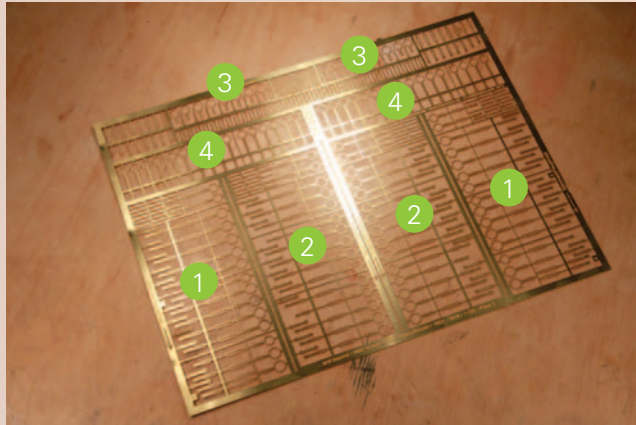




[tips & tricks for modelmakers]



- 1 Main mast sb/port 3 mizzen mast sb/port
- 2 Fore mast sb/ port 4 Futtock shrouds sb/port

Required basic tools:



Plate 3

Deadeye chains

With plate 3, the kit dead eyes, wooden dead eyes or resin dead eyes can be used.

What they all have in common is that I recommend tying the lower dead eyes into the irons and tensioning them downwards as described here. The shrouds should then be placed over the masthead in pairs of two as in the original. With the resin and wooden dead eyes, the distance for the lanyards can be easily adjusted using a relief knot before the end of the shroud is belayed. Finally, the lanyards are threaded in; as in the original, they serve both as a connection and as an element for adjusting the tension of the shrouds.





[tips & tricks for modelmakers]

Plate 3

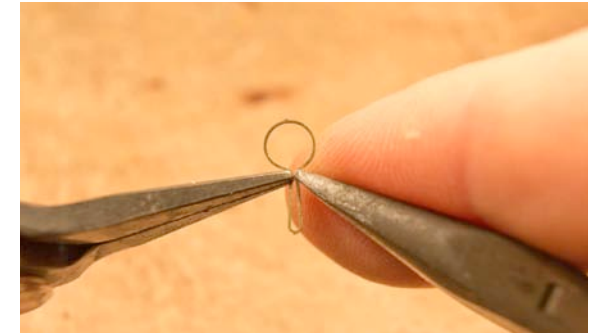
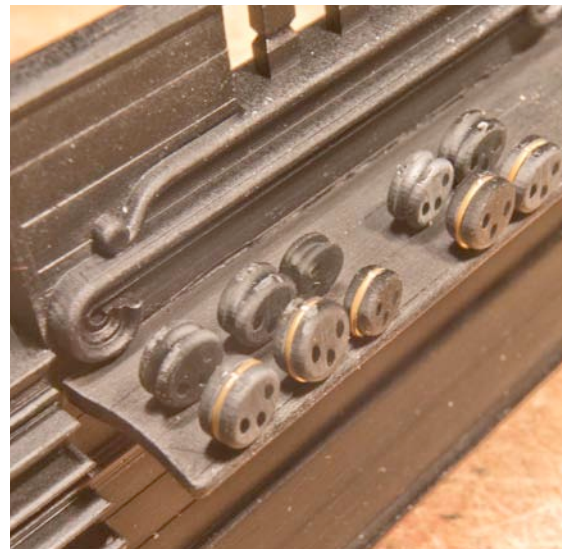
Resin deadeyes

The resin dead eyes are optimized for plate 3.

It should be noted that the lower and upper juffersn differ in their groove, with a narrow groove for the irons at the bottom and a wide, rounded groove for the shroud at the top. Before fitting, paint the juffersn black and blacken the irons.

If necessary, cut open the bridge in the middle of the irons, then carefully and evenly bend open the dead eyes with two pointed pliers and bend them closed again with the pliers.

Continue as described from page 5.





[tips & tricks for modelmakers]

Plate 3

Wooden deadeyes

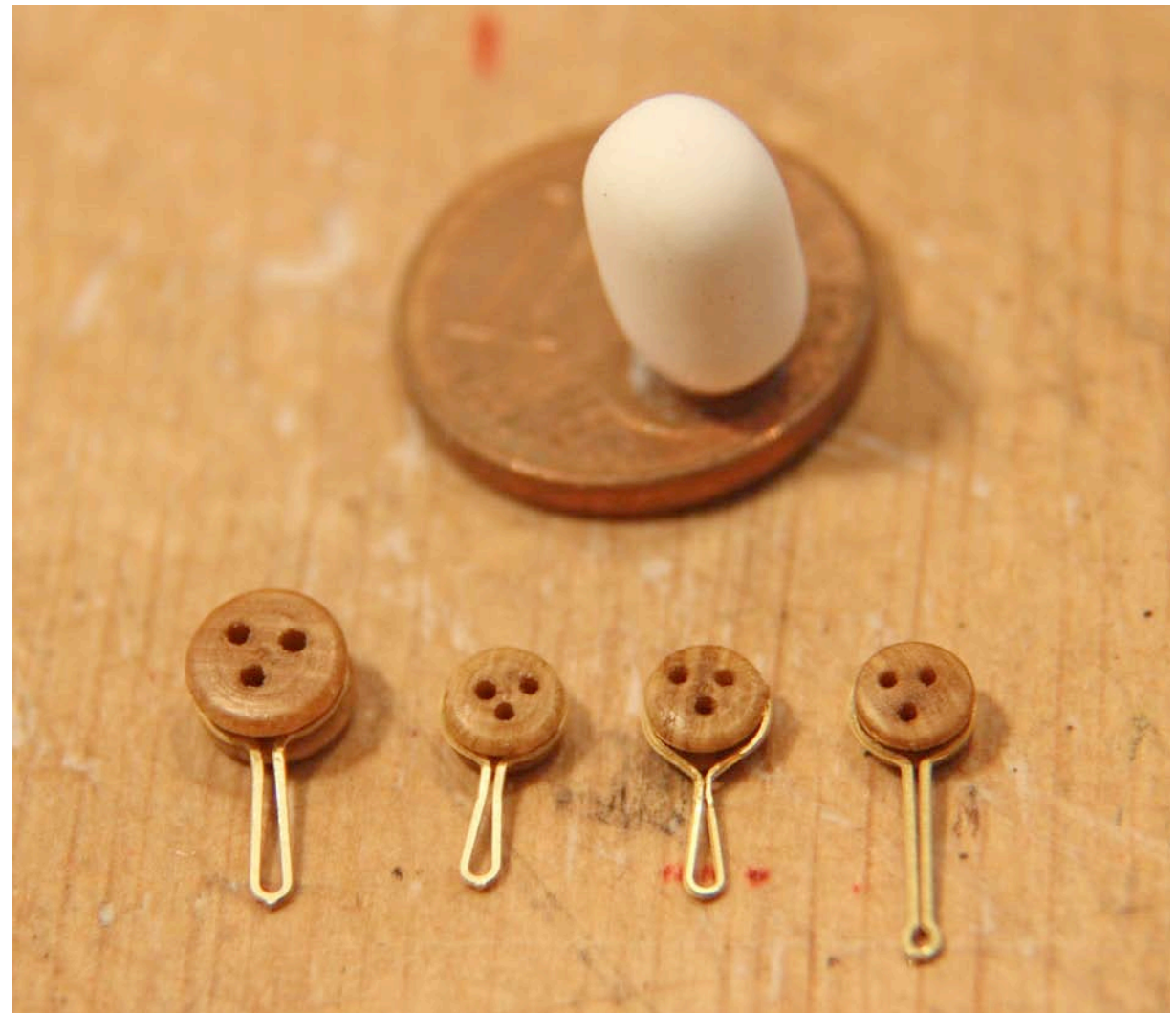
The installation of wooden dead eyes works in the same way as the installation of resin dead eyes, whereby there is no difference between the lower and upper dead eyes.



The dead eyes shown here are from Krick, the large dead eyes on the fore and main mast are 5 mm and the others 3.5 mm.

With Krick dead eyes, care must be taken to ensure an even hole pattern; Syrene juffers must first be assembled and ground round.

Please try out other manufacturers carefully beforehand. Continue as described from page 5.





[tips & tricks for modelmakers]

Plate 3

Wooden deadeyes

Of course, the dead eyes included in the kit can also be used for plate 3. Please note that it is particularly difficult to integrate the upper dead eyes, as there is no groove to guide the shroud, only a shoulder.

It should also be noted that the distance between the lower and upper dead eyes on the jig is too small. To achieve a successful model, it is better to dispense with this jig, hang the shrouds over the top of the mast as in the original, tie in the juffers at the correct distance at the bottom and use the lanyards last to equalize the tension.



The chain irons can be pre-assembled on the Heller jig with the lanyards (not yet shown here).

To do this, the dead eyes and the irons must be pre-painted. After threading in the lanyards as described by Heller, the old plastic brackets of the lower dead eyes must be cut off and the cutting surfaces repainted after the dead eyes have been cut loose.



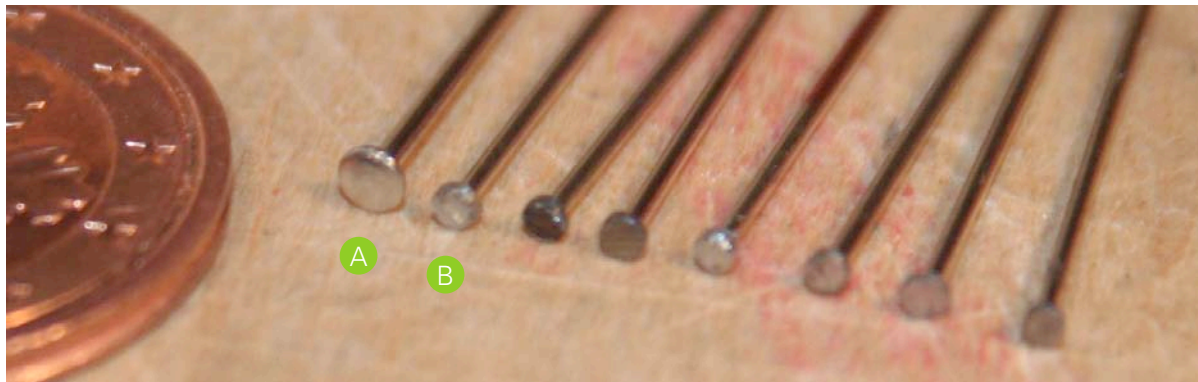
The better method, however, is to mount the dead eyes and irons first, then the shrouds with the upper dead eyes and only then thread in the lanyard to be able to regulate the tension well. This is shown in the following.



[tips & tricks for modelmakers]

Plate 3

Preparing the bolts



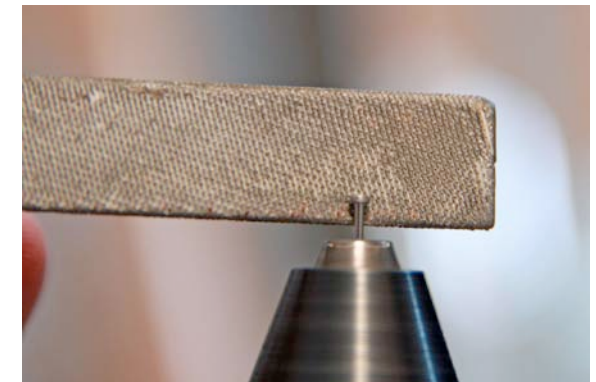
Preparing the bolts:

Use normal needles of max. 0,7 mm diameter of the shaft and a flat head. Put into a Dremel (or Proxxon or any other fast revolving machine) and reduce the diameter and height of the head even more by using a file.

A Original size

B Reduced head in diameter and height

Afterwards shorten the shaft to 3 to 4 mm.



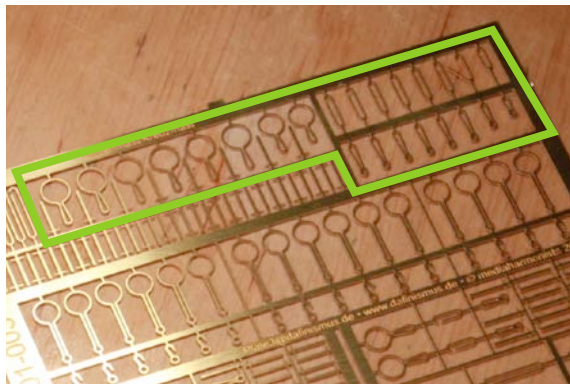
Even faster it works with the Double-Twin-Super-Drive-Technology: Put the needle into one machine and have a grinding disc in another one.



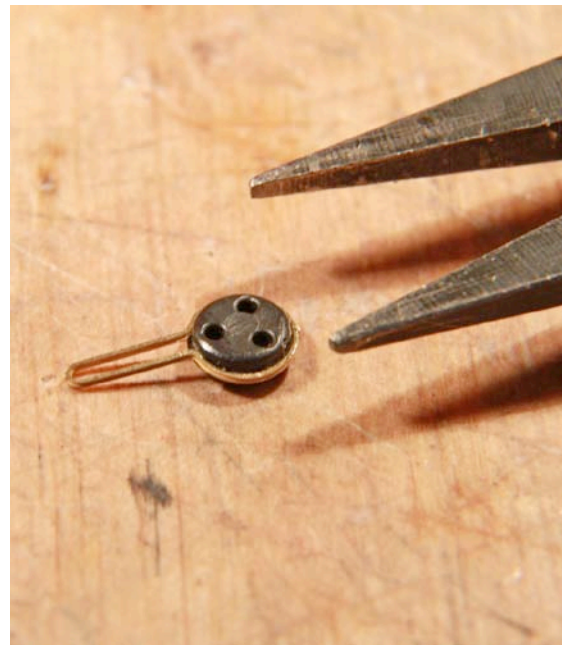
[tips & tricks for modelmakers]

Plate 3

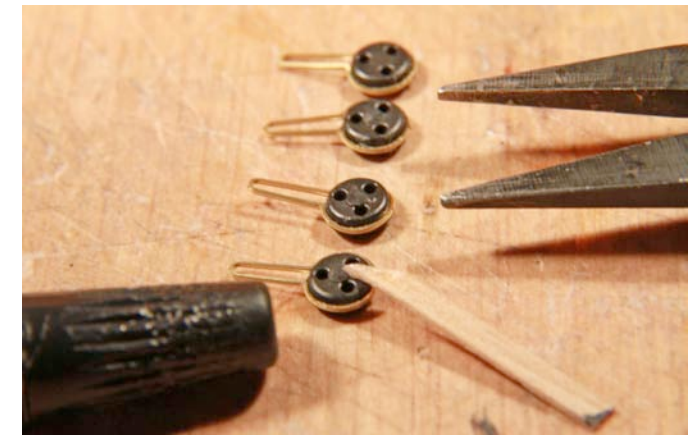
Preparation of the deadeyes and chains mizzen mast (1)



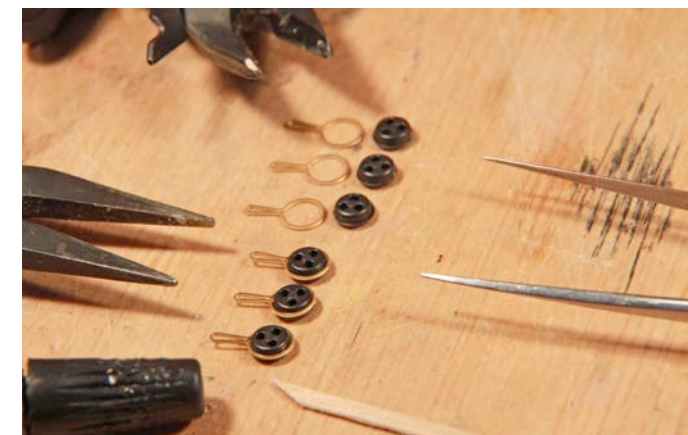
Cut off the irons and eventually open the middle with a sharp cutter or scalpel.



Take off the provided hook from the Heller deadeyes, clean properly and use a pliers to evenly press down the irons over the dead-eyes. Make sure that all deadeyes have the same orientation with the middle hole pointing downwards ...



Fix with CA using a small spatula or tooth pick.





[tips & tricks for modelmakers]

Plate 3

Mizzen chains (2)

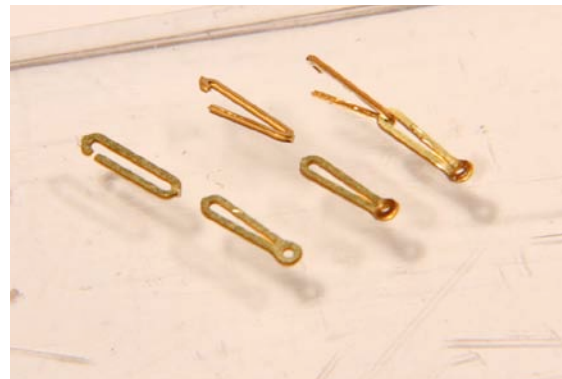


Put the 1irons with the dead eyes into the channels.

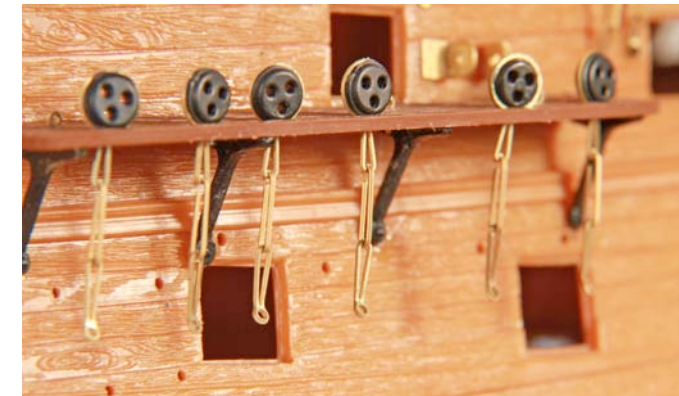
Latest now bend the lower part of the iron to the necessary angle. It is done best after being in the channels as the angle can now be judged best.



Now prepare the lower irons. Bend the eye of the lower part and open the middle one slightly *to the side*. Hook in the lower part. The opening of the upper one has to face inwards and up.



After hooking this pair into the upper part, carefully close the middle part using some fine pliers or tweezers.

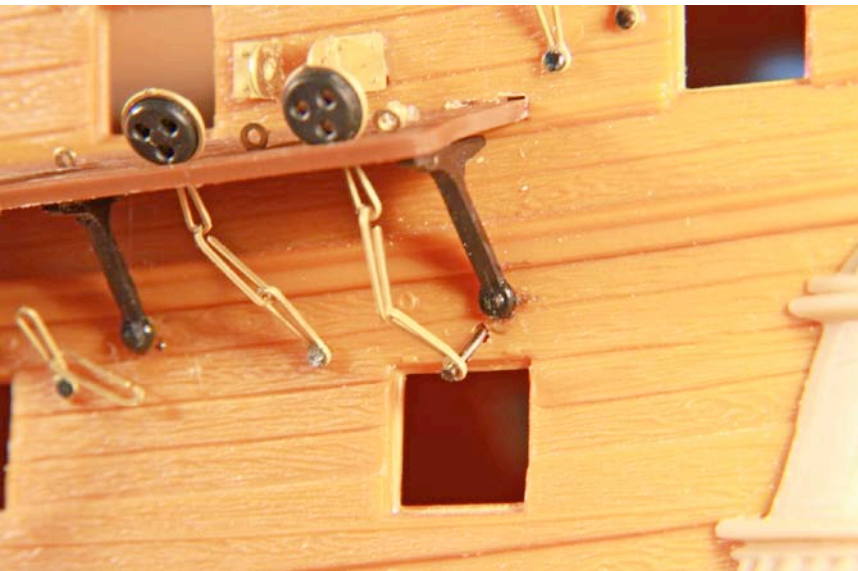




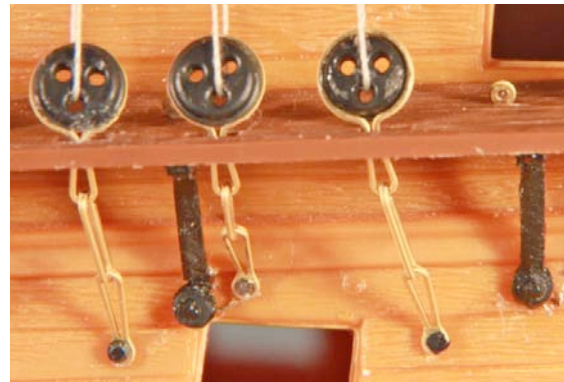
[tips & tricks for modelmakers]

Plate 3

Mizzen chains (3)



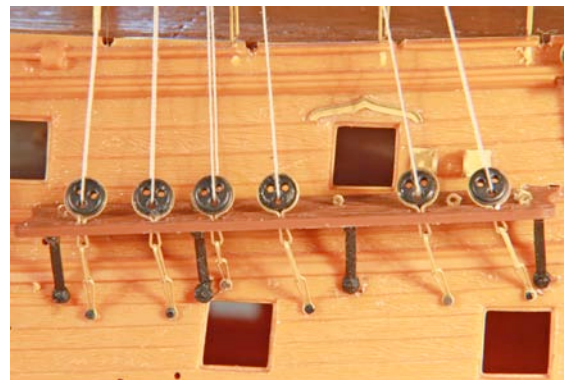
Stick the prepared bolts into the eye of the lower part and put some CA onto the shaft and push into the hole of the hull.



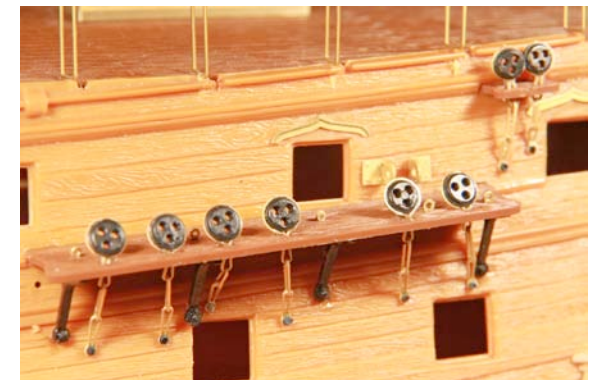
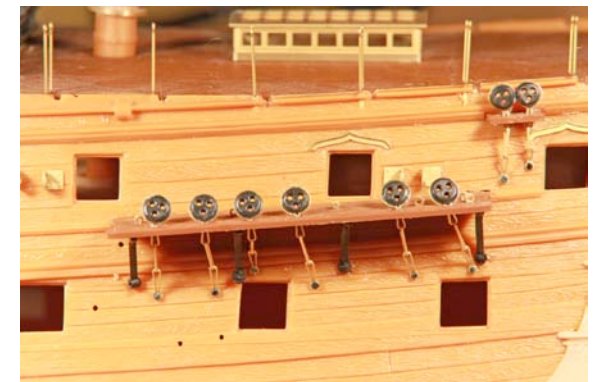
The middle part of the third deadeye needs to be shortened. Cut off the upper part of the middle iron and use some fine round pliers and bend to the required length.

The irons are meant to hang slightly loose in the channels.

Stick in the mast and fix some auxiliary „shrouds“ using normal thread ...



... pull the irons upwards and fix them inside the channels with a good touch of CA and cut of the helping threads.

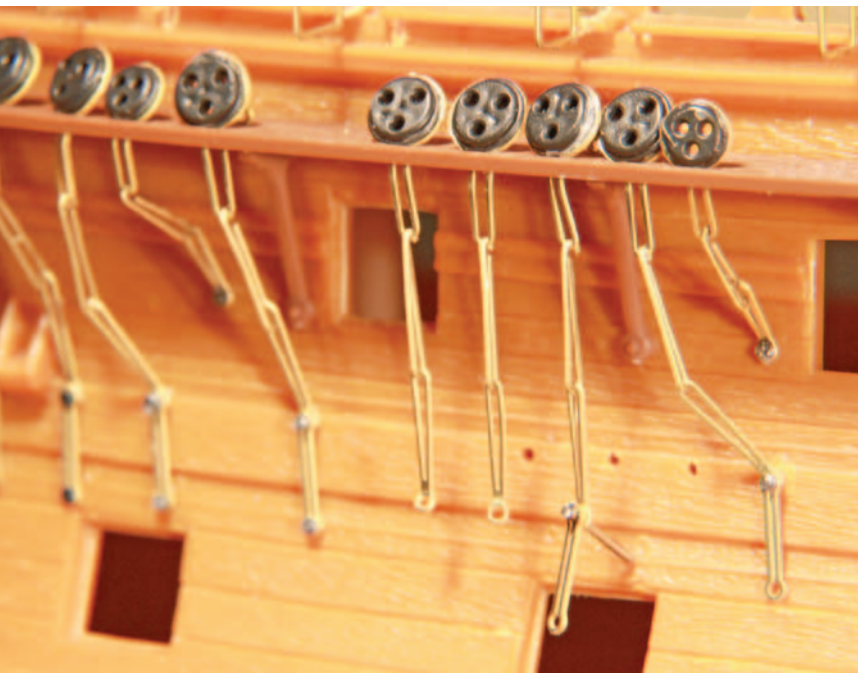
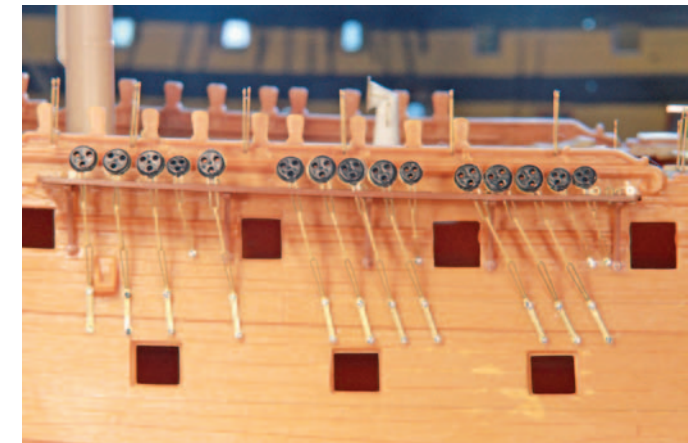
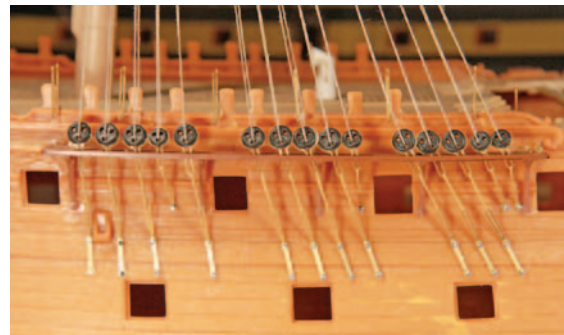
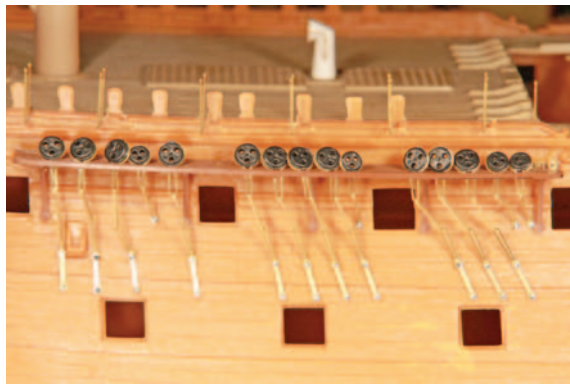




[tips & tricks for modelmakers]

Plate 3

Fore chains



There still is the preventer chain plate for the main and fore channels, but otherwise it is business as usual:

- Glue the deadeyes into the irons
- hook in and bend the lower part
- prepare and hook in the middle parts
- new: mount the preventer chain plate onto the (needle) bolt, and thread through the lower part of the chains
- put a tad of CA onto the shaft of the bolt and push it in and adjust the direction
- fix auxiliary shrouds and adjust the direction of the chains, and fix with CA.
- And new: Drill the hole for the lower bolt of the preventer chain plate and glue in the bolt.

Attention:

The fore channels provided by the kit are too narrow. So the hammock cranes collide with the shrouds. Please consider the following:

- make scratch build new ones that are larger
- put some styrene in between the hull and the channel board to create distance
- close the holes in the channel board and drill new ones more outside

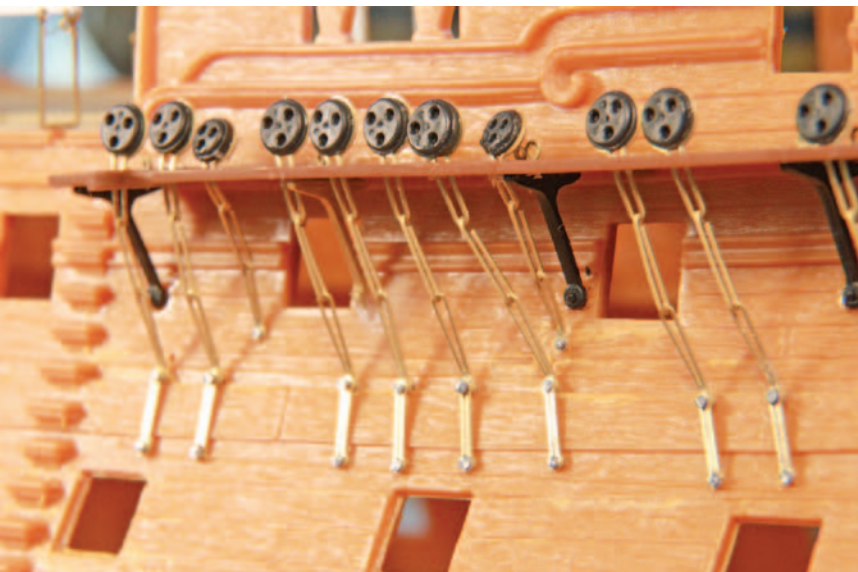
Please check these options before fitting chains and cranes!



[tips & tricks for modelmakers]

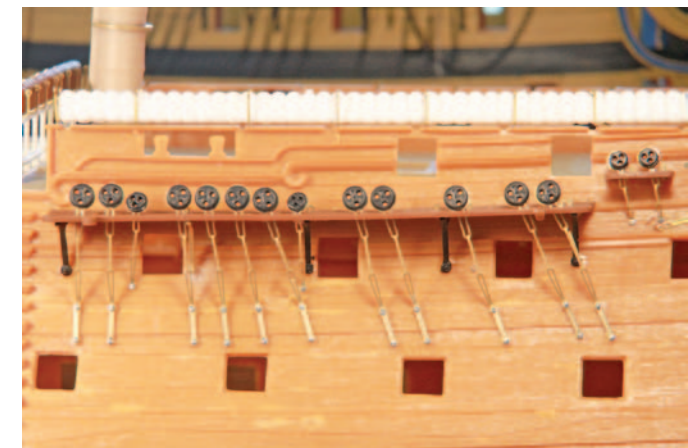
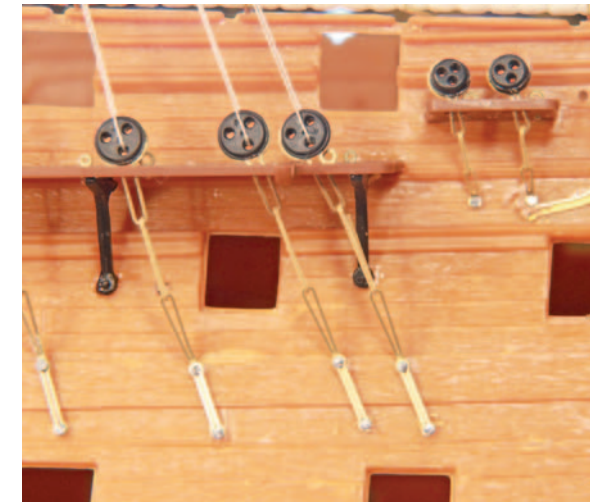
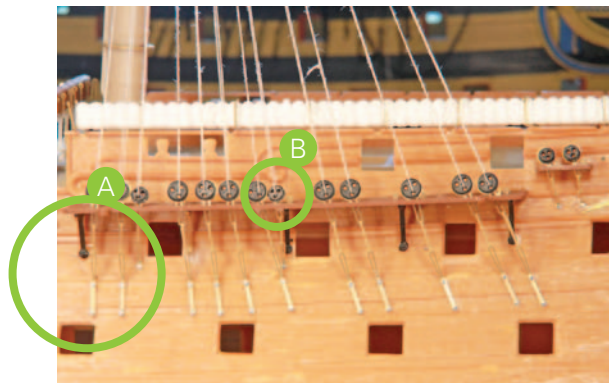
Plate 3

Main chains



Remarks:

- A** There is a shorter version for the use with the side entry port
- B** This deadeye is not provided by Heller. Either leave out or use some drilled sprue to create the missing deadeyes.



Attention:

The lower parts of the chains have different lengths because of the different rake, so do *not* exchange the parts!



[tips & tricks for modelmakers]

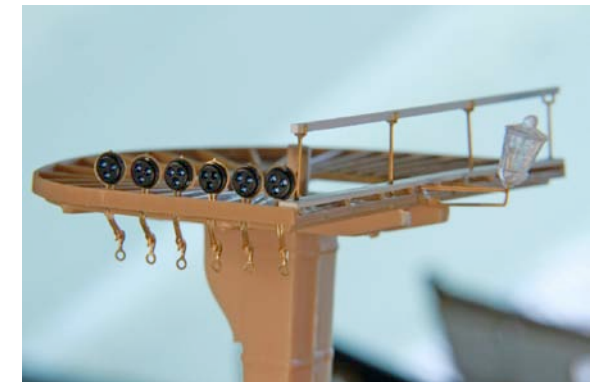
Plate 3

Futtock shrouds

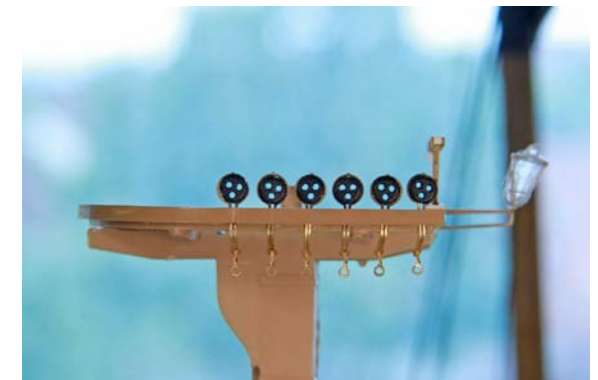


The deadeyes are fixed as described earlier, the holes in the fighting tops have to be broadened using a scalpel or thin file (drilling would give too big holes). The irons have to be well fixed with CA in the hole of the top, and the lower part of the iron has to be bent into the appropriate direction. The hooks have to be twisted 90 degrees in between the ring and the hook.

Fore, main and mizzen futtock shrouds are identical so no danger of mix ups.



Remark:
Stanchions for the rail and supports for the lantern are on plate 4.





[tips & tricks for modelmakers]

Plate 3

Alternative for the bolts

Attention: This is a **back-up technology** if one has trouble with the way the needles have to be prepared.

Get those T-bits from the sprue and put CA *onto the back part* and and put in from the inside of the hull. Make sure that *no CA gets stuck on the front bit!*

Attention:

This system is not as stable against setting the auxiliary or final shrouds. So they need a good touch of CA to be fixed inside the holes of the channels board.

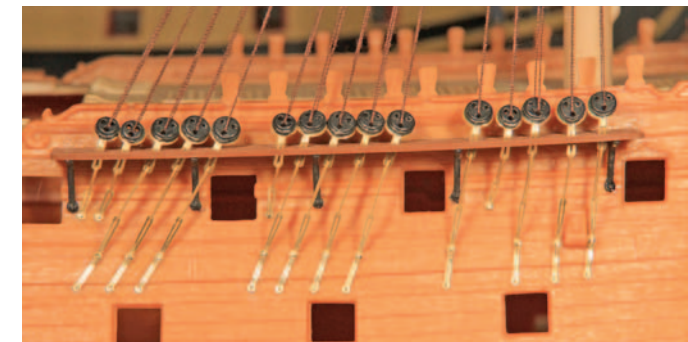
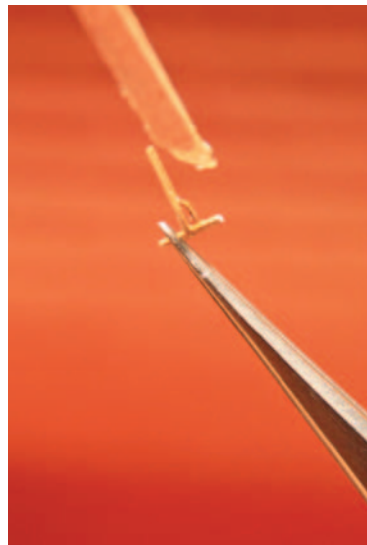
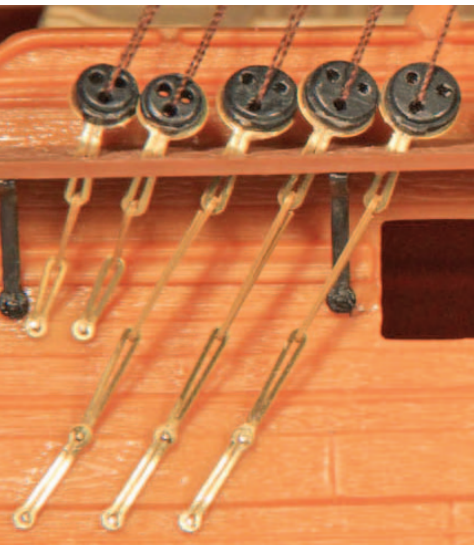


Secure further with a drop of CA on the inside of the hull.



The pins serve on the outside as fixing point for the lower parts of the chains. Those are just put over and fixed with CA.

To finish, just trim the length and put a tiny drop of white glue onto it to imitate the bolt.

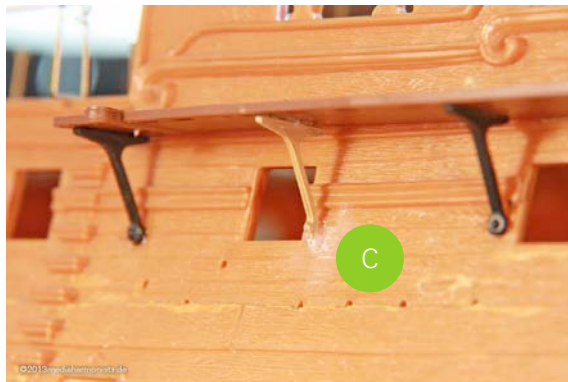




[tips & tricks for modelmakers]

Plate 3

Further remarks



There are extra support brackets for the main channels on plate 6 as Heller parts no. 24 is one short each side in the kit. (C)

- (D) spare parts
- (E) additional small deadeye
- (F) alternatives for with/without side entry port

