

November 1987

The Newsletter of the *Manned Space Center Radio Control Club*

President's Corner

Dear Members,

I guess if I have anything left to say, then this should be the newsletter to say it in as it will be my last Presidents Corner, but first a round up on the news.

Our Annual Auction, for those of you that did not come, was a great success. We had fewer people there than usual, and fewer actual lots to be auctioned off, but the quality of the lots was way up over previous years. A lot of nice models went. The auction was over well before 10:00 PM thanks to Craig York's very efficient system of processing the lots. Thanks Craig, you did a grand job, and thanks to all your helpers. Let me know what your secret is as I can never get my son David to work like that at home.

Attached to this Newsletter is the Ballot sheet for the election of the new Club Officers. You will notice that there is not much competition for the positions this year. This however does not stop you from writing in a candidate and space has been left for this very purpose. Apathy is the greatest enemy on our Club, so it is important to the new officers to have your vote. Please vote and mail it in if you are not attending the next meeting.

I have enjoyed being the President of the Club for the past year, and in a small way I feel I have given something back to the club for all that I have taken out of it in the past. When my job brought me to this country five years ago I did not know a soul in this area. I visited NASA my first weekend here, heard and saw the planes flying and wandered out to watch. As a displaced modeler it was not long before I had

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Next Meeting
Thursday,
November 12, 1987
at 7:30
in the Clear Lake Park
Building

**ELECTION BALLOT
ENCLOSED**
ON PAGE 3, SEND IT IN
TODAY, OR BRING TO NEXT

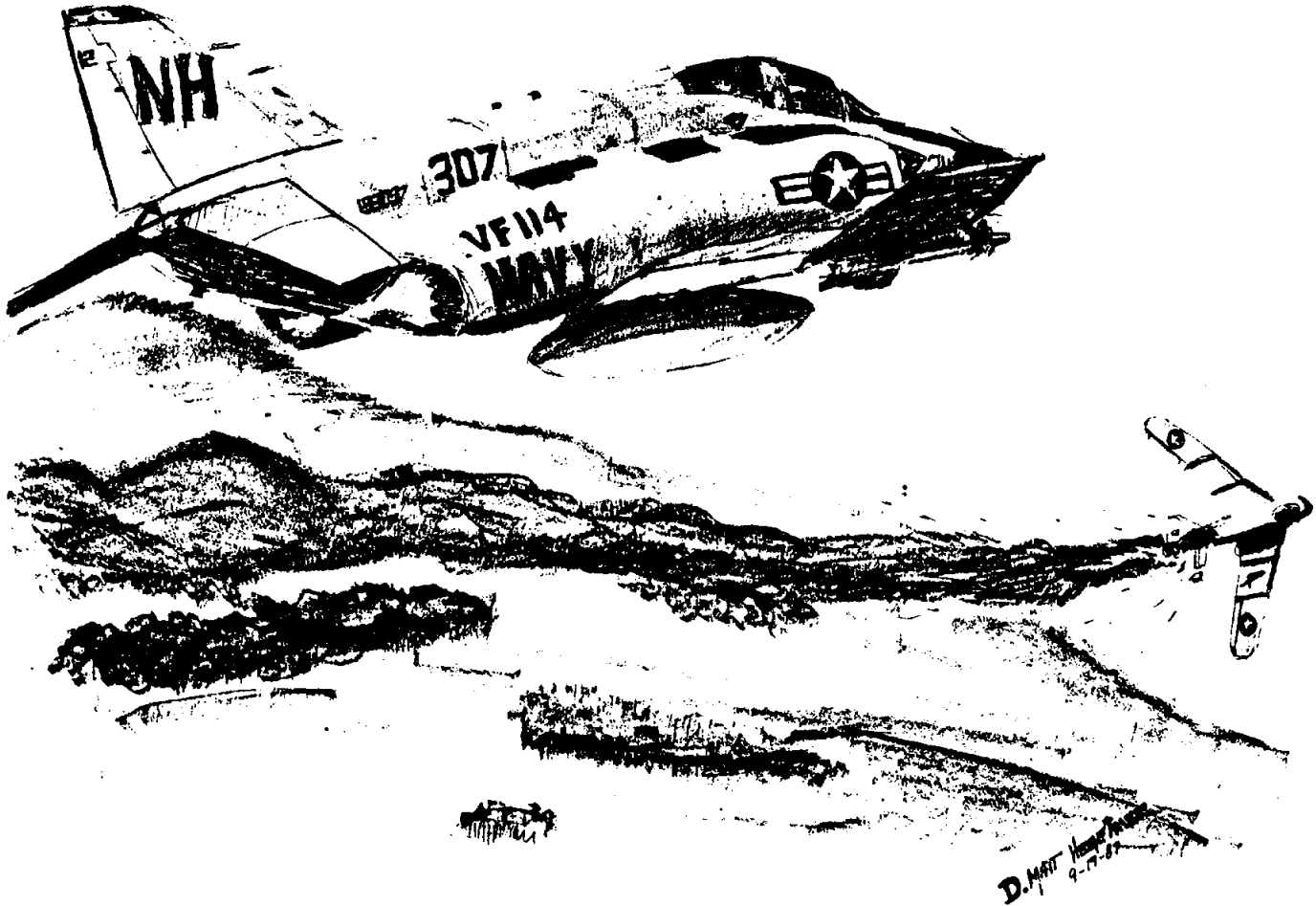
1988 MEETING SCHEDULE

14TH JANUARY	14TH JULY
11TH FEBRUARY	11TH AUGUST
10TH MARCH	8TH SEPTEMBER
14TH APRIL	13TH OCTOBER
12TH MAY	10TH NOVEMBER
9TH JUNE	8TH DECEMBER



The Manned Space Center Radio Control Club

The R/C Flyer Page Two



Original artwork provided by David Matt Hegemier for use in our newsletter

President's Corner (Continued From Page 1)

struck up a conversation with the flyers. My sons have learnt to fly with the Club and we have endless hours of pleasure and enjoyment out at the field and at the meetings. Thanks guys. No one could wish for better friends and thanks for putting up with me as President for the last year, as it was fun and rewarding. I will still be around, but want to take this opportunity to wish the incoming officers a happy and successful year.

Jon Vincent



Don White has 5, 10 and 15%. Call 488-1024 before 10PM.

Dennis Smerz has 5, 10 ,15% (mostly 5 and 10), and limited four stroke fuel available. Call him at 482-9431.

HOW THEY'RE DIFFERENT

"HOT STUFF"™

"HOT STUFF"™ HAS A CONSISTENCY RESEMBLING THAT OF WATER AND IS USED MAINLY FOR BONDING PARTS WHICH FIT VERY WELL. BECAUSE IT IS WATER-THIN, MAXIMUM CONTACT AT THE JOINT IS NECESSARY. GOOD EXAMPLES OF MAXIMUM CONTACT JOINTS WOULD BE: TWO PIECES OF SMOOTH FLAT WOOD, PLASTIC, RUBBER, LEATHER, GLASS OR ANY NUMBER OF OTHER MATERIALS. IN ANY COMBINATION, WHICH HAVE SMOOTH TIGHT-FITTING CONTACT AREAS. "HOT STUFF"™, BECAUSE OF ITS WATER-THIN CONSISTENCY, HAS THE ABILITY TO PENETRATE THE TIGHTEST CRACK IN AN OBJECT OR THE TIGHTEST JOINT BETWEEN TWO OBJECTS. THE DEGREE OF PENETRATION DEPENDS ON THE POROSITY OF THE MATERIAL. AS AN EXAMPLE, PENETRATION WOULD BE MAXIMUM BETWEEN TWO PIECES OF GLASS AND MINIMUM BETWEEN TWO PIECES OF CORK SIMPLY BECAUSE THE CORK ITSELF WOULD TEND TO SOAK-UP "HOT STUFF"™ AS IT WAS APPLIED. "HOT STUFF"™ CURES VERY FAST (USUALLY 3-5 SECONDS DEPENDING ON THE MATERIAL). IF TOO MUCH IS USED FOR A GIVEN BOND, CURING WILL TAKE LONGER.

SUPERT™

SUPERT™ HAS A CONSISTENCY SIMILAR TO THAT OF SYRUP AND HAS THE ABILITY TO FILL SMALL GAPS BETWEEN PARTS WHICH DON'T FIT PERFECTLY. IN OTHER WORDS, WHERE THE BEST FIT THAT CAN BE HOPED FOR IS MINIMUM CONTACT. GOOD EXAMPLES OF MINIMUM CONTACT BOND AREAS WOULD BE: REPAIRING A JAGGED BREAK IN A PIECE OF WOOD, OR BONDING ONE PIECE OF WOOD, PLASTIC, RUBBER CERAMIC, ETC. INTO A SLOT WHICH IS SLIGHTLY OVERSIZE. SUPERT™ CURES AT A SLOWER RATE THAN "HOT STUFF"™, (USUALLY 10-25 SECONDS DEPENDING ON THE MATERIAL). IF TOO MUCH IS USED FOR A GIVEN BOND, CURING WILL TAKE LONGER.

SPECIAL™

SPECIAL™ IS A VERY THICK CYANOACRYLATE WITH A CONSISTENCY RESEMBLING MIXED EPOXY AT ROOM TEMPERATURE. SPECIAL™ HAS A GREATER GAP-FILLING ABILITY THAN SUPERT™ AND IS MUCH MORE POSITIONABLE AFTER CONTACT OF PARTS. THE RATE OF CURE IS SLOW ENOUGH, (USUALLY 30-50 SECONDS DEPENDING ON THE MATERIAL), TO ALLOW PRECISE ALIGNMENT OF PARTS AFTER ASSEMBLY. IF TOO MUCH IS USED FOR A GIVEN BONDING TASK CURE WILL TAKE LONGER.

"HOT SHOT"™

"HOT SHOT"™ IS NOT A GLUE AT ALL. "HOT SHOT"™ IS THE NON-FOAMING ACCELERATOR FOR USE WITH "HOT STUFF"™, SUPERT™ AND SPECIAL™ AND WITH IT YOU CAN DO ALMOST MAGICAL THINGS. WHY AN ACCELERATOR WHEN "HOT STUFF"™ & SUPERT™ ARE SO FAST ANYWAY? "HOT SHOT"™ WORKS IN FOUR WAYS TO MAKE "HOT STUFF"™, SUPERT™ AND SPECIAL™ EASIER, FASTER, STRONGER AND ABLE TO BOND SOME OF THE MOST UNUSUAL MATERIALS YOU CAN THINK OF. EASIER - BECAUSE YOU CAN DECIDE HOW FAST THE CURE SHOULD BE EVEN ON PITCHY WOODS THAT OFTEN TAKE LONGER TO BOND. EASIER - BECAUSE "HOT SHOT"™ CONTAINS SPECIAL INGREDIENTS WHICH CLEAN THE BONDING SURFACE AND ACT AS CATALYSTS TO START THE THERMAL REACTION RESULTING IN CURING EVEN AT LOW TEMPERATURES. STRONGER - BECAUSE THE CLEANER THE SURFACE IS FROM THE OILS THAT CAN BE FOUND ON ALMOST ANYTHING, DUE TO HANDLING OR OILS WHICH ARE DEPOSITED NATURALLY FROM THE AIR, THE BETTER THE BOND. WE HAVE ALL SEEN PIECES OF WOOD, FOR EXAMPLE, THAT HAVE SEEMED TO CHANGE COLOR WITH AGE EVEN THOUGH THEY MAY HAVE BEEN INSIDE OUT OF THE WEATHER. THAT YELLOWISH CAST IS A COMBINATION OF DIFFERENT OILS WHICH ARE PRESENT IN THE AIR. WE KNOW THEM AS POLLUTION. AS FOR UNUSUAL - SOME MATERIALS CONTAIN OILS AND CAN MAKE BONDING VERY DIFFICULT. IT'S UNLIKELY THAT YOU WOULD EVER HAVE A NEED TO BOND BANANA PEELS TOGETHER, BUT "HOT SHOT"™ WOULD PRACTICALLY MAKE EVEN THAT POSSIBLE!

KICK-IT™ NEW HOT FORMULA POWER CURE ACCELERATOR

KICK-IT™ POWER CURE IS AN EXTREMELY FAST ACTING ACCELERATOR FOR ALL INSTANT GLUES. KICK-IT™ DOES EVERYTHING "HOT SHOT"™ WILL DO. (SEE "HOT SHOT"™ DETAILS), IN A FRACTION OF THE TIME. KICK-IT™ HAS AN EXTRAORDINARY ON-PART LIFE. PARTS MAY BE SPRAYED UP TO 10 MINUTES IN ADVANCE OF BONDING. KICK-IT™ COMES WITH THE "HYPERMIST" PUMP FOR BEST ON-TARGET APPLICATIONS. USE KICK-IT™ SPARINGLY ON "HOT STUFF"™, SUPERT™ AND SPECIAL™. A LITTLE GOES A LONG WAY.

STORAGE:

"HOT STUFF"™, SUPERT™ AND SPECIAL™ HAVE EXTREMELY GOOD SHELF LIVES.

SHELF LIVES VARY DEPENDING ON BOTTLE QUANTITY AS FOLLOWS:

1/4 OZ. 6 MO. - 1/2 OZ. 9 MO. - 1 OZ. 11 MO. - 2 OZ. OVER ONE YEAR - 1/4 LB. 2 YEARS AT ROOM TEMPERATURE.

FOR LONG PERIODS OF STORAGE PLACE UNOPENED BOTTLES IN THE FREEZER AT OR BELOW 32 DEGREES. YOU CAN EXPECT ROOM TEMPERATURE SHELF LIFE TO DOUBLE. IT IS VERY IMPORTANT TO REMEMBER THAT THIS APPLIES ONLY TO BOTTLES WHICH HAVE NEVER BEEN OPENED. STORE USED BOTTLES AT ROOM TEMPERATURE. THIS IS BECAUSE USED BOTTLES CONTAIN AIR FROM YOUR WORKROOM AND THAT AIR CONTAINS MOISTURE. WHEN COOLED, MOISTURE CONDENSES TO WATER REDUCING SHELF LIFE. ALWAYS KEEP BOTTLES UPRIGHT WHEN NOT IN USE.

"HOT SHOT"™ AND KICK-IT™ NEED NO SPECIAL STORAGE EXCEPT TO AVOID HIGH TEMPERATURES. ALWAYS KEEP CAP TIGHTLY SCREWED ON AND STORE AT OR BELOW ROOM TEMPERATURE.

HOW THEY'RE USED

"HOT STUFF"™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

KEEP IN MIND THE TWO IMPORTANT CHARACTERISTICS OF "HOT STUFF"™ 1) A WATER-THIN CONSISTENCY AND 2) FAST CURING (3-5 SECONDS). ASSEMBLE THE PARTS FIRST. ALL ALIGNMENT WILL BE DONE BEFORE "HOT STUFF"™ IS APPLIED. WITH THE PARTS ALIGNED AND HELD FIRMLY TOGETHER, APPLY A SMALL AMOUNT OF "HOT STUFF"™ TO THE JOINT OR CRACK. YOU WILL NOTICE HOW IT DISAPPEARS INTO THE CRACK. WHAT ACTUALLY HAPPENS IS THAT "HOT STUFF"™ FOLLOWS THE JOINT OR CRACK AS IF IT WERE A MAZE EXCEPT THAT ALL PATHS ARE FOLLOWED AT THE SAME TIME. AS LONG AS IT KEEPS DISAPPEARING, ITS PENETRATING FARTHER INTO THE CRACK. THE SIZE OF THE PART AND ITS POROSITY PLAY AN IMPORTANT ROLE IN KNOWING HOW MUCH TO APPLY. SOME EXAMPLES: BONDING TWO SQUARES OF PLASTIC 1" BY 1" WOULD REQUIRE ONLY A DROP OR TWO APPLIED TO ONLY ONE SIDE BECAUSE PLASTIC IS RELATIVELY NON-POROUS. TWO PIECES OF BALSA WOOD, THE SAME SIZE WOULD REQUIRE MORE HOWEVER BECAUSE THE "HOT STUFF"™ TENDS TO SOAK INTO THE PORES OF THE WOOD AT THE SAME TIME ITS FOLLOWING THE CRACK OR JOINT. THIS, OF COURSE, REDUCES THE AMOUNT OF JOINT PENETRATION MAKING IT NECESSARY TO APPLY ONE DROP ON EACH OF THE FOUR SIDES. AS MENTIONED BEFORE, TOO MUCH "HOT STUFF"™ SLOWS THE RATE OF CURE. ITS ALSO HELPFUL TO REMEMBER THAT ONCE THE CRACK HAS BEEN PENETRATED THERE IS NO PLACE FOR THE GLUE TO GO EXCEPT OUTSIDE THE PARTS. WHEN WORKING IN TEMPERATURES BELOW 80 DEGREES F AND FOR HARD TO BOND MATERIALS, REFER TO: "USING "HOT SHOT"™ OR KICK-IT™ WITH "HOT STUFF"™ IN THE "HOW THEY'RE USED" SECTIONS OF THIS TEXT.

IF CLEAN-UP OF HANDS OR WORK IS NECESSARY, ITS EASY USING "ULTRA SUPER SOLVENT"™. SEE "CLEAN-UP" LATER IN THIS TEXT.

SUPERT™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

USE SUPERT™ JUST LIKE YOU WOULD USE A PRE-MIXED EPOXY OR WHITE GLUE, AN ALIPHATIC RESIN OR ANY OF A NUMBER OF OTHER OLD FASHIONED GLUES. THE DIFFERENCE BECOMES APPARENT ONCE THE PARTS ARE ASSEMBLED. SUPERT™ IS THICKER THAN "HOT STUFF"™, IS GAP FILLING AND HAS A SLOWER RATE OF CURE THAN "HOT STUFF"™ MAKING IT POSSIBLE TO BOND PARTS WHICH FIT POORLY (LIMITED CONTACT AREA). BECAUSE ITS CURE RATE IS SLOWER (10-25 SECONDS), A FEW SECONDS OF ALIGNMENT TIME IS POSSIBLE AFTER JOINING PARTS. APPLY SUPERT™ IN A SPIRAL PATTERN TO ONE PART ASSEMBLE AND ALIGN PARTS, THEN HOLD FIRMLY FOR 10 TO 25 SECONDS. WHEN WORKING IN TEMPERATURES BELOW 80 DEGREES F AND FOR HARD TO BOND MATERIALS, REFER TO: "USING "HOT SHOT"™ OR KICK-IT™ WITH SUPERT™ IN THE "HOW THEY'RE USED" SECTIONS OF THIS TEXT.

HOW THEY'RE USED

SPECIAL™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

LIKE SUPERT™, SPECIAL™ IS USED JUST LIKE YOU WOULD USE A PRE-MIXED EPOXY OR WHITE GLUE. AN ALIPHATIC RESIN OR ANY NUMBER OF OTHER OLD FASHIONED GLUES. AGAIN, THE DIFFERENCE BECOMES APPARENT ONCE THE PARTS ARE ASSEMBLED. SPECIAL™ IS VERY THICK, HAS GREATER GAP-FILLING CAPABILITIES AND HAS A SLOWER RATE OF CURE THAN SUPERT™ MAKING IT POSSIBLE TO BOND PARTS WHICH FIT VERY POORLY (LIMITED CONTACT AREA). BECAUSE ITS RATE OF CURE IS SO SLOW (30-5 SECONDS), MANY SECONDS OF ALIGNMENT TIME IS POSSIBLE AFTER JOINING THE PARTS. THE AMOUNT OF TIME VARIES, OF COURSE, WITH THE MATERIAL BEING BONDED. APPLY SPECIAL™ IN A SPIRAL PATTERN TO ONE PART, ASSEMBLE AND ALIGN PARTS, THEN HOLD FIRMLY FOR 30 TO 50 SECONDS. WHEN WORKING IN TEMPERATURES BELOW 80 DEGREES F AND FOR HARD TO BOND MATERIALS, REFER TO: "USING "HOT SHOT"™ OR KICK-IT™ WITH SPECIAL™ IN THE "HOW THEY'RE USED" SECTIONS OF THIS TEXT. USING "HOT SHOT"™ REDUCES CURE TIME TO 10 TO 20 SECONDS AND, AT THE SAME TIME INCREASES THE STRENGTH, DEPENDING ON THE MATERIAL.

IF CLEAN-UP OF HANDS OR WORK IS NECESSARY, ITS EASY USING "ULTRA SUPER SOLVENT"™. SEE "CLEAN-UP" LATER IN THIS TEXT.

NOTE:

ALTHOUGH THESE ADHESIVES ARE NON-TOXIC, ALWAYS USE WITH PLENTY OF VENTILATION. CYANOACRYLATE FUMES CAN BE IRRITATING TO MUCOUS MEMBRANES AND CAN CAUSE TEMPORARY WEEPING. FRESH AIR RELIEVES THESE EFFECTS. IN CASE OF SPILL, USE WATER ONLY TO FLOOD AREA. THIS CAUSES VERY RAPID POLYMERIZATION AND REDUCES BONDING ABILITY ALLOWING EASIER CLEAN-UP LATER. DO NOT ATTEMPT TO WIPE UP SPILL BEFORE APPLYING WATER. NEVER FLOOD A SPILL AROUND ELECTRICAL EQUIPMENT. ALWAYS USE EYE PROTECTION AROUND ANY CHEMICAL.

"HOT SHOT"™ & KICK-IT™

"HOT SHOT"™ & KICK-IT™ ARE USED FOR SPEEDING THINGS UP AND TO ELIMINATE PROBLEMS WITH COLD WORKING TEMPERATURES, BONDING PITCHY WOODS OR UNUSUAL MATERIALS. USE "HOT SHOT"™ OR KICK-IT™ WITH EITHER "HOT STUFF"™, "SUPERT™ OR SPECIAL™. IMPORTANT: EITHER OF THESE ACCELERATORS, WHEN SPRAYED ON A SURFACE OR OBJECT, DRIES INSTANTLY AND LEAVES NO VISIBLE RESIDUE. ONCE SPRAYED, THE SURFACE IS ACTIVE FOR ABOUT FIVE MINUTES, WITH "HOT SHOT"™ AND TEN MINUTES, IF KICK-IT™ IS USED, WITHOUT RESPRAYING. DON'T TRY TO KEEP AREA WET BY OVER SPRAYING. "HOT SHOT"™ & KICK-IT™ WORK BEST WHEN DRY. A LIGHT SPRAY COVERING THE ENTIRE AREA IS ALL THAT IS NECESSARY. IF YOU DO NOT BOND PARTS WITHIN THE RESPECTIVE ON-PART LIFE SPANS RESPRAY PARTS.

COMBINATIONS:

"HOT STUFF"™ WITH "HOT SHOT"™ OR KICK-IT™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

FOR SMALL PARTS, SPRAY "HOT SHOT"™ OR KICK-IT™ LIGHTLY ON ONE PART, ASSEMBLE PARTS AND APPLY "HOT STUFF"™ TO THE CRACK OR JOINT. FOR LARGE BOND AREAS, ASSEMBLE PARTS FIRST, THEN APPLY "HOT STUFF"™ TO ALL SIDES, THEN SPRAY "HOT SHOT"™ OR KICK-IT™ ON THE CRACK OR JOINT WHERE "HOT STUFF"™ WAS APPLIED AND WHEREVER "HOT STUFF"™ APPEARS ALONG THE EDGES. IF A DRIP RUNS DOWN THE OUTSIDE OF THE PARTS YOU CAN STOP IT IN ITS TRACKS WITH A LIGHT SPRAY OF "HOT SHOT"™ OR KICK-IT™. THE DRIP CAN BE EASILY SANDED AWAY LATER. "HOT STUFF"™ CURES QUICKLY USED BY ITSELF, BUT WHEN USED WITH "HOT SHOT"™ OR KICK-IT™ ITS REALLY FAST, SO, KEEP IN MIND THAT PENETRATION IS LESSEMED AS CURE SPEED GETS FASTER. IF, FOR INSTANCE, A LARGE AREA IS SPRAYED BEFORE ASSEMBLY, AS YOU WOULD WITH A SMALL BOND AREA AND THEN PARTS WERE ASSEMBLED AND "HOT STUFF"™ WAS APPLIED, ITS VERY LIKELY THAT CURE WOULD TAKE PLACE BEFORE FULL PENETRATION. THIS WOULD LEAVE UNBONDED AREAS INSIDE THE JOINT REDUCING ITS STRENGTH. LARGE AREAS ARE BEST BONDED USING SUPERT™. LASTLY, NEVER APPLY "HOT STUFF"™ TO A SURFACE WHICH HAS BEEN SPRAYED WITH "HOT SHOT"™ OR KICK-IT™. CURING WOULD START TOO QUICKLY FOR A GOOD BOND TO BE MADE.

SUPERT™ WITH "HOT SHOT"™ OR KICK-IT™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

FIRST CHECK THE FIT OF PARTS TO BE BONDED TO SEE THAT THEY LINE-UP AS YOU DESIRE. THIS IS IMPORTANT BECAUSE BONDING TIME IS REDUCED. SPRAY "HOT SHOT"™ OR KICK-IT™ ON ONE PART AND SET ASIDE. APPLY SUPERT™ TO THE OTHER PART IN A SPIRAL PATTERN. THE MORE POROUS THE MATERIAL, THE TIGHTER THE PATTERN SHOULD BE AS SOME "SOAKING-IN" MAY OCCUR. ASSEMBLE AND ALIGN PARTS THEN HOLD FIRMLY FOR TEN SECONDS. FOR EXTRA STRENGTH FILLETS OF SUPERT™ MAY BE ADDED TO THE BOND EDGES. JUST RUN A BEAD ALONG THE EDGE AND SPRAY LIGHTLY WITH "HOT SHOT"™ OR KICK-IT™. THIS CAN BE REPEATED UNTIL THE DESIRED FILLET THICKNESS IS OBTAINED. AS WITH "HOT STUFF"™, NEVER APPLY SUPERT™ TO AN AREA WHICH HAS BEEN SPRAYED WITH "HOT SHOT"™ OR KICK-IT™. CURING WOULD START TOO QUICKLY FOR A GOOD BOND TO BE MADE.

SPECIAL™ WITH "HOT SHOT"™ OR KICK-IT™

SEE "SAFETY NOTES" AND FIRST AID IN THIS TEXT.

FIRST CHECK THE FIT OF PARTS TO BE BONDED TO SEE THAT THEY LINE-UP AS YOU DESIRE. THIS IS IMPORTANT BECAUSE BONDING TIME IS REDUCED. SPRAY "HOT SHOT"™ OR KICK-IT™ ON ONE PART AND SET ASIDE. APPLY SPECIAL™ TO THE OTHER PART IN A SPIRAL PATTERN. ASSEMBLE PARTS AND HOLD FIRMLY FOR 20 SECONDS. FOR EXTRA STRENGTH FILLETS OF SUPERT™ MAY BE ADDED TO THE BOND EDGES. JUST RUN A BEAD ALONG THE EDGE AND SPRAY LIGHTLY WITH "HOT SHOT"™ OR KICK-IT™. THIS CAN BE REPEATED UNTIL THE DESIRED FILLET THICKNESS IS OBTAINED. AS WITH "HOT STUFF"™, NEVER APPLY SUPERT™ TO AN AREA WHICH HAS BEEN SPRAYED WITH "HOT SHOT"™ OR KICK-IT™. CURING MAY BEGIN TOO QUICKLY FOR A GOOD BOND TO BE MADE.

GETTING STARTED:

READ SAFETY SAFETY INFORMATION FIRST.

HOLD BOTTLE UPRIGHT AND FLICK THE SPOUT LIGHTLY WITH YOUR FINGER. THIS DRAINS GLUE FROM THE UPPER SPOUT BACK INTO THE BOTTLE BEFORE OPENING. CUT 1/16" OFF END OF SPOUT FOR SMALLEST OPENING. TO INCREASE FLOW, CUT SPOUT TIP OFF AN ADDITIONAL 1/16" UNTIL DESIRED FLOW IS OBTAINED. NOTE: ONCE OPENED, IT IS BEST NOT TO PLUG THE HOLE WITH PINS ETC. WHEN STORING, THIS ONLY INCREASES THE LIKELIHOOD OF FUTURE CLOGGING BECAUSE MOISTURE IS ONE OF THE CATALYSTS FOR "HOT STUFF"™, SUPERT™ AND SPECIAL™. ANYTHING PUT INTO THE SPOUT OR TUBING HAS TRACE MOISTURE ON IT. THE SPOUT SHOULD BE SEALED WITH THE OVERCAP, ATTACHED TO THE SPOUT. ITS BEST TO WIPE OFF THE SPOUT BEFORE SEALING WITH THE OVER-CAP. KEEP BOTTLE UPRIGHT WHEN NOT IN USE. STORE BOTTLES WHICH HAVE BEEN OPENED AT ROOM TEMPERATURE.

CLEAN-UP:

"HOT STUFF"™, SUPERT™ AND SPECIAL™ CAN BE REMOVED FROM HANDS CLOTHES AND MOST SURFACES USING "ULTRA SUPER SOLVENT"™. HANDS - WET A PAPER TOWEL WITH "ULTRA SUPER SOLVENT"™ AND WIPE HANDS CLEAN. REPEAT IF NECESSARY. CLOTHES - IT IS RARE FOR "ULTRA SUPER SOLVENT"™ TO AFFECT COLORS, BUT TO BE SAFE, TEST MATERIAL FOR COLOR FASTNESS FIRST IN AN AREA THAT DOESN'T SHOW. WAD THE MATERIAL SO THE SPOT OF GLUE IS AT THE TIP AND PUT A RUBBER BAND AROUND THE MATERIAL TO HOLD IT IN PLACE. PLACE A SMALL AMOUNT OF SOLVENT IN A SMALL CONTAINER AND SUBMERSE THE GLUE SPOT. LET SET FOR A FEW MINUTES THEN, WHEN THE GLUE IS SOFT WORK IT GENTLY AND WASH OR HAVE CLEANED. SURFACES - "HOT STUFF"™ AND SUPERT™ ARE EASILY REMOVED FROM MOST SURFACES WITHOUT AFFECTING THE COLOR OR THE MATERIAL. IT IS ADVISABLE TO TEST ITS AFFECT, IF ANY, ON A HIDDEN AREA FIRST. APPLY "ULTRA SUPER SOLVENT"™ DIRECTLY ON THE CURED GLUE THEN COVER THE AREA WITH A PIECE OF WAX PAPER OR A PLASTIC BAG TO KEEP IT WET. LET SET A FEW MINUTES THEN WIPE UP SOFTENED GLUE. REPEAT IF NECESSARY. "ULTRA SUPER SOLVENT"™ SHOULD NOT BE USED ON LACQUER, BUTYRATE OR NITRATE BASED FINISHES. ALWAYS USE PATCH FIRST.

IN CASE OF SPILL, USE WATER ONLY TO FLOOD AREA. THIS CAUSES VERY RAPID POLYMERIZATION AND REDUCES BONDING ABILITY ALLOWING EASIER CLEAN-UP. DO NOT ATTEMPT TO WIPE UP SPILL BEFORE APPLYING WATER.

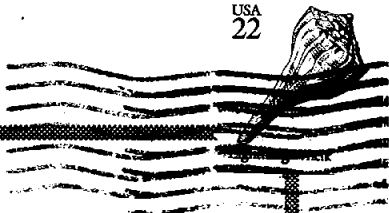
NEVER FLOOD A SPILL AROUND ELECTRICAL EQUIPMENT.

The R/C Flyer

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USA
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