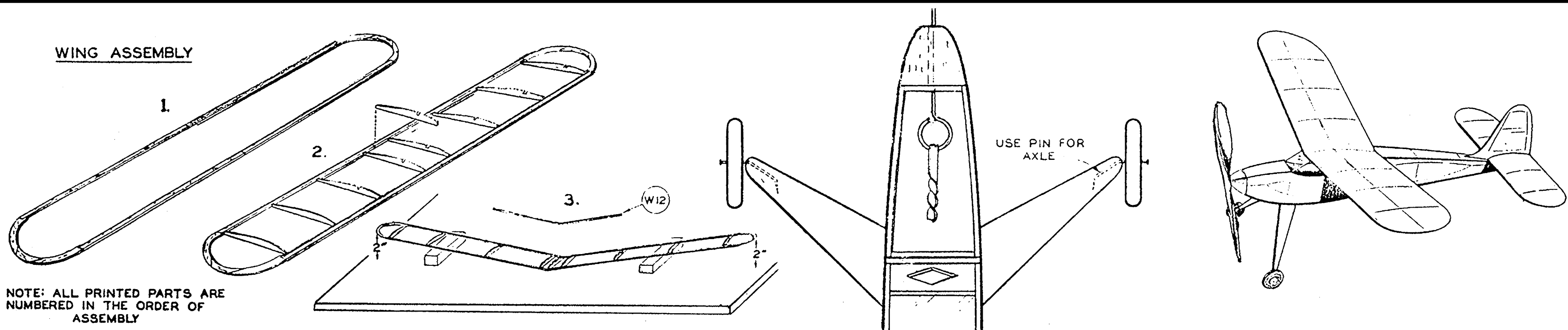
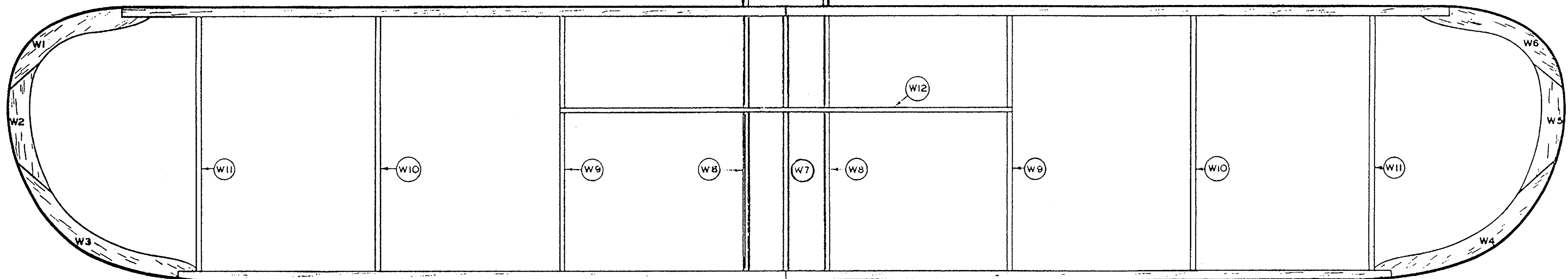


WING ASSEMBLY



FLYING

GLIDE MODEL TO DETERMINE WHETHER IT STALLS OR DIVES. IF MODEL STALLS, ADD SOME WEIGHT (CLAY, ETC.) TO THE NOSE. IF IT DIVES, ADD WEIGHT TO THE TAIL. WHEN A LONG FLAT GLIDE IS OBTAINED, GIVE THE MODEL A FEW WINDS AND OBSERVE IT'S PERFORMANCE. INCREASE THE WINDS AS THE PERFORMANCE IMPROVES, UNTIL MODEL CLIMBS UNDER POWER AND SHOWS A FLAT CIRCLING GLIDE.



FUSELAGE ASSEMBLY

