







NOSE ASSEMBLY

Glue the nose doublers to either side of the nose as shown. When the nose doublers are dry cut a 3/4 inch length from the tip end of a 1/8 inch diameter bamboo barbque skewer. Pushe it into the fuselage, as shown, leaving about half of it sticking out, and glue firmly in place to serve as a launch hook.

ASSEMBLY

Sand all parts smooth and add any drawn on markings before assembly. Carefully fit the assembled wing to the fuselage. This may requre a little sanding and trimming of the wing slot to get a good fit. Make sure that the wing is centered and the dihedral angle is the same on both sides of the fuselage before gluing the wing in. Insert the elevator into the slot in the fuselage and center it and glue it. Glue on the tail making sure that it is striaght fore and aft and vertical to the fuselag. Glue the engine nacelles, into the slots in the leading edge of the wing. Be sure that they are parallel to the fuselage.

The assembled model should look like the one in the photo.



"B-52" A PROFILE CATAPULT GLIDER Sheet 2 of 3

HJL MODEL DESIGN

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TRIMMING FOR FLIGHT

The balance point will be at the trailing edge of the wing about half way between the inboard nacelles and the fuselage. Because of the bamboo launch hook the assembled model will most likely be nose heavy. You can use clay to balance the model, but the prototypes required so little weight that they were balanced by pushing straight pins into the tail end of the fuselage. Two to four should be enough to start. When the model has been roughly balanced, test glide it to find if it stalls or dives. If it dives add more weight to the tail, if it stalls remove weight. You should get a fast glide that is just short of being "floaty".

CATAPULT LAUNCHING

Position of nose doublers

This model has flown well on an 8 inch loop of 1/4 inch, flat, tan sport rubber. It has also flown well when launched with the blue rubber band from a Guillow's model. You can use a launch stick or just hold the rubber band in your hand as you prefer.

Do not launch this model vertically! It will not roll out at the top of a vertical launch, and if it does not have enough altitude to pull out of the resulting stall and dive will come back at you like a lawn dart. It should be launced to climb to altitude and will gain just as much altitude as a cat launch glider that can be launched vertically.

You will have to experiment to get the best launch angle for your model but a good start is to launch with the model angled slightly to the right at a 45 degree up angle with the wind 90 degrees to your right. The model will do a climbing turn up wind and reach maximum altitude just as it gets upwind which will slow it to gliding speed.

, Position of launch hook

Wing slot

Good launches get 15 to 30 second flights.

FUSELAGE

Position of tail

Use this pattern to cut the fuselage from 3/16 inch sheet balsa. Do not cut the windows and door outlines. they may beadded later with a fine tip felt pen if desired.

Model climbs to the right and slows to gliding speed as it comes upwind

Launch angle right wing tip slightly down

TYPICAL LAUNCH

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Sheet 3 of 3

Maximum altitude Model glides from

Slot for stabilizer