



RB7

RADIO CONTROLLED • BUILD IT YOURSELF • NITRO ENGINE

Pack 24



Stages 93-96



RB7



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RED BULL RACING RB7 complies with CE regulations.

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DRIVING YOUR RB7 – PART TWO

WHEN YOU HAVE BECOME FAMILIAR WITH THE ACCELERATION, BRAKING AND STEERING RESPONSES OF YOUR RB7, YOU CAN MOVE ON TO MORE CHALLENGING MANOEUVRES. IN PARTICULAR, YOU SHOULD PRACTISE YOUR CORNERING TECHNIQUE.

Your first practice course (see Pack 23) was an oval that you drove around clockwise, making right-hand turns, and anticlockwise, making left-hand turns. When you are sufficiently confident with that, you can move on to driving a figure-of-eight course (see diagram on the right), making alternate right-hand and left-hand turns. The relatively long diagonals of the figure-of-eight will also give you more practice in accelerating and braking than you got on the oval course. However, remember that the engine of your car will still be running on one of its first three tankfuls, so it is still at the running-in stage – don't give it full throttle yet!

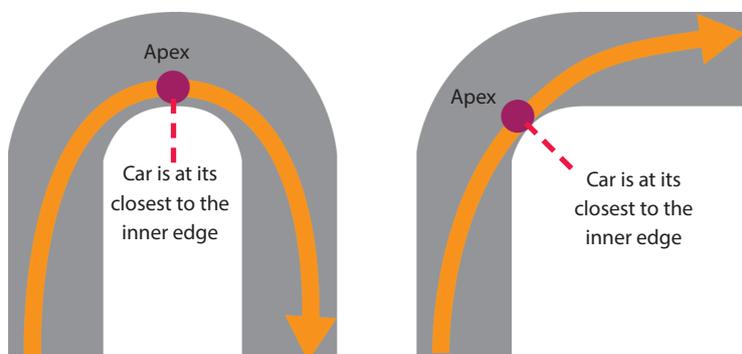
READJUSTING THE STEERING

The figure-of-eight will also give you more practice in steering the car when it is travelling towards you (see page 473, Pack 23). You will soon be able to focus not just on going quickly along the straights but also on the bends, so as to negotiate them as quickly as possible. The first step is to readjust the steering angle. By turning the STEERING DUAL RATE knob on your remote control transmitter slightly clockwise (see the photograph on page 487), you will increase the angle through which your model's front wheels will turn, and this will allow you to take the corners closer to the cones.

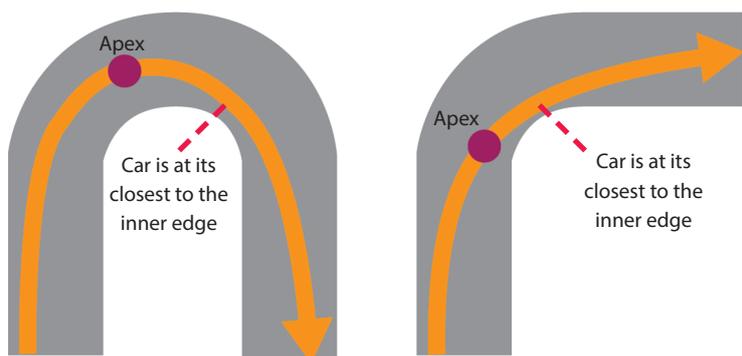
Going around the cones in a figure-of-eight pattern enables you to practise both right and left turns.



a) apex of the corner



b) apex of the racing line



To take a corner at the highest possible speed, choose your driving line so that its apex (diagram b) comes before that of the corner (diagram a). Then the point at which you come closest to the inner edge of the track is moved forwards. In this way, you can accelerate out of the corner earlier and obtain a speed advantage for your RB7 on the straight that follows.

this so that they have to slow the car down less before the corner and can follow a faster line with a less extreme steering angle.

You should use a similar technique when driving your RB7 model, choosing your driving line so that its apex comes a little earlier than the apex of the corner itself (see diagrams on the left). The point at which your car is closest to the inner edge of the track (indicated by the dotted lines in the diagrams) is thereby moved forward. Using this method, when you exit the bend you can start accelerating sooner and enter the following straight at a higher speed. By driving on this racing line, you will be making full use of the width of the track, and this tried and tested method gains valuable time in a race.

But it also makes the steering wheel on the transmitter more sensitive, so until you get used to that, at high speeds your car might turn too sharply and slide off when cornering. It's best to run a few slowish laps to get used to the larger steering angle and to develop a feel for how close and how fast you can drive through the corners without your model losing traction.

CORNERING TECHNIQUE

You will soon notice that your model can't go through a corner very fast if it is turning too close to the cone. It is quicker if you cut the apex of the corner. Anyone who has ever watched a motor race will have seen how the drivers move to the outside of the track when they approach a corner, cut in across the apex, and then head back towards the outside of the track when they exit the bend. They do

To enable your RB7 model to take corners more tightly, you increase the steering angle of the front wheels slightly by turning the remote control transmitter's STEERING DUAL RATE knob a little way clockwise.



PAINTING THE RUNNING BODY

YOUR RC CAR WILL ONLY LOOK LIKE SEBASTIAN VETTEL'S RB7 WHEN YOU PAINT THE TRANSPARENT LEXAN RUNNING BODY TO MATCH THE ORIGINAL. HERE'S HOW TO GIVE YOUR MODEL THIS DISTINCTIVE APPEARANCE.

After trimming the Lexan blank and making the holes for the antenna, cylinder head and body supports (see Stage 95), you must remove all dust and grease from it before you paint it. This step is extremely important, because paint applied to greasy parts will not adhere reliably and can easily peel off. Also, any dust trapped by the paint will spoil the finish.

For the following steps, you will need a craft knife, masking film, masking tape (18mm wide), a black marker pen with water-soluble ink, and three spraycans of Lexan-

compatible paint in the colours blue (Tamiya PS-59), yellow (Tamiya PS-19) and white (Tamiya PS-1). For the masking tape, you should get the thinnest you can find, because it has to be flexible enough to follow the contours of the body exactly. It will also be used to mask off the body from the inside.

CLEANING THE BODY

Lexan bodies are painted from the inside. This has the advantage that, from the outside, the colours will

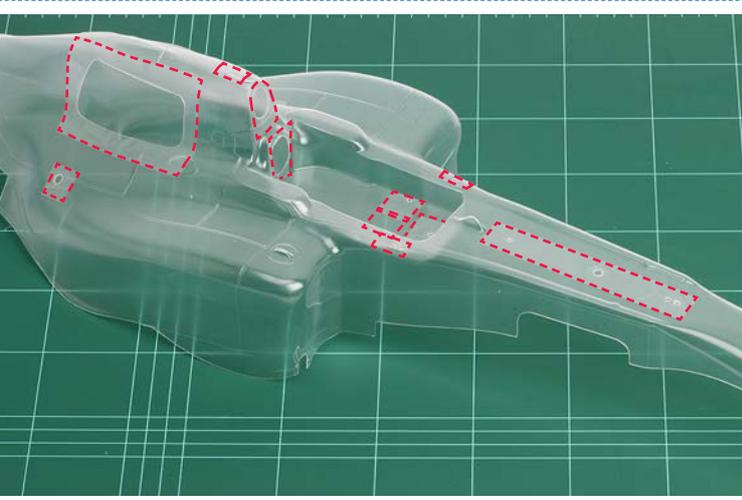
Only when the Lexan (polycarbonate) body is completely painted will your model look like the real Red Bull Racing RB7.





Clean the Lexan body with detergent and warm water, then dry it thoroughly with a lint-free cloth.

The dotted red lines show all the areas on the outside of the body that you should cover with masking film.



To mark off the nose, place the Lexan blank on the display body and draw along the rear edge of the yellow area.



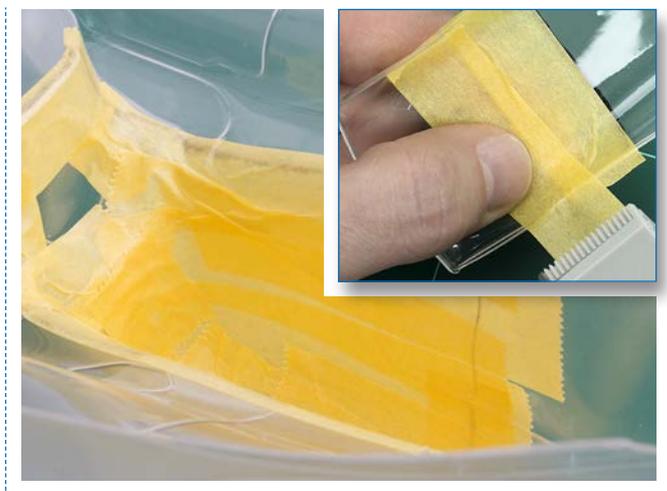
Cut several pieces of masking film and stick them to the outside so that they cover all the openings in the bodywork (see the photograph below left).

always retain their perfect, high-gloss finish and are not easily scratched.

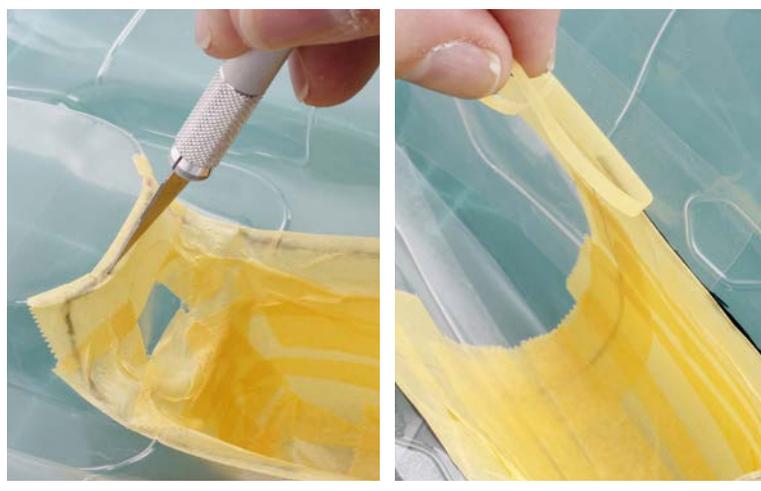
Before you start painting, you must remove all particles of dust and dirt from both the inside and the outside of the body. Clean the body by rinsing it thoroughly with warm (not hot) water, then apply a few drops of a degreasing detergent to a cleaning cloth and use it to remove any residual dirt and grease, especially from the inside. Finally, rinse the body thoroughly with clean water and wipe it dry with a clean lint-free cloth.

In the area behind the cockpit, draw the outline of the upper air intake with a marker pen, as shown.





Now cover the marked areas by applying masking tape to the inside of the body. There must be no gaps.



With a sharp blade, cut through the masking tape along the marked lines. Work slowly and carefully, because these cut lines will later correspond to the edges of the different painted colours. Then gently remove the excess masking tape, leaving only the masked areas within the marked lines.

TAPING AND TRIMMING

After cleaning, the next stage in preparing the body for painting is to mask off the areas where the different colours will be applied. First, place the body the right way up on your work surface, then cut several pieces of masking foil and stick them onto the outsides of all the openings in it. Then take a fine-tipped, water-soluble black marker pen and, from the outside, draw the outlines of those areas that will later be painted yellow (see the photographs above and on page 489).

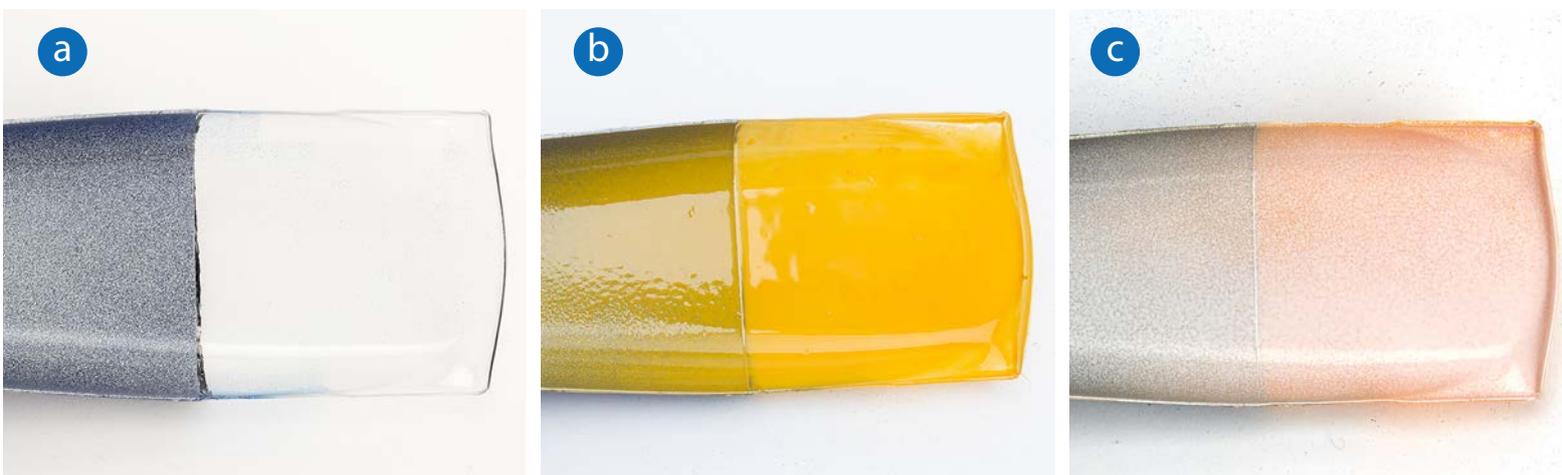
Next, turn the body over and, from the inside, cover all the marked-off areas completely with masking tape. Note: always make sure that the masking tape is pressed smooth and flat against the body at all points. There must be no wrinkles, and in particular, no gaps between the pieces of tape – the paint spray is extremely fine and can easily penetrate such gaps. The result would be traces of blue colour that will bleed into the yellow areas.

Now use a craft knife to cut through the masking tape along the external outlines that you marked earlier. When the last cut has been made, peel away all the surplus tape from outside the marked areas (see photographs top right).

After the third blue paint layer has dried, apply a coat of white paint. This acts as a reflective layer and gives the blue paint an added lustre.

Apply the blue paint in three thin layers, the last of which should make the coating completely opaque. Allow each coat to dry for at least 15 minutes before applying the next one. The inset photograph shows the final result.





Remove the masking tape from the inside of the nose (a), then apply several thin coats of yellow paint (b). Finally, apply a thin coat of white paint (c).

PAINTING THE BODY

Spray-painting should only be done outdoors or in a well ventilated area (note the safety instructions on the can), but for the paint to stick to the surface of the Lexan as effectively as possible, the ambient temperature must not be below 5°C. First, take the can of blue paint and hold it at least 30cm from the car body, so that the paint will be evenly distributed on the inside. Then start painting, sweeping the can slowly back and forth so that the paint mist covers the inside surfaces evenly without smearing or forming teardrops. Apply the first coat of paint sparingly – it is sufficient if it slightly clouds the body.

The following day, first remove the externally applied pieces of masking film. Then carefully release the protective film from the body and pull it off.

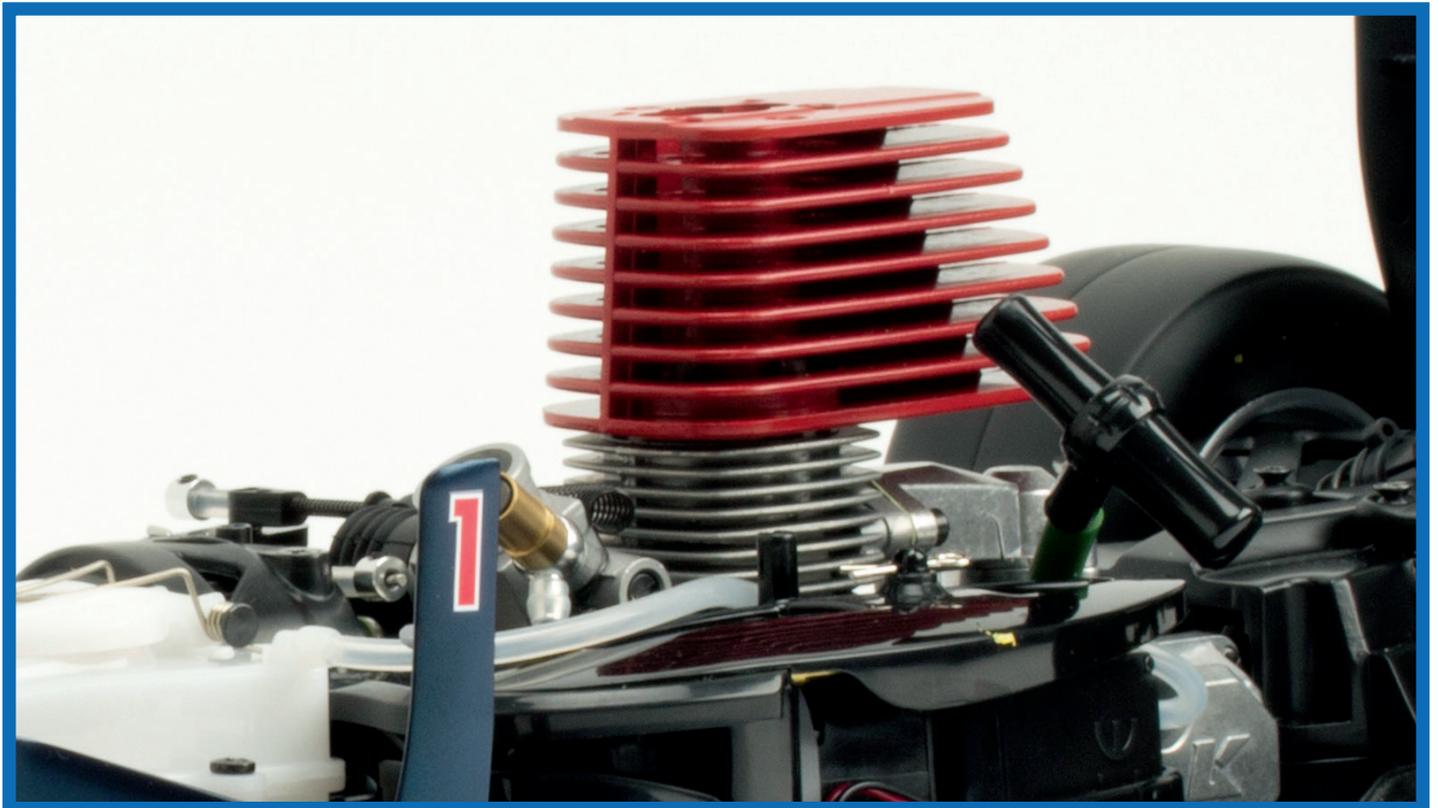
Let the paint dry for at least 15 minutes (or speed up the operation by using a hairdryer, setting it to a lukewarm temperature and medium speed). Then apply another coat of blue paint, and when it's dry, follow it with the third and final coat. By now, the paint should be completely opaque. As soon as the third coat has dried, apply a coat of white paint on top of it.

Let the paint dry overnight, then remove the tape and spray the yellow areas with several thin coats. When they are dry, apply a coat of white, then let the paint harden for a further night.

On the following day, remove the masking film and then the protective film that covers the outside of the body. The outlines that you marked will be removed with the film, and the result will be a flawless body.

When you have finished, the running body of your Red Bull Racing RB7 should look much as it does in this photograph. Both colours will have a flawless, shiny finish.





Stage 93

THE WING MIRRORS, STEERING WHEEL AND FRONT WING

IN THIS SESSION, YOU WILL FIT THE WING MIRRORS AND STEERING WHEEL TO YOUR RB7'S DISPLAY BODY, BEFORE ADDING THE FRONT WING.



Tool & Materials

Phillips screwdriver (size 2)
Black spray paint (suitable for HIPS plastic)
Knife
Tweezers
Modelling adhesive

- 1 Steering wheel
- 2 Countersunk screw 3 x 18mm
- 3 Side mirror housings (left and right)
- 4 2 self-tapping countersunk screws 3 x 14mm
- 5 3 self-tapping countersunk screws 3 x 8mm
- 6 2 self-tapping countersunk screws 3 x 10mm



01 For this session, you will need the decal sheet supplied in Stage 92 and the display body as assembled over the previous stages. You will also need the components for the lower nose (Stage 29) and the front wing assembly (Stage 88), along with your model, so keep these to hand.



02 Lay the decal sheet supplied with Stage 92 on a cutting mat, and carefully use a knife to cut out the four remaining RAUCH logos (two small, two large, numbered 8 and 9). Trim the decals as close to the edges of the logos as possible.



03 Holding one of the smaller logos with tweezers, submerge the decal in a dish of water for a minute, then apply it to the front of the left side mirror housing, as shown.



04 Next, repeat the process to apply the first of the larger decals to the top of the mirror housing. Make sure you follow the positioning shown in the photo exactly.



05 Repeat Steps 03-04 to apply the remaining two stickers to the right side mirror housing.



06 To mount the side mirrors, dab a small amount of modelling adhesive into the two holes at the front edges of the display body's cockpit (see red arrow and circle), then place the mirrors into these, as shown.



07 The next stage is to prepare the steering wheel. Place it on a covered surface and spray it evenly with suitable black paint, making sure you cover it from all sides. Wait for the paint to dry before proceeding.



08 Optional: for the ultimate finish, you may choose to add some colour to the steering wheel's controls. If so, follow the photo above for guidance.



09 Lower the steering wheel into the holes inside the cockpit indicated by the red arrows. You do not need to glue the part in place just yet.



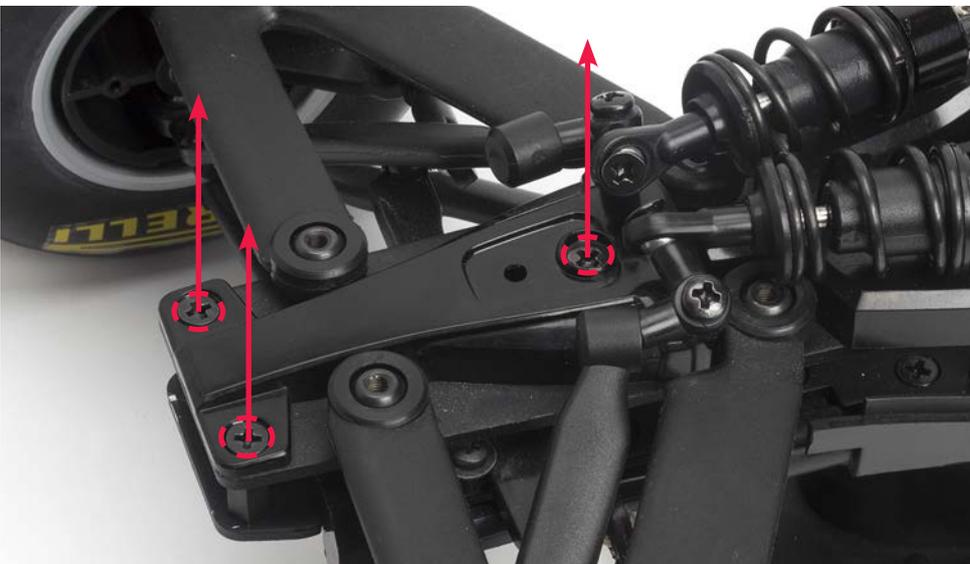
10 Your assembly should look like this. This phase is complete for the time being, so set your display body safely to one side.



11 The next phase is to mount the front wing onto your RB7's chassis. To begin, lower the lower nose brace supplied with Stage 29 onto the rear of the front wing assembly, as shown by the red arrow. The parts will fit neatly when properly aligned.



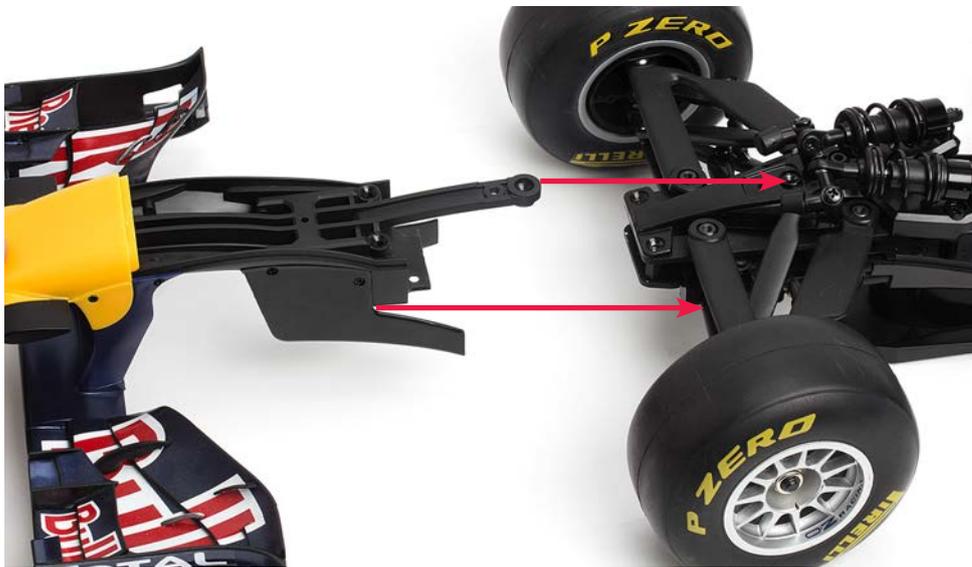
12 Holding the parts together, turn the assembly over and insert one of the 3 x 8mm countersunk screws into each of the two holes (see arrows). Tighten these fully with a screwdriver.



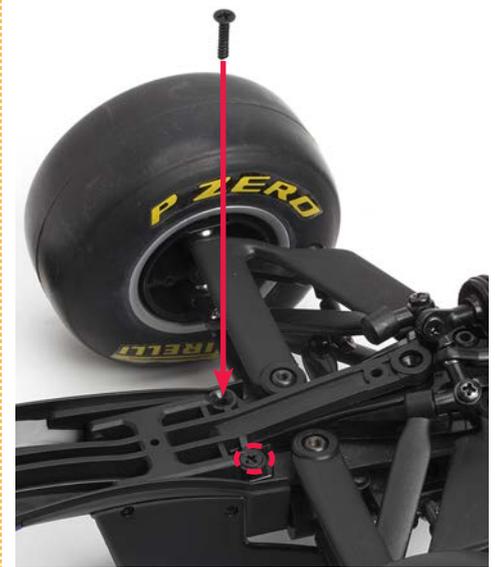
13 Next, remove the three circled screws from the front end of your model. If the rear screw is difficult to take out, press down carefully on the pushrod mount so that you can get a hold of the screw's head.



14 Turn the model over and remove the two circled screws.



15 Turn the model to its upright position, then slide the front wing assembly over the front end of the chassis so that the screw holes at the rear of the wing line up with those on the chassis (see arrows).



16 When the holes line up exactly, as shown above, insert the two 3 x 14mm countersunk screws supplied with this stage into the indicated holes.



17 Tighten both screws fully with the screwdriver.



18 Now lower the 3 x 18mm countersunk screw into the rear hole (see red arrow), and tighten it fully.



19 Again, if you find it difficult to fit the screw into place, press down on the pushrod mount a little.



20 Turn the model around again, and insert the two 3 x 10mm countersunk screws supplied with this stage into the indicated holes.



21 Insert another 3 x 8mm countersunk screw into the indicated hole and tighten it.



22 Fully tighten all three screws.



23 This session is now complete, so store the display body and chassis away safely until next time.

Stage 94

DISPLAY BODY DETAILS

IN THIS SESSION, YOU WILL MOUNT SOME DETAIL PIECES ONTO THE DISPLAY BODY, INCLUDING THE MIRRORS, TOP CAMERA, REAR LIGHT AND DRIVER'S ARMS.



Tools & Materials

Knife
Paintbrush
Modelling adhesive
Needle-nose pliers
Masking tape

HIPS-compatible primer in white, and spray paints in the following colours (Tamiya brand TS range colour codes given in brackets):

Gloss black (Tamiya TS-14)
Semi-gloss black (Tamiya TS-29)
Pearl blue (Tamiya TS-89)
Silver (Tamiya TS-30)

- 1 Pitot tube
- 2 2 mirrors
- 3 Antenna
- 4 Sensor
- 5 Head pad
- 6 Rear light
- 7 Top camera
- 8 Driver's arms



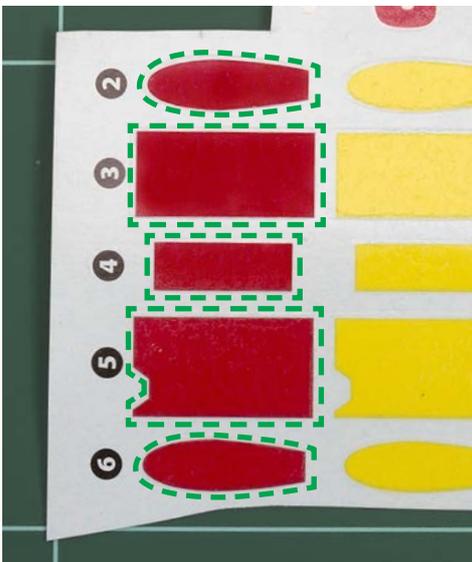
01 First, remove the top camera from the sprue and place the part on a cutting mat. Then, using a knife, carefully remove any burrs left on the edges.



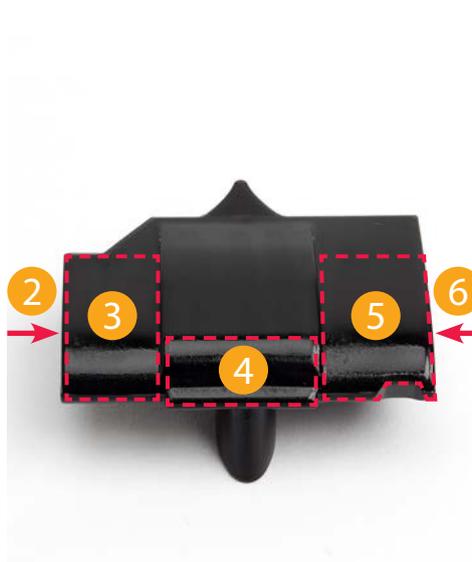
02 Remove any dirt or grease from the camera using a damp cloth with a little detergent, then allow to dry. Once dry, apply a thin coat of a white primer to ensure an even finish. Once the primer is dry, spray a thin layer of gloss black paint onto the part and allow to dry for at least 15 minutes.



03 The paint must form an opaque layer, so if you can see the plastic through it when it is dry, apply another thin layer so that it looks like the one in the photo. Make sure that the paint has fully dried before continuing.



04 Lay the decal sheet supplied with Stage 92 on your cutting mat and carefully cut around the red decals numbered 2-6, marked here by the dotted green lines.



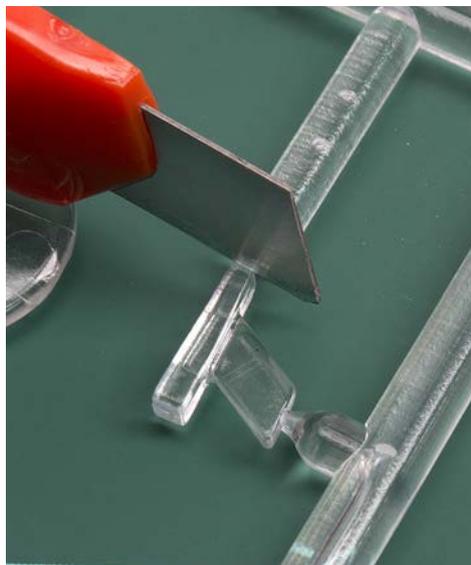
05 Submerge the decals in warm water for a minute, then apply them to the numbered areas outlined here by the dotted red lines. Double-check against the photo for Step 06 to make sure you fit the decals in their correct positions.



06 The top camera should now look like this. Leave it to one side to dry fully.



07 Dot the thin projection on the top of the air induction pod (indicated by the arrow) with a little adhesive, then place the top camera onto this, as shown.



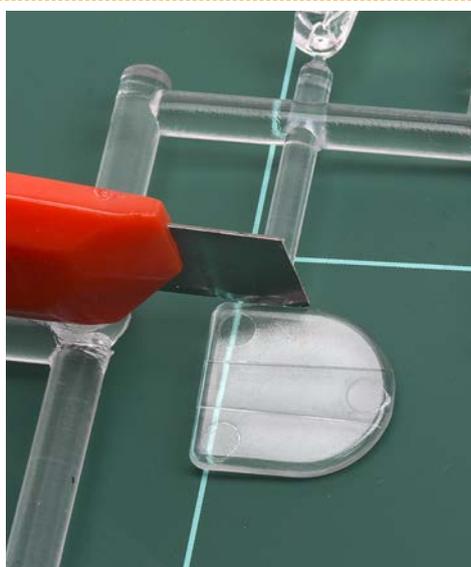
08 Next, remove the sensor from the sprue, using a knife. De-burr the part once it is separated.



09 Clean the sensor the same way as you cleaned the top camera in Step 02, and when it is fully dry, spray it with silver paint. Again, it is advised to prime the part first, and if necessary, to apply two coats for a smooth, fully opaque finish. Allow the part to dry completely before continuing.



10 When the paint has dried, press the sensor into the rectangular hole in the right side of the display body, following the photo to get the orientation correct. The lower part of the sensor must sit within the hole. It is not necessary to glue the part at this stage.



11 Next, separate the head pad from the sprue, and remove any burrs.



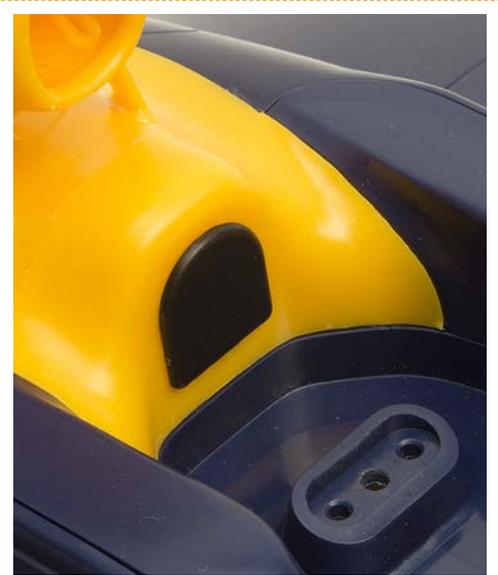
12 Clean and prime the head pad, then spray it semi-gloss black, and leave it to dry fully before continuing with the assembly.



13 Loosen the screw from the underside of the driver's helmet, then remove it from the display body's cockpit.



14 Apply some adhesive to the area marked by the dotted green line, then press the head pad against it so that it sits in the recess (arrowed) in the yellow plastic. Make sure the flat side of the head pad faces the glued surface, with the curved edge facing outwards.



15 Your assembly should now look like this.



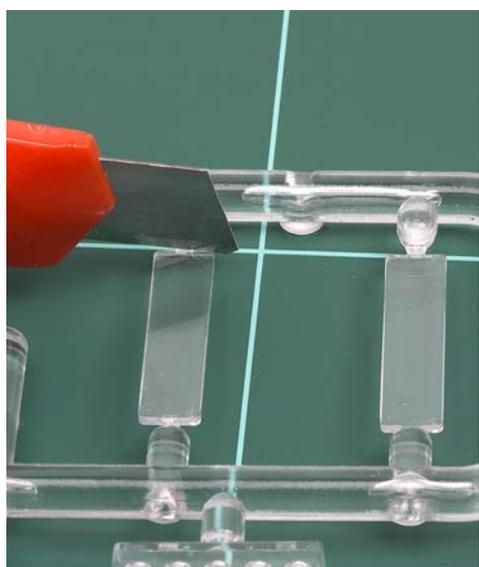
16 Cut the two arms from the sprue.



17 De-burr, clean, prime and paint the arms as you have done with the other components, using semi-gloss black spray paint. Leave them to dry for at least 15 minutes.



18 Lower the two arms into the front of the display body's cockpit so that they wrap around the steering wheel. The pins in the undersides of the arms will fit into the indicated holes in the body to hold the parts in place.



19 Remove and de-burr the mirrors.



20 Clean and prime the mirrors, then spray them with silver paint. This time, you need only paint the front, smooth sides. Set them aside to dry.



21 Dab some adhesive into the recesses of the side mirrors, then use needle-nose pliers to insert the painted mirrors, with the painted sides facing outwards. Press the parts into place and allow to dry.



22 Remove the rear light from the moulding and carefully de-burr the part.



23 Dab some glue onto the reverse of the rear light, and set it into the square hole at the rear of the chassis.



24 Remove the pitot tube from the sprue and de-burr it.



25 Cut short lengths of masking tape and cover the two pins at the end of the part, as shown.



26 Clean and prime the pitot tube, then spray the part as you have done previously, using the pearl blue spray paint.



27 Wait for the paint to dry (again, apply two coats if necessary), then remove the tape. Spray some of the silver spray paint at close range onto a paint lid or other smooth, clean surface, then dab a fine paintbrush into the pool of paint that forms. Then use the brush to carefully paint the two pins silver.



28 When the paint is dry, insert the pitot tube, as shown, into the shaped hole at the front of the display body. To make subsequent assembly stages easier, do not glue the part into place at this stage.



29 Finally, remove and de-burr the antenna and paint it gloss black. When dry, fit it into the small round hole just ahead of the cockpit. Again, do not glue the part in place just yet.



30 This session is complete, and your RB7's display body is nearing its completion. Store all your parts away safely until next time.

Stage 95

PREPARING THE RUNNING BODY

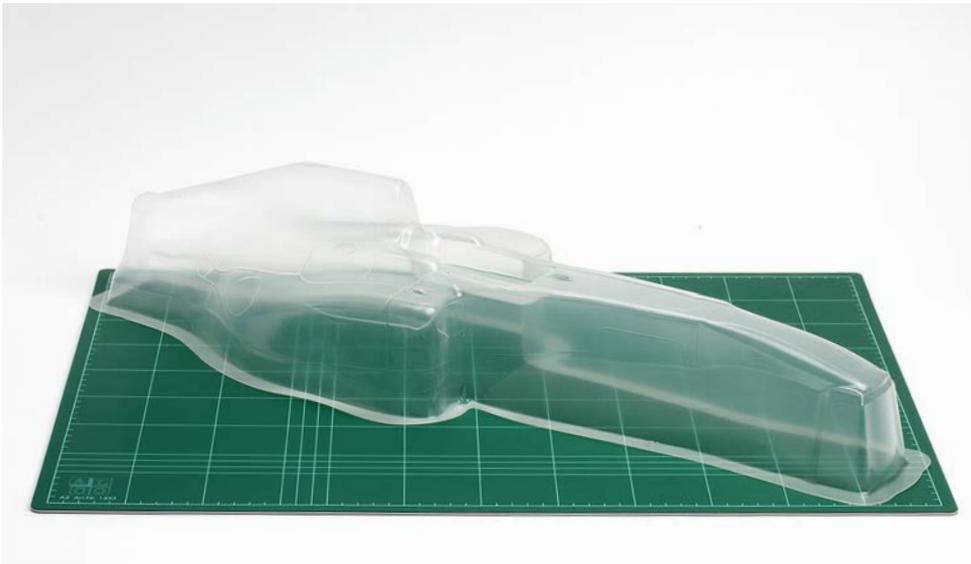
THE RUNNING BODY IS SUPPLIED IN ONE PIECE THAT WILL NEED TO BE TRIMMED DOWN TO MATCH THE REAL RB7'S BODYWORK. TO DO THIS, YOU WILL NEED LEXAN SHEARS AND A REAMER.



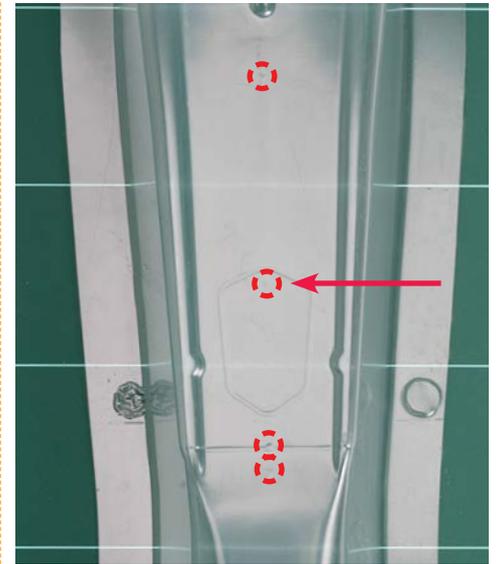
Tools & Materials

Lexan shears
Reamer
Fine-grade sandpaper (or file)

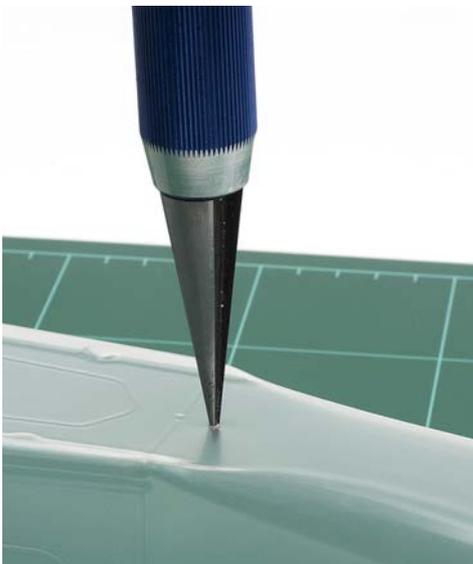
- 1 Front wing
- 2 Front wing sticker sheet



01 Lay the Lexan (polycarbonate) running body, supplied with this pack, flat on your work surface. Because you will be using sharp tools in this session – Lexan shears and a reamer – it's best to place it on a cutting mat. The lines along which you have to cut, indicated by dotted red lines in the following steps, are also visible as indentations moulded into the body itself.



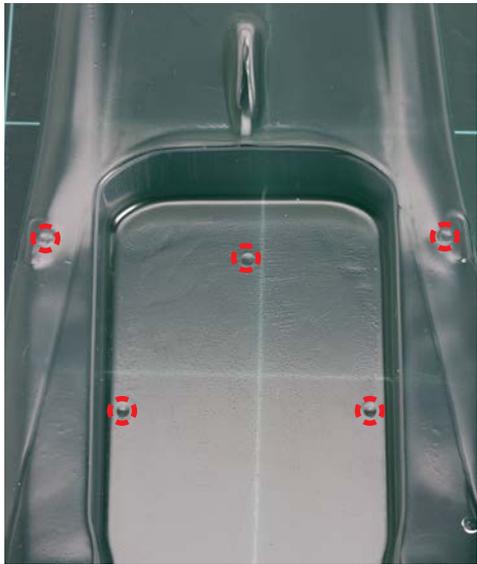
02 There are small, circular indentations in the locations indicated by the dotted red circles. Using a reamer (see Step 03), make the lower two of these into small holes of about 1mm in diameter and the arrowed one into a 5mm hole.



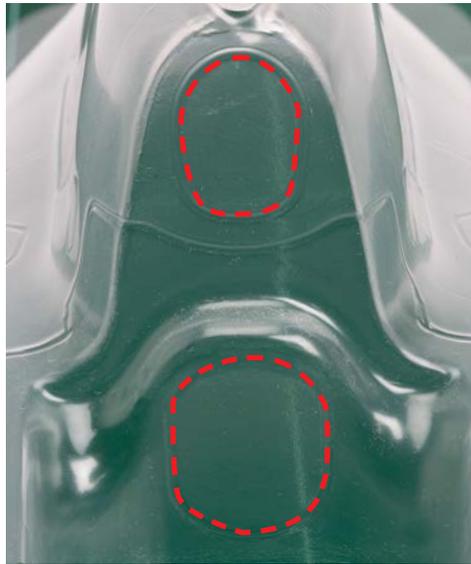
03 To make the holes, place the tip of the reamer into the indentation of each hole, then twist it back and forth to bore out an opening. Use only a little pressure as you do this, and continue until the hole reaches the desired width.



04 If there are any shreds of plastic left around the holes after you've reamed them out, de-burr them using the reamer or a knife. Be very careful, and do this from the inside because the outside has a thin protective film covering that should be left intact.



05 As you did with the front of the body in Step 02, use the reamer to make five holes around the cockpit using the dotted red circles as a guide. Each hole should be 1mm in diameter.



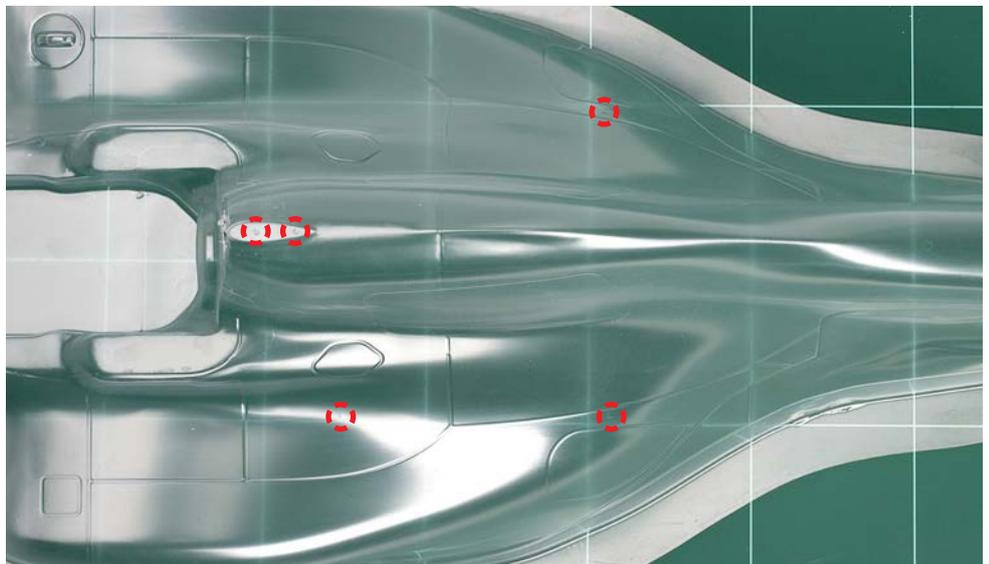
06 Next, cut two larger holes in the front face of the induction pod section of the running body – the locations of these are shown by the dotted red lines.



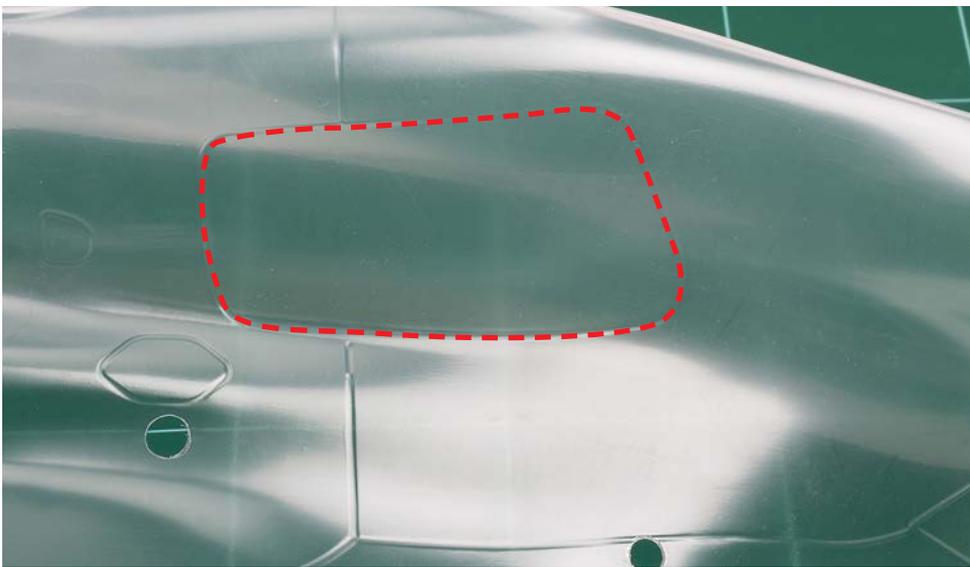
07 Place the reamer at the centre of each section indicated in Step 06, and bore a hole large enough for one blade of your Lexan shears to fit inside it.



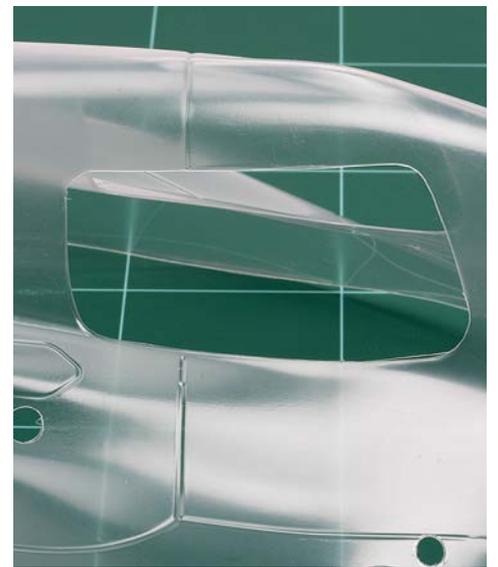
08 Very carefully, use your Lexan shears to cut out the sections marked by the dotted lines in Step 06. Don't cut all the way to the edges with the shears, but instead leave a millimetre or so and then use fine-grade sandpaper or a fine file to work the edges to a smooth curve, matching the dotted lines exactly.



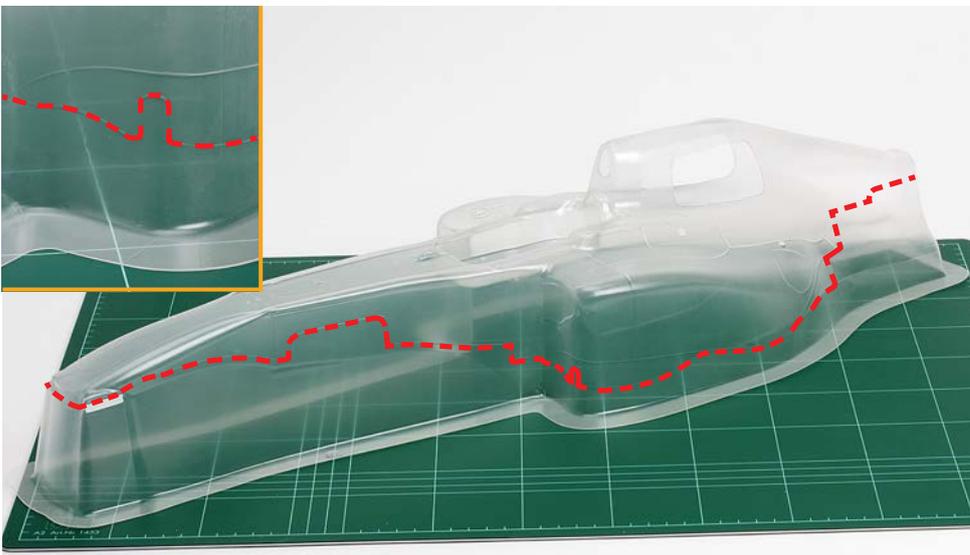
09 Next, use the reamer to create five more small holes on the top of the body. The two holes set close together at the front of the induction pod area should have a diameter of 1mm, while the other three should be 5mm.



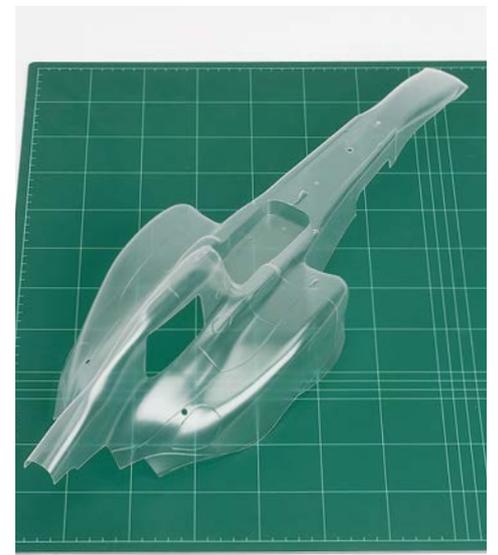
10 The next step is to cut away the two spaces that will sit at either side of the engine. The left-hand space is shown in the photo above by the dotted red line. To create this hole, follow the same procedure as you did to make the holes in the front of the air induction pod in Steps 06-08, again finishing by sanding or filing down to reach the final size and to remove any rough inner edges and create a smooth finish.



11 Repeat Step 10 to create the corresponding hole on the right-hand side of the running body.



12 The final stage of trimming down your RB7's running body is to cut it along its base line, shown here by the dotted red line. Use the shears to do this, again not going right up to the line, and then sand or file the edge to match the desired contour exactly and create a neat, smooth finish. Be extremely careful not to cut, sand or file above the dotted red line, and make sure to cut the small upward notch shown in the inset photo. Repeat this step for the right-hand side of the running body.



13 Your RB7's running body should now look like this and is ready to be painted, using the method described on pages 488-491 of this pack.

Stage 96

RUNNING BODY FRONT WING

IN THIS SESSION, YOU WILL ASSEMBLE THE FRONT WING OF YOUR RB7'S RUNNING BODY, THEN DECORATE THE WING WITH SPONSOR STICKERS TO RECREATE THE LOOK OF THE REAL CAR.



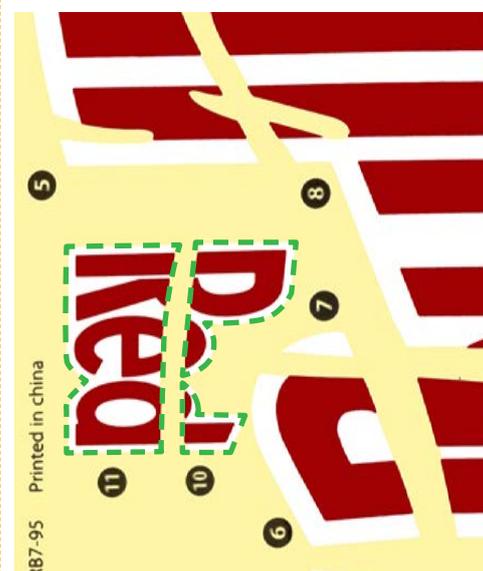
Tools & Materials

Phillips screwdriver (size 01)
Craft knife
Scissors

- 1 Front cascade wings (left and right)
- 2 Front wing endplate wings (left and right)
- 3 6 countersunk screws 2 x 6mm



01 For this session, you will need the running body front wing and sticker sheet supplied in Stage 95, along with the parts supplied with this stage, so have all of these to hand before beginning.



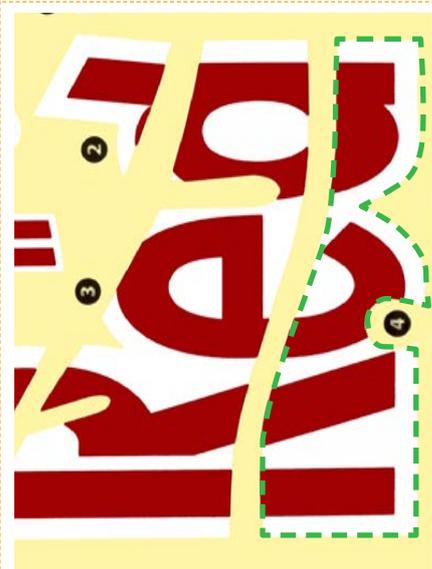
02 First, remove stickers 10 and 11 from the sheet, using scissors or a craft knife. As ever, cut carefully, going as close to the edges of the details as you can.



03 Apply stickers 10 and 11 to the right front cascade wing, as shown above.



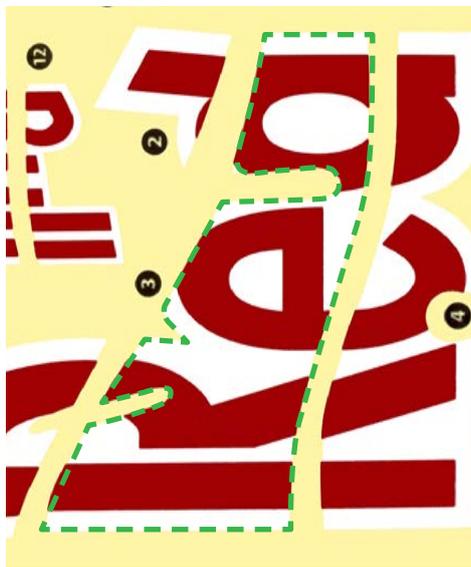
04 Repeat Steps 02 and 03, applying stickers 12 and 13 to the left front cascade wing.



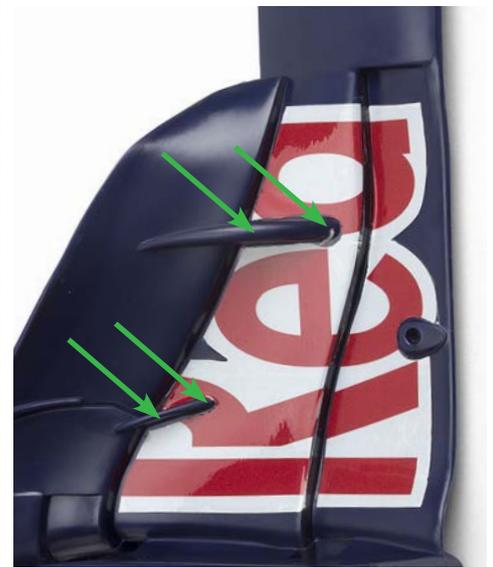
05 Next, carefully cut out the sticker numbered 4. Be especially cautious when cutting around the curved indent at the 'e' of the word 'Red'.



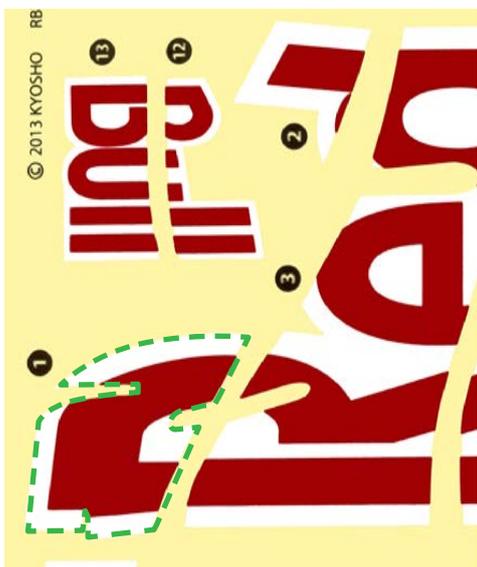
06 Apply the sticker, as shown, onto the right side of the front wing. Make sure that no bubbles or creases appear in the sticker's surface, and that the curved cutaway section in the 'e' of the sticker fits neatly around the raised section of the wing, marked by the green arrow.



07 Next, cut around the marked edge of sticker 3. Again, this will require precision.



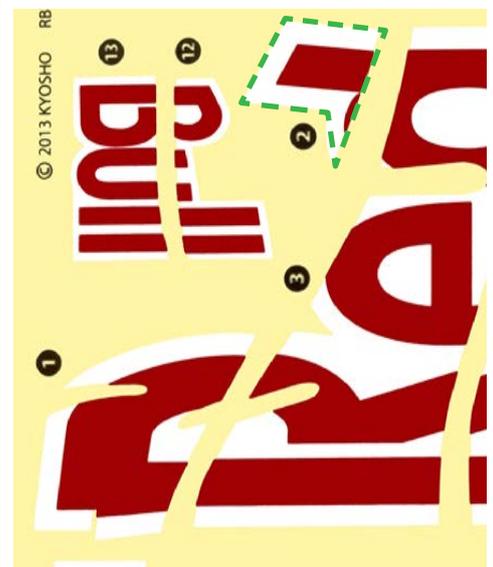
08 Apply this sticker to the section directly above the one placed in Step 06. Again, be very careful to position the sticker exactly as it is shown in the photo, with the two curved indented sections fitting neatly around the wing's raised sections (green arrows).



09 Now cut out sticker 1. Again, make sure you trim this exactly as the dotted green line shows.



10 Now apply this sticker to the upper portion of the front wing, as shown. Make sure that all the indented sections fit as directed around the wing's raised sections.



11 To complete the right side of the front wing, cut around the sticker numbered 2.



12 Place this on the upper portion of the front wing, so that it meets the rest of the letter 'd'.



13 The next phase will be to repeat this application for the left side of the running body front wing, so begin by carefully cutting out sticker 9 from the sheet.



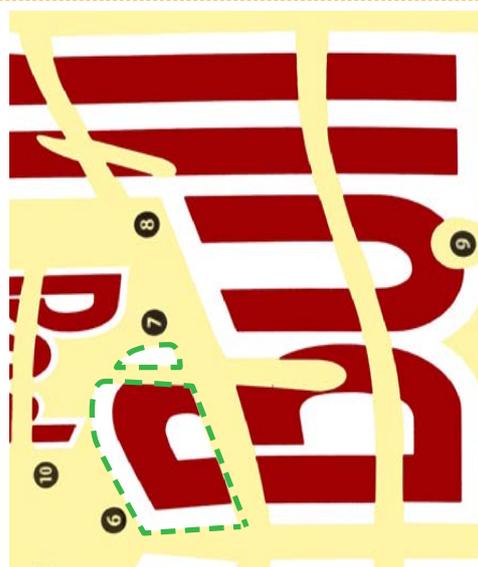
14 Place this on the front portion of the front wing. Again, make sure no bubbles or creases appear, and that the contours of the sticker exactly match those of the front wing.



15 Next, cut out sticker 8, which is the reverse of the sticker 3 you used in Steps 07 and 08.



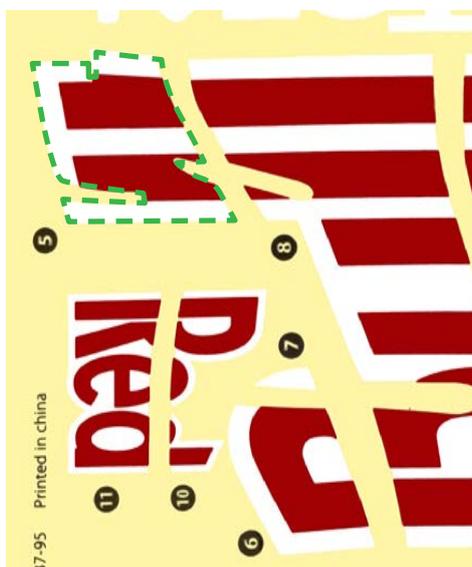
16 Apply the sticker to the middle portion of the front wing, making sure it fits neatly into place as indicated by the green arrows.



17 Cut out stickers 6 and 7.



18 Position these two stickers on each side of the raised fin on the upper section of the right side of the front wing.



19 Next, cut around the sticker numbered 5. Note the small details shown by the dotted line.



20 Place this sticker on the upper portion of the wing, so that it lines up with the top of the double letter 'l' of 'Bull'.



21 Lay the running body front wing on your work surface, and position the left and right front cascade wings as shown, above the corresponding sides of the front wing. Lower these into position, as indicated by the long green arrows, then insert four of the 2 x 6mm countersunk screws into the holes indicated by the short arrows.



22 Tighten each screw with a screwdriver to secure the two cascade wings to the front wing.



23 Next, place the right front wing endplate wing into position, as shown, then insert and tighten another 2 x 6mm countersunk screw to secure it.



24 Repeat Step 23 for the left front wing endplate wing.



25 Next, cut out the first TOTAL sticker (number 14) and apply it to the right side of the front wing, as shown.



26 Cut the second TOTAL sticker (also numbered 14) from the sheet, and apply it to the left side of the front wing.



27 This stage is now complete, and your RB7's running body front wing is nearing completion. Store this part safely away until next time.



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