model. If the flier was on a mound of earth, it would help.

For still more fun, try a light on the ship. One bulb is all you need, though you might wish to build in a full system of wingtip and landing lights. If the field is smooth, no ground lighting is needed. It is best to fly from the darkest site you can find, as lights in the area tend to confuse the vision as you rotate with the model.

So . . . if you feel the need of a little sport flying, try the "Earthquake". It will not replace your stunt ship, but add a new dimension to your flying experiences. Plans are full size right here in the book, and the minimum needed to save page space. Most of the data is on the plans, and experienced builders will have little trouble in duplicating the design. New builders had better build calmer projects, as ships of this nature either land on the wheels or total out.

Build the wing and tail surfaces (Continued on Page 34)