





you make these changes, the model will no longer be legal for Old Timer competition.

As is the case with many O.T. models, no balance point was shown on the original plans. So, to get an approximate starting point, we used the formula on p. 20 of Frank Zaic's 1935-36 Yearbook, and came up with a balance point 4-1/4 inches forward of the l.e. of the wing. From there on, you're on your own.

If you build one of these models, be sure and let us know how it flies, and if possible, send us a photo!

**Instructor . . . Continued from page 11**

the tip speed too high in flight, resulting in extremely high in-flight noise as well as too high a vibration level. In this case, a 15x5 or 14x6 is the better choice to keep the tip speed down.

Propeller efficiency is a subject we haven't touched upon and this is as good a place as any to insert it, as it will play a large part in proper propeller selection. Generally speaking, a large propeller turned at lower speed is more efficient than a smaller propeller turned at high speed. I have been told by many engineering types that in most cases, the highest efficiency is obtained at around 600 feet/second tip speed. This would mean that an 11-inch prop should be turning at around 12,000 rpm in the air for maximum efficiency. Also, it is commonly said that a wider blade prop will be more efficient than a narrow blade prop of the same pitch, due to Reynolds Number, so the problem becomes very complex. The problems we are beginning to face with our higher speed engines are similar to the problems faced by the turboprop engines, and the solution may be the same: small-diameter multi-bladed props with wide blades.

The present solution to this problem for our large models has been the belt drive system, which works because the efficiency loss in the reduction unit is less than the efficiency gain of the larger propeller. The long term solution to this problem may be in engine design. Quite likely, increasing the stroke and decreasing the bore to bring the peak of the horsepower curve down to a lower rpm to enable us to use more efficient propellers will occur in the future, especially in larger engines.

While on the subject of propellers, some important safety tips are in order.

First, never use a prop with a crack or chip in it; second, use only a good reamer to change the hole size to avoid cracking the prop (the Fox 2 and 4 step reamers are ideal for this); third, don't throw anything into the prop to stop the engine; and fourth, wear some type of eye protection when running any engine. I also highly recommend the exclusive use of hardwood props. Plastic or nylon props (non-glass filled) of over 10-inch diameter should never be used, and no plastic or nylon propeller should ever be used on a high-performance



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engine larger than 1/2A.

Well, enough kibitzing on propellers. I guess I'd better answer those letters.

Dear Dave: With my limited experience in pattern, I was wondering if the direction of roll in the four-point and slow rolls makes any difference. Does engine torque play a factor? Should I just do it the way it feels most comfortable? Stephen Morimoto.

Dear Stephen: This is a difficult question to answer with any authority, but I'll give you my ideas on the subject. Many full-scale aerobatic pilots as well as aeronautical engineers have told me that rolling left (with the torque) is better, as it requires less control surface throw for the same roll rate, which results in fewer problems with slowing down while rolling. A few top pattern fliers have been proponents of always rolling toward the judges (roll right when going left to right and roll left when going right to left), as they feel this looks better to the judges, while some others roll in one direction for the slow roll and point rolls and in the other direction for the three rolls to take advantage of using more roll

rate in one direction than the other. Now that all the above theory is out of the way, I'll tell you that I always roll right, as it is the most comfortable for me, and I've always scored well on rolling maneuvers, so you can draw your own conclusions.

Dear Dave: In your column in **Model Builder** you have given several trimming tips and all are helpful, but for the novice beginner, where does one start? Could you give a step-by-step trimming method, explaining what each should do, what to look for when it is not correct, and how the next trimming step can interact with the previous one?

I think there are many novices who just don't realize how difficult it is to trim for straight and level flight (normal and inverted).

Also, the novice doesn't seem to realize the importance of takeoff and landing maneuvers and they seem to practice more on the flying maneuvers.

I suggest that a trimming plan, step by step, perhaps one step each month with explanation, would make good material