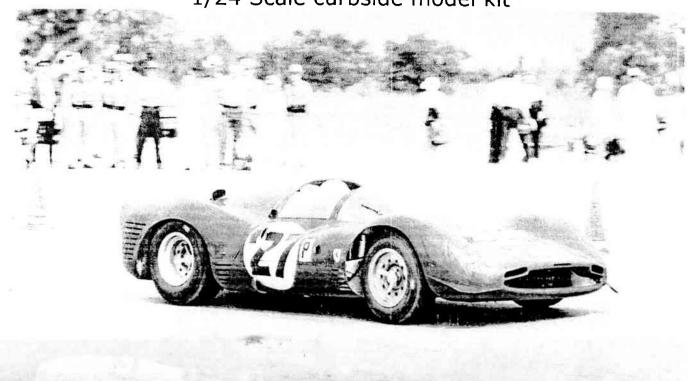
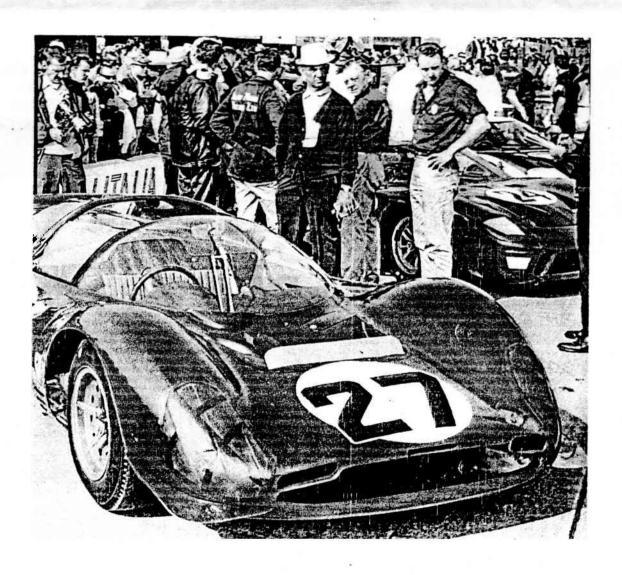
Ferrari 330P3 Spyder 1966 Sebring #27

1/24 Scale curbside model kit





Resin and metal parts list

Resin Parts:

R1 Body R2 Chassis Interior R3 Rear tires and rims R4 Front tires and rims R5 Rear bulkhead R6 Dash board R7 Rear brake rotors R7 Rear brake rotors R8 Front brake rotors R9 Rear bonnet scoops R14 Knockoffs R10 Number Lights						
R3 Rear tires and rims R8 Front brake rotors R13 Radiator R4 Front tires and rims R9 Rear bonnet scoops R14 Knockoffs	R1	Body	R6	Dash board	R11	Battery
R4 Front tires and rims R9 Rear bonnet scoops R14 Knockoffs	R2	Chassis Interior	R7	Rear brake rotors	R12	Fire bottle
	R3	Rear tires and rims	R8	Front brake rotors	R13	Radiator
R5 Rear bulkhead R10 Number Lights	R4	Front tires and rims	R9	Rear bonnet scoops	R14	Knockoffs
	R5	Rear bulkhead	R10	Number Lights		

Clear Parts:

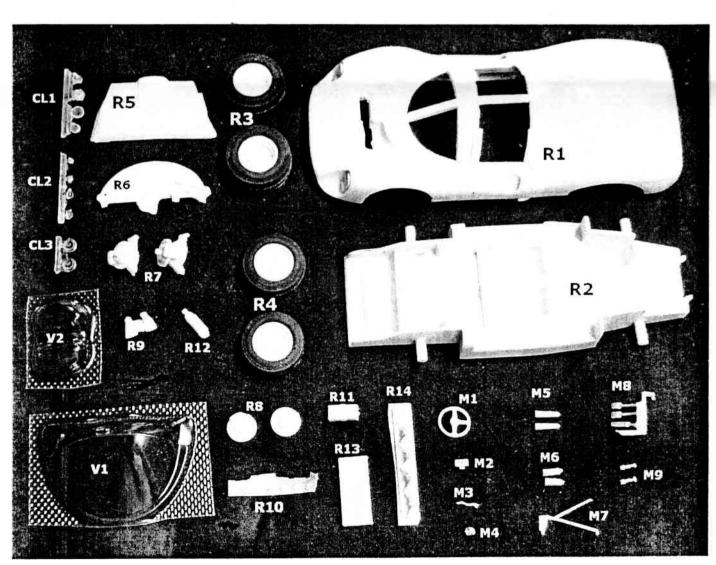
CL1	Headlights, large and small	CL2	Directional lights front and rear
CI3	Rear taillights		

Metal parts:

M1	Steering wheel	M4	Fuel filler cap	M7	Interior bracing
M2	Shift gate	M5	Rear exhaust long	M8	Gas/brake pedals
М3	Shifter	М6	Rear exhaust short	M9	Rear bonnet latchs

Vacuform parts:

V1	Windshield	V2 Headlight covers
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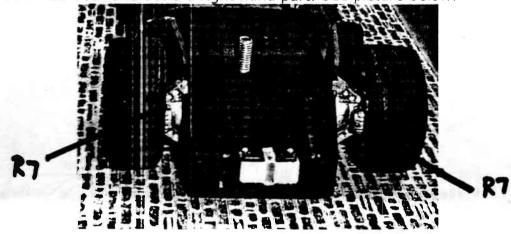
Please read all instructions and study all the reference photo's before you begin assembly

OVERVIEW

The Ferrari 330P3 was a difficult model to have produced but it is finally here. The model itself should go together without too much difficulty but there are some areas that are a little troublesome. I have tried to cover them as best I can.

Chassis details:

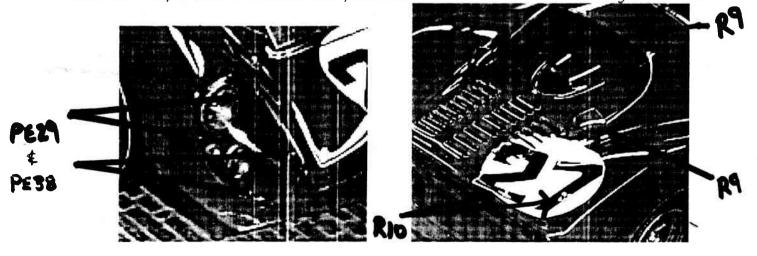
The biggest problem with the chassis was the rear wheel area. The chassis was originally designed with the rear axels attached to the chassis. You would just slip the rim on the axle and be done. However, I did not like the way the tires lined up. In fact, they did not line up correctly. The fix is you must remove the rear axels off the chassis and fit **part R7** in its place. This part also has the rear disc brake detail. It should look like the illustration below. **Part R7** has both a left and a right hand part. See picture below.



Body Details:

On the photo-etch sheet there are some little details that can dress up the front headlight covers. **PE part PE29** are located are four points under the headlight cover. These represent the screw holes which the headlight screws go into to hold down the cover. Bend them at 90 degrees in the middle. The screw is **PE part PE38**. Below is a picture of what it will look like. It's a small detail, and hard to see, but I liked it. See picture below left.

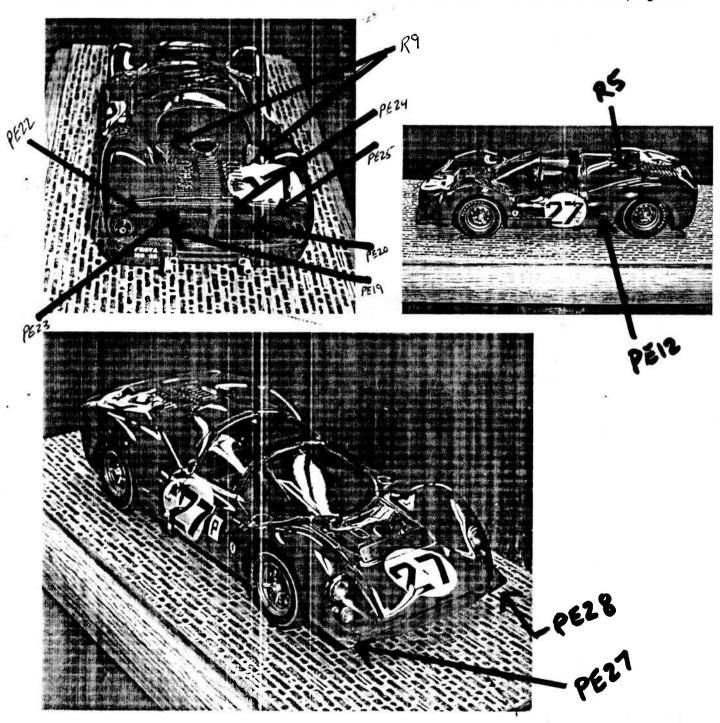
Below right is the rear body picture. The small details to note hear is the **part R9** which are the rear body scoops. There is a left and a right. They are molded together. Please look how they are on the model and you should be able to see which side goes where.



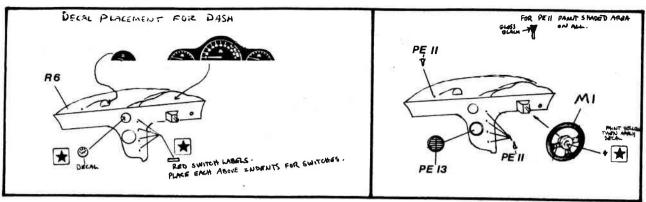
Another body detail to be careful with is the windows. It's a difficult area on most any model to work with the vacuform windows. Even for experienced modelers. Along with the vacuform, also included is clear styrene for the side windows. Surrounding the side windows is photo-etch. Just carefully follow the directions in the instruction sheet. Go slow.

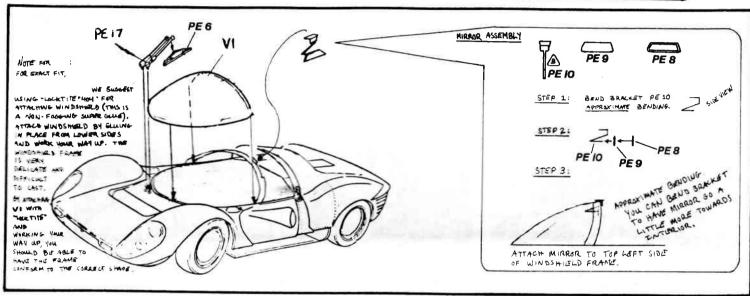
Its also important to note that the Sebring 330P3 DID NOT USE A FRONT GRILL! Its included on the sheet for the upcoming 330P3 Coupe and also for the 330P4 if that should be re-released.

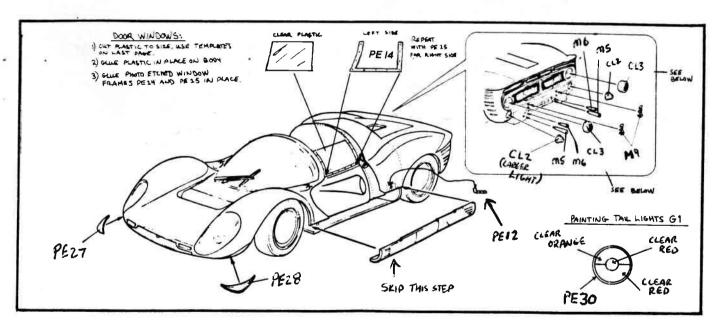
Below are some pictures of the built model illustrating placement of some of the parts. Some items are shown in the instruction sheet also but extra reference is always good.



I would like to thank Jerry Rutherford, Tim Grundy, Profil24, Cartograf and Joe Vondrachek for helping to make this model possible.







DOOR WINDOW TEMPLATES



