to the tune of a roaring .45, or more. We suggest it be equipped with at least a .45, J. Roberts Flight Control System, and possibly landing flaps. A Johnson Auto-Pitch prop would do it proud. With engine idling, it goes nowhere, until you rev it up, and the blades seek full pitch. Off the ground and tight on the lines in seconds, with the scenery a blur. Its small area will increase the radius of all maneuvers, but will give you a more realistic flight. Wing-over and loops are about its limit, though the feel of a high-speed dive on a tethered balloon will be action enough. For buzzing bushes, trees etc. it is ideal, and if two are built, formation flying can be pretty wild. With engine idled down, the ship will lose altitude and barrel in for a power-on landing. Here it has an advantage over the stunt ships, as the touch-down speed is greater, and it will hold tight on the lines quite a bit better with power-off on throttled down approaches. Line lengths of 75 feet are recommended, and the ship can fly with longer if you wish. We have flown similar ships on 125 foot lines in calm air, but this seems to be about the limit, as the bow in the line wanted to touch before the landing.

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