THE "EARTHQUAKE"

(Continued from Page 34)

the ship will react to control.

If you built working flaps onto the ship, we suggest they be left inoperative for the initial flights. This will give you a faster and actually safer landing speed, as the aircraft remains under flight control till the wheels are on the ground. Also, you will better be able to evaluate the flaps effect, after you have flown without them.

When first employed, limit the down-travel to about 15 degrees, and hold the "Earthquake" about fifteen feet off the ground, in a near level attitude, with the plane throttled down, but at moderate speed. The flaps should give a more bouyant glide at low speeds, but may cause you to balloon somewhat if the model is travelling fast. As you gain the feel of

(Continued on Page 38)