

CHAPTER 4

THE

AIRFLO

GLIDER

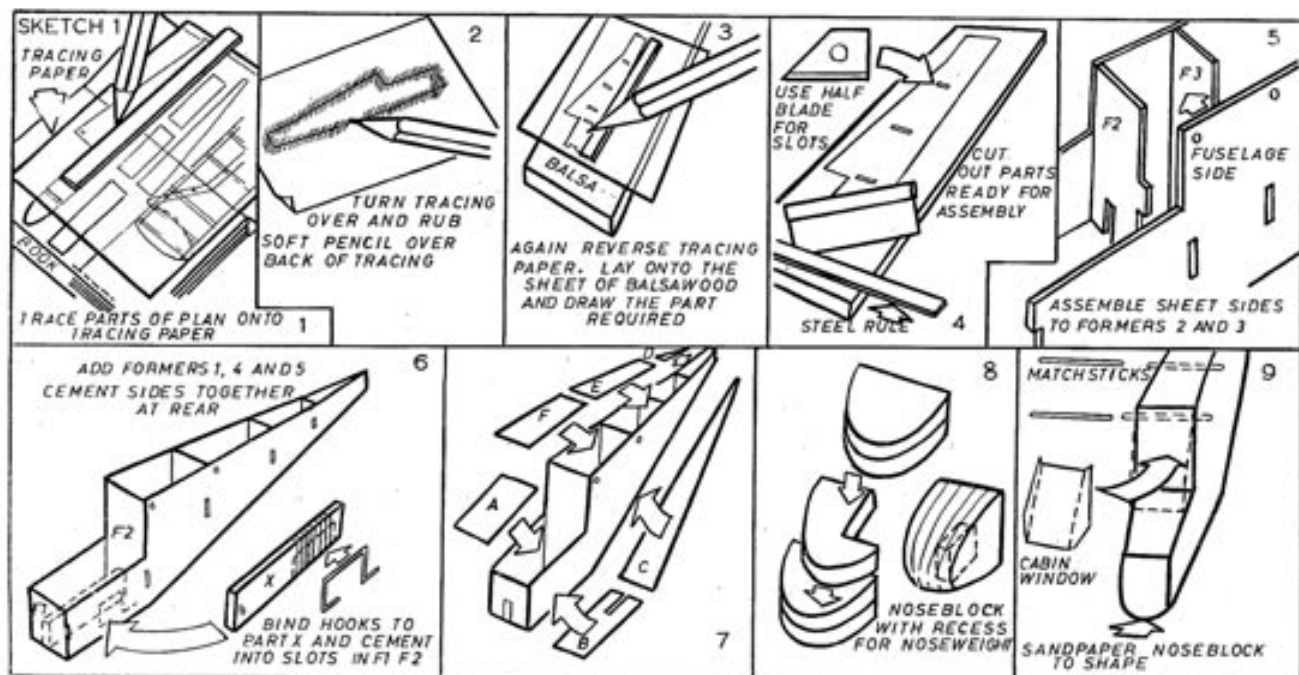
GET AIRBORNE
WITH THIS SIMPLE
EFFICIENT GLIDER

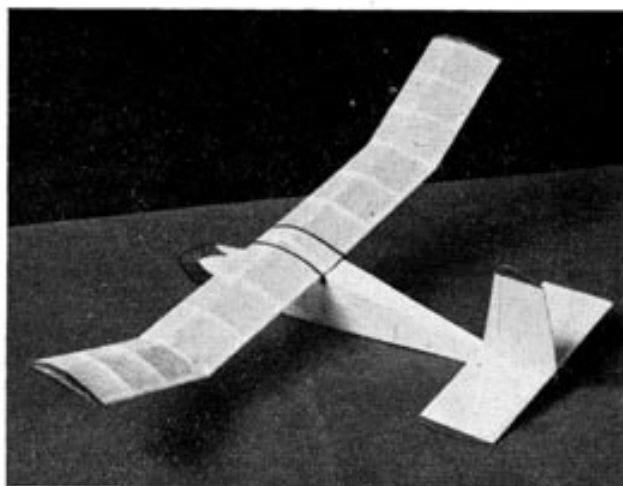
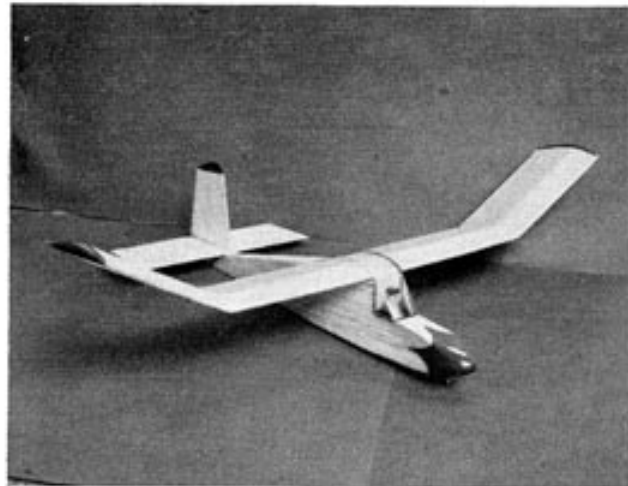
HAVING now read the first three chapters, you are no doubt itching to get building and there is no better model to start with than this simple glider.

We are keeping written instructions to the minimum, as the step-by-step sketches below will make the actual building quite clear. The flying notes at the end of the chapter are important, so please read them carefully.

Having traced the various parts off the plan, transferred them to the balsa sheet and cut them out, start with the fuselage. Every so often look along the

fuselage from either end to see it is not twisted. When completed, it can be given a thin coat of dope. Having rounded all edges, mount the tailplane and fin squarely on the rear of the fuselage. If you lightly dope these parts, do it *before* assembly, and pin the parts to the board while drying to avoid warping. Do the same for the wing. When completed, balance your model carefully by inserting lead, or a piece of old cement tube, into the noseblock recess. Balance point: $1\frac{1}{8}$ in. *back* from the leading edge.





FLYING NOTES—Hand launch your glider into wind, pushing it forward gently, nose pointing slightly down. Do not throw the model. A straight glide, the model landing about 20-24 ft. in front of you, is what is required. A steep turn to the left is cured by bending the fin trim tab about $\frac{1}{16}$ in. to the RIGHT and vice versa (model viewed from the rear). A dive is corrected by bending UP the trailing edge of the tailplane slightly. A stall (model climbs steeply and falls backwards or dives) is corrected by adding to the noseweight. Unwind about 80-100 ft. of thin thread and tie a small paper clip to the end. Get your assistant to put the clip on to the front hook if the day is breezy, or on to the rear hook if

the day is very calm. Then begin to run forward slowly as your helper releases the model. On windy days it may even be possible to tow up the model without moving forward at all. If all is well the model will tow up straight, and, by slowing down, you can release it from the tow line at the top of its climb. Should the model swing either right or left, slacken the line immediately. If a steep bank develops, DROP the line. Steep banks can be cured by using the trim tab as for hand launching. Practice makes perfect. Gliding really *is* fun.

By the way, store your glider (and in fact *all* your models) in a dry place. Damp will warp your models and prevent them flying well.

