

## 13

SAILSETC Catalogue Number

Applications

6 Metre

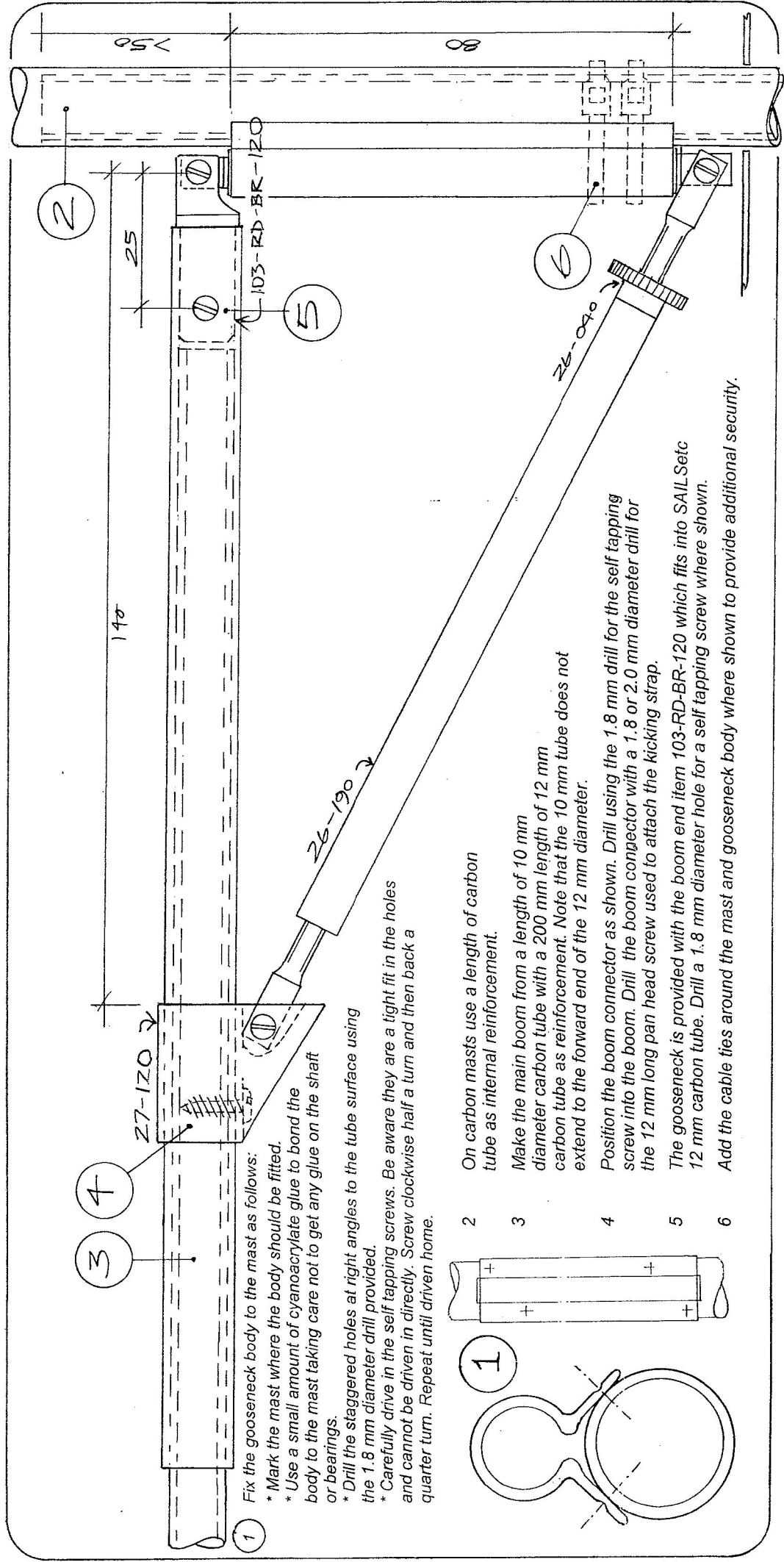
Fitting Description

ball raced gooseneck/kicking strut

Product Information PI 13 copyright SAILSetc 2024

Contents

| Qty                                     | 1 | 6 | 1 | 2 | 1 |
|---|---|---|---|---|---|
| gooseneck/compression strut unit        | 1 |   |   | 2 | 1 |
| No 2 x 9 mm self tapping screws         | 6 |   |   | 2 |   |
| M2 x 12 mm pan head screw               | 1 |   |   | 1 | 1 |
| boom connector, 27-120 or 27-140 or 27D |   |   |   |   | 2 |
| cable ties, plastic                     |   |   |   |   | 2 |
| 1.8 mm diameter drill                   |   |   |   |   | 1 |



- 1 Fix the gooseneck body to the mast as follows:
  - \* Mark the mast where the body should be fitted.
  - \* Use a small amount of cyanoacrylate glue to bond the body to the mast taking care not to get any glue on the shaft or bearings.
  - \* Drill the staggered holes at right angles to the tube surface using the 1.8 mm diameter drill provided.
  - \* Carefully drive in the self tapping screws. Be aware they are a tight fit in the holes and cannot be driven in directly. Screw clockwise half a turn and then back a quarter turn. Repeat until driven home.
- 2 On carbon masts use a length of carbon tube as internal reinforcement.
- 3 Make the main boom from a length of 10 mm diameter carbon tube with a 200 mm length of 12 mm carbon tube as reinforcement. Note that the 10 mm tube does not extend to the forward end of the 12 mm diameter.
- 4 Position the boom connector as shown. Drill using the 1.8 mm drill for the self tapping screw into the boom. Drill the boom connector with a 1.8 or 2.0 mm diameter drill for the 12 mm long pan head screw used to attach the kicking strap.
- 5 The gooseneck is provided with the boom end item 103-RD-BR-120 which fits into SAILSetc 12 mm carbon tube. Drill a 1.8 mm diameter hole for a self tapping screw where shown.
- 6 Add the cable ties around the mast and gooseneck body where shown to provide additional security.