The process of evolution seems to work a bit quicker with contest types than with reptiles and the like. It took just about a decade for a wide variety of stunt ukies to refine themselves into one basic type, the familiar area-laden streamliner on the contest scene today.

In flight the basic stunter is tough to improve upon, for moments, areas, airfoils, weights, balance, power and streamlining are just about perfect, the minimum and the most in that order. Take-offs are smooth, flight stable, corners tight, power ample, inverted its no different, and the glide is like a feather.

Only one drawback... it can get a trifle monotonous, both to the spectator and the flyer. The “Earthquake” was designed to create a little hot-blooded change of pace, when things start to lag. It is not intended for contest flying, does not fly inverted, and is limited in its stunt-ability. However, what it does do, it does fast. And

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EARTHQUAKE: Defined as “a trembling of the earth caused by movement of rock masses, or by volcanic shocks”. Also caused by “buying the farm” with a .45.

Plans are full size, construction is easy.
Takes .35, .45 engines on up.
Try flaps maybe, or night lights, engine speed control?