AEROSTREAK
(Continued from Page 26)

the clay forward of the wood for a shock absorber. Now for flight testing.
This is a strong glider but none are indestructible, so proceed cautiously.

Never throw a glider hard until you are reasonably certain that it will re-
cover from a dive. First of all, do the testing over a field of weeds or other
yielding surface. Hand-glide the model directly into any breeze, slightly nose
down, with just enough speed so that it floats as released. A few trials will
give you the idea. If it noses up and stalls add clay to the nose. If the glide
is steep remove clay. The glide should be steady in a large left circle. Try
some launches from an elevated spot if possible.

Next, launch the glider with more speed in a slight left bank. It should
rise a few feet then continue around smoothly. If the circle is too tight bend
the rear of the fin slightly to the right. If the model banks over to the left and
dives, bend the trailing edge of the stab up a little. This launch requires prac-
tice but is valuable in checking diving tendencies. Repeat with more speed
until the glider gains about twenty feet and glides smoothly down.

Now, for full power. Hook a fore-
finger over the finger rest and throw
as you would a baseball at the angle
shown on the plan. Ideally, the glider
will zoom nearly straight for a ways
then bank over in a climbing turn lev-
eling out as it slows to gliding speed.

If it zooms straight ahead and stalls,
try a little more bank next time. If it
banks over and doesn’t climb, try less
bank on the next launch. If the model
loops over instead of continuing on up
for altitude bend the trailing edge of
the stab down a little—remember this
can dive the model in, so add a little at
a time. It will take experience to learn
which adjustment eures each undesir-
able characteristic.

Launching a glider is a physical
skill that requires practice so that the
proper release angle is obtained each
time. There is real satisfaction in see-
ing a glider zip up, level out, and float
down the way you want it to! The hi-
start is fun to try when the arm tires.
It will put the glider higher than it
can be thrown.

BILL OF MATERIALS
(Balsa unless noted otherwise)

1-1/4" x 4" x 36" Wing
1-1-1/16" x 3" x 36" Tail
1-5/32" x 9/32" x 20" ... (pine) Fuselage
16" plywood; clay; sanding sealer; dope; thinner;
caster oil; cement; strip solder and thread.

SHOOK UP
(Continued from Page 23)

plane rolls forward on takeoff.
I entered this ship in two contests.
The first one I lost because I didn’t
practice enough flying with my wrist
in a pylon. On an official flight I
bounced it in on the first lap. My me-
chanic had to change props and restart

Dale Kim checks out the controls on his dual profile Mono-line model which uses
one line for elevator control and the other to control a variable speed Fpx engine.