's hands, will catch everybody's attention on the slope! Not bad in moderate conditions too.

The LIGHT version has been made to offer the possibility to fly the Stingray even in lighter conditions; LIGHT version is supplied with two rods, carbon and steel; you can use the steel rod as ballast when conditions are good but can not add further load to the LIGHT version.

Technical data:

- **WING SPAN:** 2,90 m
- **LENGTH:** 1,75 m
- **WINGS AREA:** 66 dm² (elevator excluded)
- **IN-FLIGHT WEIGHT FROM:** 5.5 Kg (Standard) – 6.5 Kg (Heavy Slope) – 4.5kg LIGHT
- **COMMANDS:** Aleirons, Flaps, Elevator, Rudder
- **WINGS PROFILE:** S6061 mod.
- **WINGS JOINTER:** 16mm special steel rounded rod, carbon rod for the LIGHT version

Suggested setup:

- **Center of Gravity:** 105 -110 mm from leading edge (taken from wing root)
- **Wings incidence:** + 0.5°/1° (1° is the suggest setup for maiden flight)
- **Elevator movements:** plastic flight +/- 15 mm; aerobatic +/- 20 mm (exp 40-50%, your choice)
- **Aleirons movements:** your choice, it's not critical
- **Rudder:** as much as possible

IMPORTANT WARNING: THIS MODEL IS NOT FOR BEGINNERS