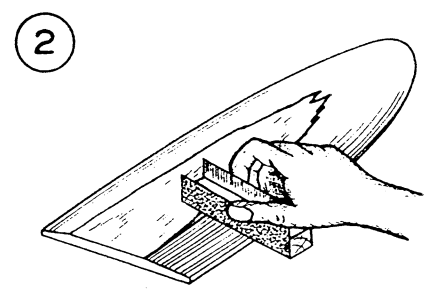
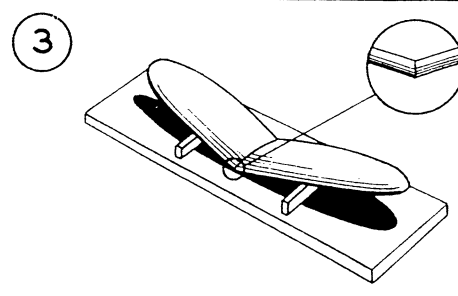


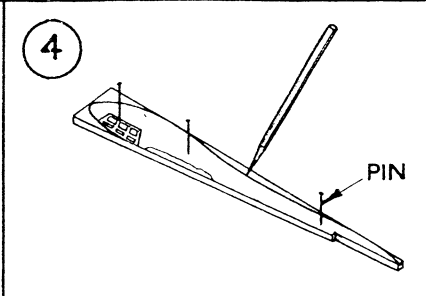
1 CUT TO OUTLINE AND CARVE AS SHOWN ABOVE



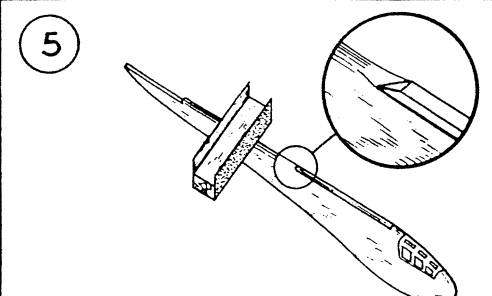
2 SANDPAPER SMOOTH TO WING SECTION SHOWN BELOW



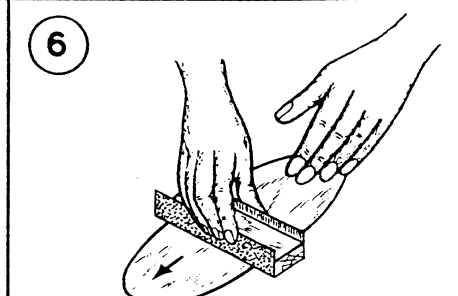
3 BEVEL WING AT CENTER (SEE INSET) AND GLUE TOGETHER WITH TIPS RAISED 2-3/16"



4 CUT SIDE VIEW OF BODY FROM PLAN AND TRACE ON BLOCK, THEN CUT TO SHAPE

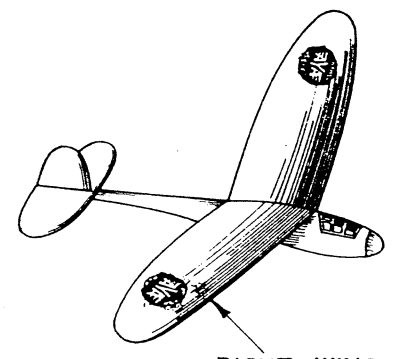


5 CUT "V" GROOVE IN TOP OF BODY. (SEE INSET) SAND CORNERS OF BODY AND GLUE ON WINDOWS

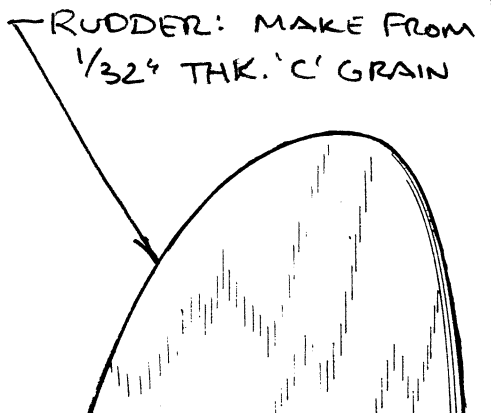


6 SAND ELEVATOR AND RUDDER SMOOTH

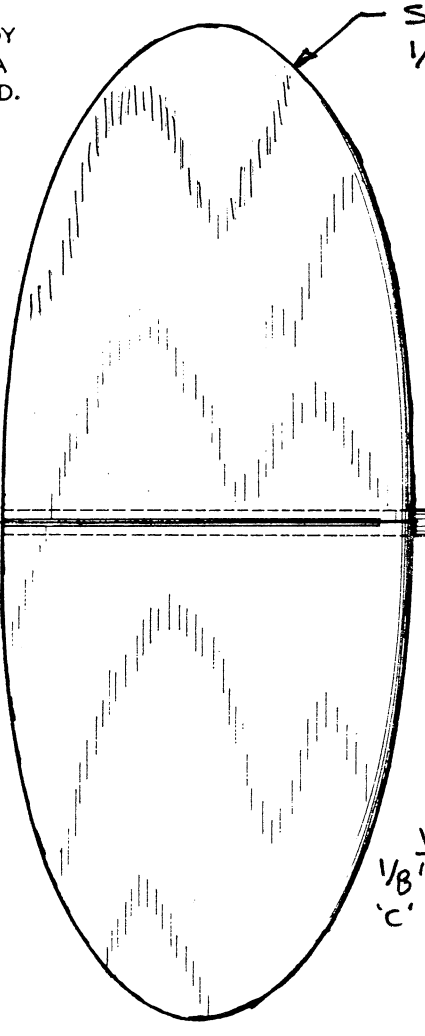
IF DESIRED, WING AND BODY MAY BE COATED WITH BANANA LIQUID AND THEN SANDPAPERED. THIS WILL PRODUCE A SMOOTH FINISH.



RIGHT WING



RUDDER: MAKE FROM 1/32" THK. 'C' GRAIN



STAB: MAKE FROM 1/32" THK. 'C' GRAIN

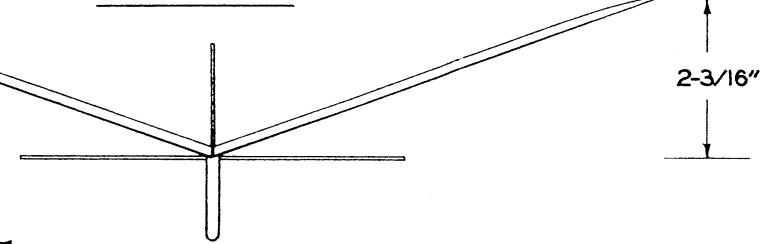


STICK INSIGNIA TO WING



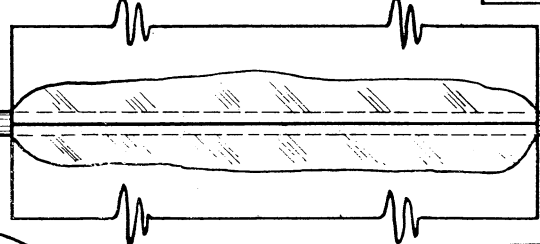
WING 1/8" THK 'C' GRAIN GLUE FILLET

FRONT VIEW



2-3/16"

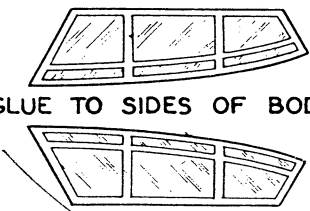
TOP VIEW



WING FLAT PATTERN

L.E.

GLUE TO SIDES OF BODY



BALSA BLOCK OUTLINE

ADD CLAY HERE

STAB

C.G.

T.E.

WING SECTION

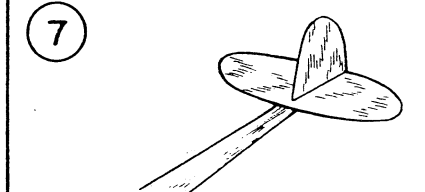
1/8"

SIDE VIEW

ADD CLAY TO NOSE OF GLIDER UNTIL IT BALANCES AT THIS POINT

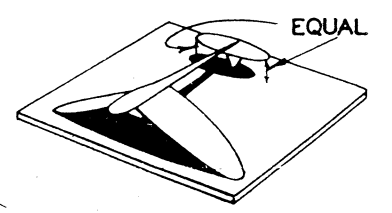
FLYING INSTRUCTIONS

Add modeling clay or putty to nose of model until it balances at point indicated in side view. Glide the model, pointing it at a spot on the ground about 25 feet away. Model should glide in a long, smooth path. If it dives, bend rear of elevator slightly upward. If it pitches, bend rear of elevator slightly downward. Then bend rear edge of right wing downward to produce a left circling glide. For long flights after model is well adjusted, launch it hard upwards with a 45° bank to the right.

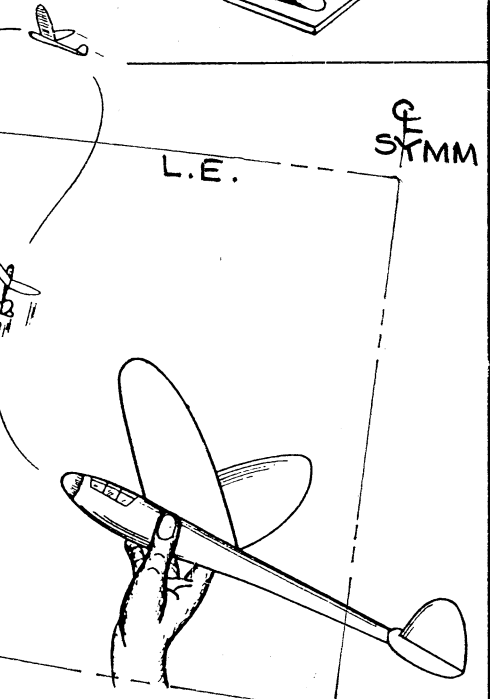


7 GLUE RUDDER TO ELEVATOR. THEN GLUE THIS UNIT TO BODY

8 WING ATTACHMENT



EQUAL

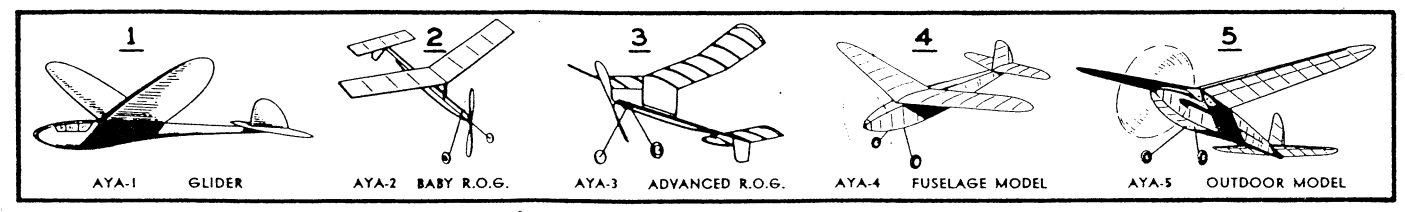


THE DESIGN OF THIS GLIDER HAS BEEN APPROVED BY THE AIR YOUTH OF AMERICA.

PROJECT NO. 1
NEXT MODEL IN THIS SERIES IS THE BABY R.O.G.

BODY: MAKE FROM 1/8" THK A OR B GRAIN

APPLY GLUE GENEROUSLY AT WING ROOT



GLIDER

SPAN 13" LENGTH 10"

KIT NO. AYA 1 DRAWN BY Harold Benjamin