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9246



AEROBIRD

Swift™

Instruction Manual



RTF
READY-TO-FLY



MM
MULTI
MODE



hobbyzone





Welcome
to the World of


hobbyzone®

Congratulations on your purchase of the HobbyZone® Aerobird Swift™ RTF electric airplane. Your Aerobird Swift is a Zone 3 airplane, meaning that you should have previous Zone 1 and Zone 2 experience prior to flying it. The Aerobird Swift is an ideal airplane for transitioning to aileron control, which will prepare you to advance to exciting and more capable airplanes like ParkZone's F-27B and F-27C Stryker™ or their popular warbirds. Your Aerobird Swift has everything needed to fly, so you can take to the air as soon as you have read through the instruction manual thoroughly and have charged the flight battery.

Your Aerobird Swift™ is equipped with the ZX10 radio system, which utilizes 10-bit, 1024-step processing for high fidelity control. It uses a 6-channel FM receiver with industry standard 3-wire servos, along with X-port™ capability for maximum expandability and reusability.

Your Aerobird Swift also comes with 2 flight modes selectable from the transmitter. These are high and low rates, which will also allow you to choose how you want to fly.

Please read this instruction manual thoroughly prior to flying for the first time. This will greatly add to your flight experience and help to ensure success on your first flight.

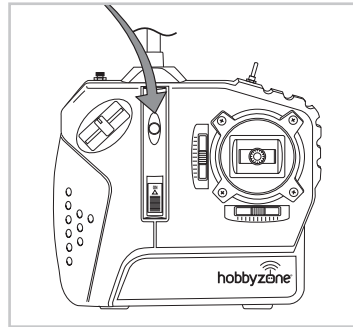
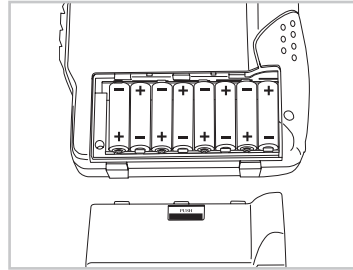


Crash damage is not covered
under the warranty.

Be sure to read the warranty
(page 30) before you proceed
to Step 1.

Transmitter

1. Remove the transmitter back cover by pushing down with thumbs, as indicated by the arrows.
2. Install the included "AA" batteries. Use eight fresh 1.5V "AA" batteries only.
3. Be sure to observe proper polarity when installing the batteries, and then replace the cover.
4. To test, switch on the transmitter. The LED should glow brightly. Turn it off after you confirm the batteries were installed properly.
5. Replace the batteries when you hear the low battery alarm (beeping sound). If you do not replace the batteries in time, you could lose control of your plane or crash it.



Motor Test and Battery Discharging

Adult Supervision Required

WARNING: Keep everything clear of the propeller at all times! A moving propeller can cause severe injury and damage.

1. Turn on the transmitter.
2. Install the flight battery into the fuselage and plug it into the connector.
3. Move the slide throttle back all the way to arm it and then slide it full forward. The prop should spin at a high speed when you move the throttle forward. Keep everything clear of the propeller until it stops spinning. This is the indicator that the battery is fully discharged. If the motor does not run, it likely means that the battery is already completely discharged, so you can proceed to the section for charging the battery.

4. After you have ensured that the motor functions correctly, and the battery has been discharged, unplug the flight battery and then turn off the transmitter.

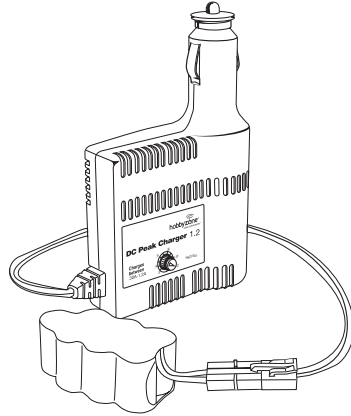
Always make sure the transmitter is on when the flight battery is plugged in.

ZX10 radio system:

As mentioned, your Aerobird Swift comes with new radio architecture, the ZX10 radio system. It incorporates dual 3 wire aileron servos and allows the use of dual rates to be used. You may notice a small jumper located in the receiver. re-moving the jumper will take away the dual rate capability. It is not recommended to remove this.

Charging the Aircraft Battery

The Aerobird Swift's charger has unique peak detection circuitry that ensures an accurate charge every time and protects your battery packs from the dangers of overcharging. During the charge cycle, it continually monitors the battery pack's charge curve and automatically stops fast charging when the peak charge is detected.



DC Peak Detect Charger Features:

- Variable charge rate from 0.3–1.2A
- Trickle charge
- LED charge indicator
- Charges 4- to 7-cell Ni-MH battery packs

1. Select a charge rate of 1.2 amps for the included 8.4V 1000mAh Ni-MH battery.
2. Attach the battery to the charger.
3. Plug the charger into the 12V power outlet of an automobile. An adult should supervise children while they are charging battery packs.
4. The LED indicator will blink on and off while it is fast charging. The LED will become solid when the battery has peaked, indicating it is trickle charging.

The LED on the charger will flash when the battery is being charged, and the LED will become solid when the battery pack has peaked.

ALWAYS PLACE BATTERIES ON A HEAT-RESISTANT SURFACE WHILE CHARGING and continually monitor the battery throughout the charging process.

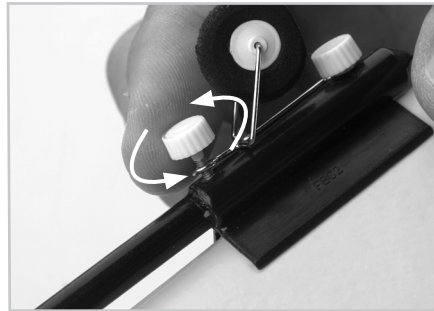
Note: We recommend peak charging your batteries shortly before flying.

Attaching the Landing Gear

1. Locate the main landing gear that is included.
2. Insert wire landing gear into the slot on the bottom of the fuselage.

Your Aerobird Swift™ also includes tail gear. To install:

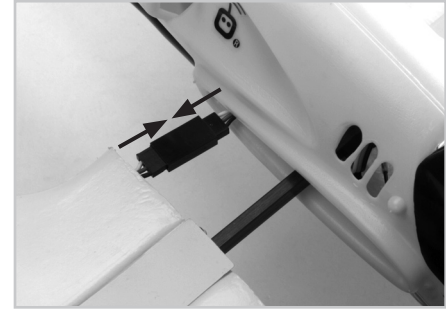
1. Loosen and remove both thumb screws located at the bottom of the fuselage.
2. Attach the tail wheel and re-install thumb screws.



Attaching the Wing

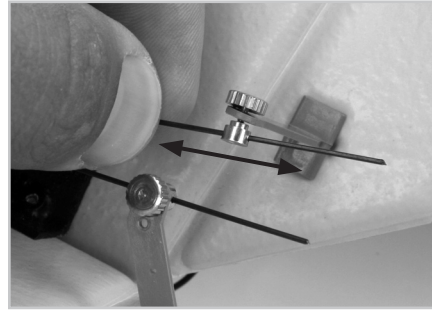
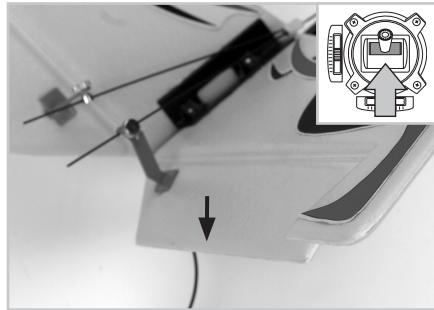
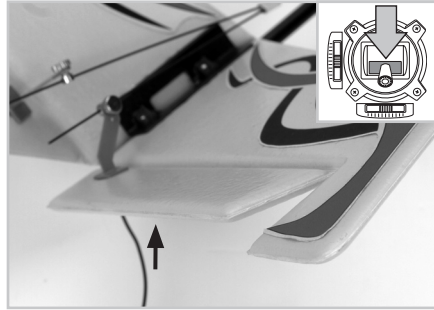
The Aerobird Swift™ has a Y-harness that is pre-installed for your convenience.

1. Locate both wing halves, as well as the wing spar.
2. Install the wing spar into one of the wing halves.
3. Slide the wing half with spar into the side of the fuselage. As the wing root slides closer to the cavity in the fuselage, plug in the servo lead from the aileron servo into the Y-harness connector that is exiting the fuselage. Push any slack of the servo lead/Y-harness lead back into the fuselage.
4. Slide the remaining wing half onto the spar. Repeat above.
5. Make sure both wing halves are installed securely and pushed firmly into the wing cavity of the fuselage.
6. Turn on the transmitter and plug in the flight battery. Test the aileron controls to ensure they are functioning correctly.



Tail Control Test

1. Make sure the slide throttle is "off" and then turn on the transmitter.
2. Install and plug in the flight battery.
3. Move the stick up and down while observing that the tail flaps are moving as shown.
4. The small levers under and to the side of the stick are the trim levers and are used to adjust the "neutral" point of your control stick. These should be centered prior to performing the test.



5. If you find that each flap is not level with the rest of the tail surface when the trim levers are centered, adjust the control surfaces so they are level. To do this, loosen the round spool on the control surface. Then, move the control surface back to neutral and re-tighten the spool.

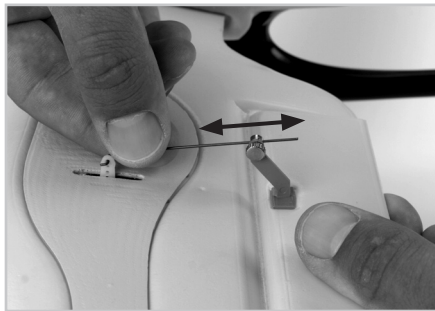
WARNING: ALWAYS KEEP CLEAR OF THE PROPELLER WHEN YOU CONDUCT THE TAIL CONTROL TEST IN THE EVENT THAT YOU ACCIDENTALLY TURN ON THE MOTOR.

Aileron Control Test

Ailerons are the small, hinged surfaces on the trailing edge of the wing that control roll. They work in opposition. As the right aileron deflects upward, the left will deflect downward and vice versa. This causes the aircraft to bank (roll). The airplane will roll in the direction of the aileron that is deflecting upward.

You will notice that aircraft that use ailerons will be much more responsive than aircraft that do not. Therefore, if this is your first aileron aircraft, we suggest that you have someone assist you who is experienced at flying with ailerons.

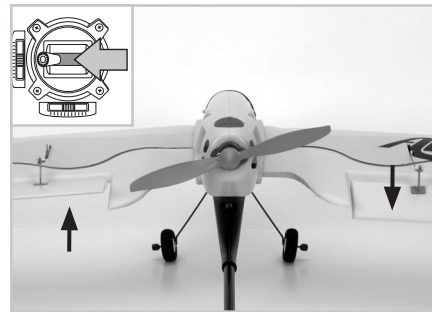
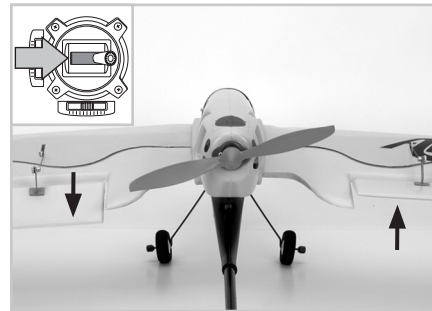
Before your first flight, it is important to ensure that the ailerons are functioning correctly.



1. Make sure the ailerons are level with the rest of the wing when the trim is centered on the Tx.
2. If they are not centered properly:
 - a. Ensure the aileron trim on the Tx is centered.
 - b. Loosen the round spool on the aileron. Then move the aileron back to neutral and retighten the spool.

3. Move the stick side to side to ensure both ailerons are functioning correctly. When right input is given, the right aileron should deflect upward, while the left aileron deflects downward (and vice versa).

If for any reason, the ailerons (or any other part of the plane) are not functioning correctly, DO NOT FLY, but instead call the Horizon Support Team at 1-877-504-0233.

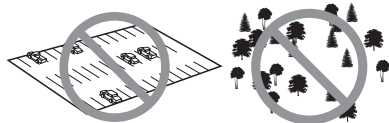
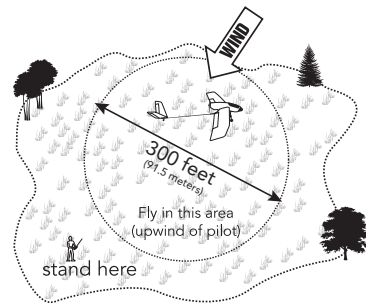


Choose a Large, Open Grass Field

In order to have the most success, and to protect property and your Aerobird Swift™ from any damage, it is very important to select a place to fly that is wide open. The site should:

- Have a minimum of 300 feet (91.5 meters) of clear space in ALL directions
- Be clear of pedestrians
- Be free of trees or buildings that could interfere with your sightline, or power lines that could entangle your airplane
- Be clear of automobiles and other property that could be damaged by your plane.

Remember, your Aerobird Swift can fly at speeds in excess of 35 mph (56.5 k/h), so it covers ground fast. Plan on using more space than you think you need, especially with the first flights that you make.



Flying Conditions

We know you want to have fun and fly your Aerobird Swift™. However, flying in too much wind can place your airplane in jeopardy. On your first flight, make sure the winds are no stronger than 7 mph (11.5 k/h). To check wind conditions:

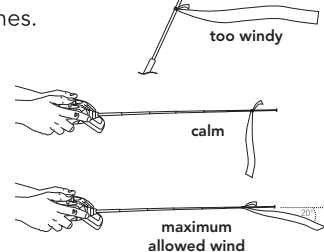
1. Tie the included red ribbon to the end of the transmitter antenna.
2. Hold the transmitter so that the antenna is parallel to the ground.

If the flag hangs down, it is okay to fly. If the angle between the antenna and the flag is less than 20 degrees, it is too windy and you need to postpone your flight.

Always position yourself so that when you are flying, the airplane is UPWIND of you. Never let the airplane come too far downwind where it can be carried

farther and farther away from you and lost. Additionally, the winds are stronger at higher altitudes. Do not climb too high, or you could lose control of your airplane.

HINT: In many places, you will find that the winds are the most calm in the mornings (shortly after sunrise) and evenings (about an hour prior to sunset). You may want to prepare and fly your first flights during those times. Flying in too much wind is by far the number one reason for crashes/lost planes.

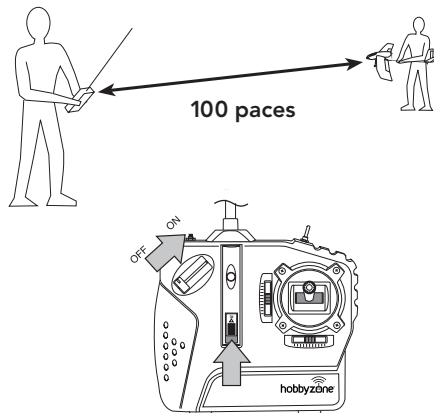


Range Test

Prior to your first flight you will need to do a range test. Two people are needed to do this—one to hold the airplane, the other to hold the transmitter.

1. One person should hold the transmitter while the other person walks 100 paces away with the airplane.
2. Be sure the throttle slider is in the "OFF" position.
3. Extend the transmitter antenna completely and turn on the transmitter.
4. Plug in the airplane battery and close the hatch cover.
5. As soon as the throttle is advanced, the props should spin quickly.
6. As the first person moves both of the transmitter controls in all directions, the other person watches to be sure the airplane's motor and controls operate smoothly.

If your plane does not range test correctly, do not fly! Call Horizon Hobby Product Support Staff toll-free at 1-877-504-0233 for directions on how to proceed.



Using Elevator

Your Aerobird Swift™ is equipped with a third channel for pitch control (elevator). Pulling back on the stick provides UP elevator that allows for shorter runway takeoffs, better climb rate and flares for landing, and more effective turns. However, giving too much UP elevator (pulling back on the stick) will cause the airplane to enter a stall, especially at slower speeds. Because the Swift was designed for faster, more aggressive flying, make sure that when flying the Swift in High Rate, you have altitude. If you are "on" the elevator too much, especially at slower speeds, the airplane can stall or snap. Just after a stall occurs, the nose of the airplane will go down, and the airplane will begin to enter a dive. To recover from a stall, pull the stick back slowly (UP elevator) once the nose of the airplane goes down and the plane has built up airspeed. Pulling back slowly on the stick will put the

nose up, and cause the plane to exit the stall to straight and level flight. Be careful, as pulling back too quickly or too far will once again cause the airplane to stall.

Hand Launch

On first flights, it is a good idea to have a second person, ideally an experienced pilot, help you launch your airplane. This will allow the pilot to focus entirely on the transmitter input.

WARNING: Keep everything clear of the propeller at all times! A moving propeller can cause severe injury and damage.

1. Make sure the battery is fully charged.
2. Make sure that no one who is flying or preparing to fly is on the same channel that you are on within approximately 1/2 mile (805 meters). When you are confident of this, turn on the transmitter.
3. Install and plug in the flight battery.
4. If you are launching and flying the airplane, place the transmitter in your left hand (have the switch on Low Rate) and grab hold of your airplane with your right hand. Use caution, and advance the throttle all the way

- up so that it is full on.
5. Take a few steps and launch the model **DIRECTLY** and **FIRMLY** into the wind, while keeping the airplane and its wings level with the ground. Because your Aerobird Swift is designed for faster flying and more advanced maneuvers, it needs to be up on step, including when you launch it.
6. Allow the plane to climb steadily at full throttle into the wind until you have achieved an altitude of 150 to 200 feet (46 to 61 meters). You will not need to use the elevator in order for your plane to climb. A few clicks down on elevator trim should allow for a steady climb.



Throttle Adjustments

To make adjustments to the throttle, please keep the following tips in mind:

1. When launching, the throttle should be full on.
2. If you want to reduce altitude, reduce the throttle to less than 50%.
3. To increase altitude again, increase the throttle to more than 50%.
4. Since your throttle is proportional, you can increase or decrease the throttle as much or as little as you need to reach your desired altitude.

Auto Cutoff: When the battery gets low enough, this feature will automatically shut off the motor and save enough power to maintain control of the other 2 channels (elevator and aileron) so that you can land safely. If the motor cuts off, prepare to land immediately. If you are gliding down and have some time to “rest” the battery, you may re-arm

the motor by moving the slide throttle back to off and then advancing it again. This may only give you a few more seconds of battery, so it is essential that you are planning to land. **DO NOT** re-arm more than once.

WARNING: Do not attempt to catch the airplane or injury may result. Turn the motor off prior to touchdown in order to prevent damage to the wing and/or propeller.

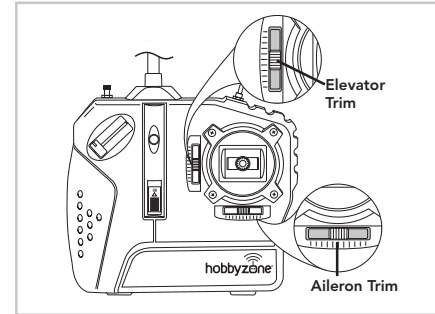
Flying

1. After launching your Aerobird Swift™, it will begin climbing at full throttle. With the throttle all the way on, your airplane should climb without any elevator input.
2. Make right- and left-hand adjustments to keep your airplane heading directly into the wind. Do not attempt a turn until you have reached a minimum of 50–100 feet (15.25–30.5 meters) of altitude. That's about as tall as a 4- to 8-story building. It is hard to determine altitude when you're in a wide and open space outside, so the best rule is to err on the side of being sure you are high enough prior to making any aggressive turns.
3. Your first flights on the Swift should be on Low Rate (which will limit the travel of ailerons and elevator). After you have gained more experience, you can switch to High Rate.
4. Control range is 2500 feet (762 meters). Don't let the aircraft get too far away. Keep your airplane upwind from you. Remember, the wind is stronger at higher altitudes. It is okay to fly higher, just be cautious and watch how the airplane reacts to the wind.
5. When you have reached higher altitudes and want to practice using the elevator and ailerons, begin with small and smooth inputs to the transmitter, as very little input is required to get the plane to turn, climb, or descend.
6. Avoid long vertical dives, with the power on or off, as it can cause a lot of stress on the airplane.
7. Your Aerobird Swift was made to fly faster and more aggressively. Therefore, it is essential to remember this when elevator input is given. Too much elevator input when the plane

is flying slower (especially when in High Rate, could cause the aircraft to stall or snap).

Sharp Turns: Move the stick in the direction you want to turn and add a bit of UP elevator at the same time (pull back on stick). The plane will make a sharper banking turn.

Aileron Trim: If the Aerobird Swift™ seems to drift in one direction when the control stick is in the neutral (centered) position, gradually move the aileron trim lever below the control stick in the OPPOSITE direction of the drift. Adjust until the plane flies straight with the control stick at neutral.



Elevator Trim: If the model hunts up or down, use the trim lever to the left of the stick to correct this problem. Your Aerobird Swift should have a steady climb at full throttle when it is trimmed properly.

Landing

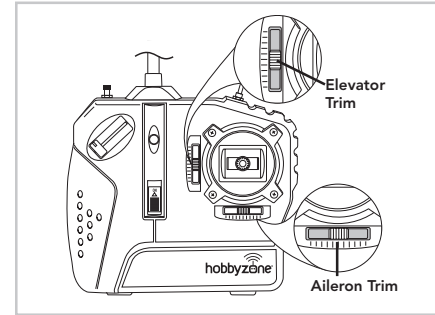
When you notice that the Swift no longer climbs well under full throttle (approximately 10 minutes), it is time to land. Line the airplane up directly into the wind and toward the desired landing spot. Continue to reduce the throttle as needed and at approximately 10 to 15 feet (3.05 to 4.57 meters), reduce the throttle even more until it is completely shut off. Your Aerobird Swift™ should glide in for a landing. Be careful as you bring the plane in at slower speeds, that you do not give too much elevator that can cause a stall. You may choose to land with the transmitter switch set to Low Rate.

Expert Tip: As you gain experience, try adding a slight amount of UP elevator (pull back on the stick) just before touchdown to “flare” the plane. With some practice, your landings will be smooth and on target.

Making Adjustments (Plane Turns Left or Right)

If you notice that your plane wants to “wander” to the left or right, even with the aileron trim on the transmitter centered, some adjustments may be necessary. You may be able to correct this with a small adjustment to the aileron trim on the transmitter. Simply slide the trim in the opposite direction from the way the airplane is turning.

If this is insufficient, it will be necessary to re-center the ailerons. To do this, refer to Step 7, Aileron Control Test.



Making Adjustments (Climb Rate)

If, after adjusting the elevator trim correctly, your Aerobird Swift™ does not climb fast enough when at full throttle and with a fully charged battery pack, you can adjust the climb rate by:

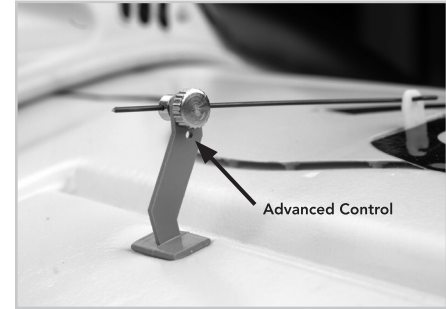
1. Tightening the front screw one full turn and loosening the back screw one full turn.
2. Test flying.
3. Repeat the above procedure until your plane climbs adequately under full power.

If your Swift climbs too fast at full throttle by climbing at a steep angle, box stalling and keeps repeating climbing sharply and stalling, do the following:

1. Loosen the front tail screw one full turn and tighten the back tail screw one full turn.
2. Test fly.
3. Repeat the above procedure, if necessary, until your Aerobird Swift climbs at a steady rate.

Making Adjustments (Advanced Aerobatic Flight)

Your Swift should be flown first with the pushrods attached at the outer holes of the control surfaces. This will help to get you more familiar with the aircraft. After several flights, you can move in one hole at a time (if you desire more control). Keep in mind, the aircraft will be more capable, but it will be also easier to crash when this is done.



Warnings and Safety

If you happen to crash and part of the foam wing or tail breaks, repair it with packing tape to cover the missing piece(s). If the damage is severe, or if the wing or tail is bent, replace the damaged parts immediately.

1. Read and follow this manual completely, observing all instructions and safety directions. If you do not do this, serious injury and damage can occur. Think about safety first.
2. Keep the propeller away from all body parts at all times. Beware of loose clothing or hair becoming entangled in the propeller.

3. Never fly when it is too windy or you may lose control of the airplane. Never fly near people, vehicles, train tracks, buildings, power lines, water, hard surfaces, or trees, and never attempt to catch the Aerobird Swift™.
4. Adult supervision is recommended for children ages 12 and under.
5. Only use a battery charger intended for use with the Aerobird Swift battery. We recommend using the charger that comes with your airplane. Never leave the charger unattended while charging. During charging, place the battery and charger on a heat-resistant surface. Do not place them on carpet or upholstery.

6. Never cut into the battery charger or airplane wires, or serious injury can occur. Causing the battery to short out (crossing negative and positive bare wires) can cause a fire, serious injury and damage.
7. Hold the plane securely, and keep all body parts away from the propeller at all times.
8. After you have finished flying, or at any time you have the radio system on, ALWAYS unplug the battery prior to turning the transmitter off. ALWAYS turn on the transmitter prior to plugging in the flight battery.
9. Never fly on the same frequency as another RC vehicle in your area. Doing so will cause you, or the other person, to lose control of the plane.

Troubleshooting

PROBLEM	POSSIBLE CAUSE	SOLUTION
Unit does not operate	<ol style="list-style-type: none"> 1. Transmitter "AA" batteries are depleted or installed incorrectly as indicated by a dim or unlit LED on the transmitter or by the low-battery alarm 2. No electrical connection 3. Aircraft battery is not charged 4. Crash has damaged the radio inside the fuselage 	<ol style="list-style-type: none"> 1. Check polarity installation or replace with fresh "AA" batteries 2. Push connectors together until they click 3. Fully charge the battery 4. Replace the fuselage
Aircraft keeps turning in one direction	<ol style="list-style-type: none"> 1. Ailerons need adjustment 	<ol style="list-style-type: none"> 1. Adjust stick trim lever (see page 19) or adjust ailerons mechanically.
Aircraft is difficult to control	<ol style="list-style-type: none"> 1. Wing or tail is damaged 	<ol style="list-style-type: none"> 1. Repair or replace tail
Aircraft keeps pitching up steeply	<ol style="list-style-type: none"> 1. Tail incidence needs adjustment 2. Wind is too gusty or strong 	<ol style="list-style-type: none"> 1. Adjust tail screws (see page 24) up steeply 2. Postpone flying until wind is calmer
Aircraft won't climb	<ol style="list-style-type: none"> 1. Battery is not fully charged 2. Tail needs adjustment 	<ol style="list-style-type: none"> 1. Charge battery fully shortly before flying 2. Adjust tail screws (see page 24)

Success Tips

1. Do not fly in winds over 7 mph (11.5 k/h), especially during first flights. Flying in too much wind is by far the number one reason for crashes and planes flying away.
2. Choose the flying area carefully. A grassy field or soft ground that is about 600 feet (183 meters) in diameter is optimum. It's also best to fly in an area with very few or no trees.
3. ALWAYS fly the airplane UPWIND! Never allow your Aerobird Swift™ to fly too far down wind, as it will get farther and farther away from you. If you find that the plane has gotten downwind, reduce throttle and point the nose directly into the wind to bring it back closer to you.
4. Wear sunglasses on sunny days.
5. Avoid flying directly overhead.
6. Always make sure the flight battery is fully charged immediately prior to flying.
7. Do not attempt maneuvers beyond your abilities.

To learn more about flying RC model airplanes, locate your nearest AMA club, learn the AMA safety code and frequency guidelines, and much more, we highly recommend that you contact:

The Academy of Model Aeronautics
 5161 East Memorial Drive
 Muncie, Indiana 47302
 Toll-Free (800) 435-9262
www.modelaircraft.org

Warranty and Follow-up Procedures

Warranty Period:

Exclusive Warranty- Horizon Hobby, Inc., (Horizon) warrants that the Products purchased (the "Product") will be free from defects in materials and workmanship at the date of purchase by the Purchaser.

Limited Warranty

(a) This warranty is limited to the original Purchaser ("Purchaser") and is not transferable. REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE PURCHASER. This warranty covers only those Products purchased from an authorized Horizon dealer. Third party transactions are not covered by this warranty. Proof of purchase is required for warranty claims. Further, Horizon reserves the right to change or modify this warranty without notice and disclaims all other warranties, express or implied.

(b) Limitations- HORIZON MAKES NO WARRANTY OR REPRESENTATION, EXPRESS OR IMPLIED, ABOUT NON-INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE OF THE PRODUCT. THE PURCHASER ACKNOWLEDGES THAT THEY ALONE HAVE DETERMINED THAT THE PRODUCT WILL SUITABLY MEET THE REQUIREMENTS OF THE PURCHASER'S INTENDED USE.

(c) Purchaser Remedy- Horizon's sole obligation hereunder shall be that Horizon will, at its option, (i) repair or (ii) replace, any Product determined by Horizon to be defective. In the event of a defect, these are the Purchaser's exclusive remedies. Horizon reserves the right to inspect any and all equipment involved in a warranty claim. Repair or replacement decisions are at the sole discretion of Horizon. This warranty

does not cover cosmetic damage or damage due to acts of God, accident, misuse, abuse, negligence, commercial use, or modification of or to any part of the Product. This warranty does not cover damage due to improper installation, operation, maintenance, or attempted repair by anyone other than Horizon. Return of any goods by Purchaser must be approved in writing by Horizon before shipment.

Damage Limits:

HORIZON SHALL NOT BE LIABLE FOR SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES, LOSS OF PROFITS OR PRODUCTION OR COMMERCIAL LOSS IN ANY WAY CONNECTED WITH THE PRODUCT, WHETHER SUCH CLAIM IS BASED IN CONTRACT, WARRANTY, NEGLIGENCE, OR STRICT LIABILITY. Further, in no event shall the liability of Horizon exceed the individual price of

the Product on which liability is asserted. As Horizon has no control over use, setup, final assembly, modification or misuse, no liability shall be assumed nor accepted for any resulting damage or injury. By the act of use, setup or assembly, the user accepts all resulting liability.

If you as the Purchaser or user are not prepared to accept the liability associated with the use of this Product, you are advised to return this Product immediately in new and unused condition to the place of purchase.

Law: These Terms are governed by Illinois law (without regard to conflict of law principals).

Warranty and Follow-up Procedures

Safety Precautions:

This is a sophisticated hobby Product and not a toy. It must be operated with caution and common sense and requires some basic mechanical ability. Failure to operate this Product in a safe and responsible manner could result in injury or damage to the Product or other property. This Product is not intended for use by children without direct adult supervision. The Product manual contains instructions for safety, operation and maintenance. It is essential to read and follow all the instructions and warnings in the manual, prior to assembly, setup or use, in order to operate correctly and avoid damage or injury.

Questions, Assistance, and Repairs:

Your local hobby store and/or place of purchase cannot provide warranty support or repair. Once assembly, setup or use of the Product has been started, you must contact Horizon directly. This will enable Horizon to better answer your questions and service you in the event that you may need any assistance. For questions or assistance, please direct your email to productsupport@horizonhobby.com, or call 877.504.0233 toll free to speak to a service technician.

Inspection or Repairs

If this Product needs to be inspected or repaired, please call for a Return Merchandise Authorization (RMA). Pack the Product securely using a shipping carton. Please note that original boxes may be included, but are not designed to withstand the rigors of shipping without additional protection. Ship via a carrier that provides tracking and insurance for lost or damaged parcels, as Horizon is not responsible for merchandise until it arrives and is accepted at our facility. A Service Repair Request is available at www.horizonhobby.com on the "Support" tab. If you do not have internet access, please include a letter with your complete name, street address, email address and phone number where you can be reached during business days, your RMA number, a list of the included items, method of payment for any non-warranty expenses and a brief summary

of the problem. Your original sales receipt must also be included for warranty consideration. Be sure your name, address, and RMA number are clearly written on the outside of the shipping carton.

Warranty Inspection and Repairs

To receive warranty service, you must include your original sales receipt verifying the proof-of-purchase date. Provided warranty conditions have been met, your Product will be repaired or replaced free of charge. Repair or replacement decisions are at the sole discretion of Horizon Hobby.

Warranty and Follow-up Procedures

Non-Warranty Repairs

Should your repair not be covered by warranty the repair will be completed and payment will be required without notification or estimate of the expense unless the expense exceeds 50% of the retail purchase cost. By submitting the item for repair you are agreeing to payment of the repair without notification. Repair estimates are available upon request. You must include this request with your repair. Non-warranty repair estimates will be billed a minimum of ½ hour of labor. In addition you will be billed for return freight. Please advise us of your preferred method of payment. Horizon accepts money orders and cashiers checks, as well as Visa, MasterCard, American Express, and Discover cards. If you choose to pay by credit card, please include your credit card number and expiration date. Any repair

left unpaid or unclaimed after 90 days will be considered abandoned and will be disposed of accordingly. Please note: non-warranty repair is only available on electronics and model engines.

Electronics and engines requiring inspection or repair should be shipped to the following address:

Horizon Service Center
4105 Fieldstone Road
Champaign, Illinois 61822

All other Products requiring warranty inspection or repair should be shipped to the following address:

Horizon Product Support
4105 Fieldstone Road
Champaign, Illinois 61822

Please call 877-504-0233 with any questions or concerns regarding this product or warranty.

Replacement Parts

PART#	DESCRIPTION	RETAIL	PART#	DESCRIPTION	RETAIL
HBZ7200	Aerobird Swift RTF	\$169.99	HBZ7273	Transmitter: Ch. 3, 27.095	\$32.99
HBZ7207	Propeller	\$ 2.99	HBZ7274	Transmitter: Ch. 4, 27.145	\$32.99
HBZ7210	Decal Sheet	\$ 2.99	HBZ7275	Transmitter: Ch. 5, 27.195	\$32.99
HBZ7215	Instruction Manual	\$ 0.99	HBZ7276	Transmitter: Ch. 6, 27.255	\$32.99
HBZ7217	Canopy Cover with Hardware	\$3.99	HBZ7285	Bare Fuselage without Rx	\$19.99
HBZ7218	Black Nose Piece	\$1.69	HBZ1013	8.4V 900mAh Ni-MH Battery	\$29.99
HBZ7220	Wing with Spar	\$19.99	HBZ1026	1.2A Variable Rate DC Peak Charger	\$19.99
HBZ7221	Wing with Spar and Servos	\$34.99	HBZ2016	Landing Gear	\$3.99
HBZ7231	Tail with Accessories	\$9.99	HBZ2017	Tail Gear with Wheel	\$1.50
HBZ7235	Tail Horn and Keeper (2)	\$0.89	HBZ6057	Transmitter Battery Cover	\$2.50
HBZ7239	Tail V-Brace	\$1.49	HBZ7021	Wing Spar	\$2.99
HBZ7240	Tail Screws (2)	\$0.99	HBZ7251	ESC/RX, CHANNEL 1:ABS	\$37.99
HBZ7241	Pushrods & Locking Screw (2)	\$1.69	HBZ7252	ESC/RX, CHANNEL 2:ABS	\$37.99
HBZ7242	9-gram 3W Servo	\$12.00	HBZ7253	ESC/RX, CHANNEL 3:ABS	\$37.99
HBZ7261	Fuselage: Ch. 1, 26.995	\$59.99	HBZ7254	ESC/RX, CHANNEL 4:ABS	\$37.99
HBZ7262	Fuselage: Ch. 2, 27.045	\$59.99	HBZ7255	ESC/RX, CHANNEL 5:ABS	\$37.99
HBZ7263	Fuselage: Ch. 3, 27.095	\$59.99	HBZ7256	ESC/RX, CHANNEL 6:ABS	\$37.99
HBZ7264	Fuselage: Ch. 4, 27.145	\$59.99			
HBZ7265	Fuselage: Ch. 5, 27.195	\$59.99			
HBZ7266	Fuselage: Ch. 6, 27.255	\$59.99			
HBZ7271	Transmitter: Ch. 1, 26.995	\$32.99			
HBZ7272	Transmitter: Ch. 2, 27.045	\$32.99			

Optional Parts

PART#	DESCRIPTION	RETAIL
HBZ4020	Sonic Combat Module	\$23.99
HBZ6023	Aerial Drop Module	\$19.99
PKZ1023	9.6V 900mAh Battery	\$29.99
PKZ1519	1.8A Variable Rate DC Peak Charger	\$24.99

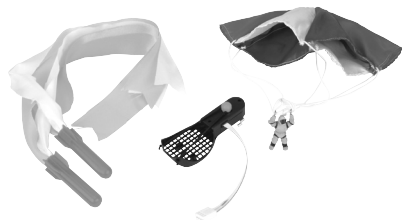
Parts are available from your dealer or from Horizon Hobby directly (www.horizonhobby.com). Please check with your dealer first. By supporting your dealer, they'll be there when you need them. To locate your closest dealer, go to www.hobbyzonerc.com.

Accessories

Your Swift comes with the ability to add to the excitement of flying through HobbyZone's exclusive X-Port™ technology. These items (sold separately) add instant fun to any X-Port equipped aircraft.



Rule the air with the Sonic Combat Module™ (HBZ4020). You can take on other X-Port equipped aircraft by attaching this to your aircraft and shooting down your buddy's aircraft. When you "hit" the other aircraft, a high-pitched sound can be heard that signals you have hit his aircraft, leaving the motor disabled for about 5 seconds. He will still maintain the ability to steer for a safe landing or position for a counterattack.



Parachute drops and streamer bombs are included with the Aerial Drop Module™ (HBZ6023). See who can come the closest to a selected target site, or simply have fun watching the parachutist fall slowly back to earth with the easy-to-use mechanism of the electro-magnetic latch that is released via the transmitter.

Future RC Flight

Once you've mastered flying your Aerobird Swift™, you should be ready to fly other aircraft with ailerons, such as one of ParkZone's warbirds, or the F-27B Stryker™ for even more adrenaline-packed fun.

We hope that you enjoy flying your Aerobird Swift, and thank you for supporting HobbyZone®. Please let us know how we can help you in the future. Best wishes in the hobby.

Sincerely,
The HobbyZone Team