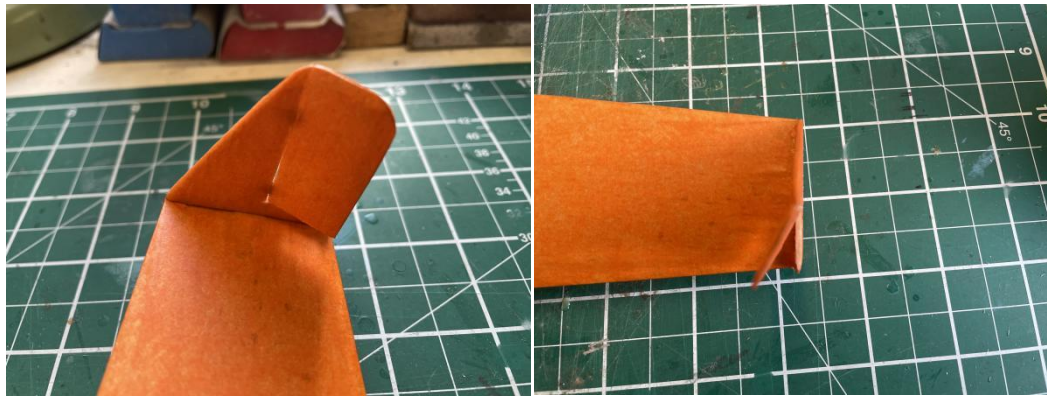


VMC Pilot Flying notes

The model was ballanced at a point 10mm behind the mainspar. This is slightly different to the plan which says balance the model on the mainspar. I worked this out using plastercene added to the nose and checking the glide with hand launches over some grass . Once I had a nice glide the same amount of lead was cyano'd to the underside of the nose. In this case it needed 1.46g.

I first flew mine indoors so I added a rudder to one of the fins. I cut the section out after I'd covered it and lined the rudder hinge line up to where the sloping edge of the front of the fin means the flat top section. To form the hinge I simply used 2 small 4mm diamonds of cut from an aluminium drinks can which were cyano'd into the sheet balsa of the fin and rudder after I can carefully cut a slit into the balsa using a sharp scalpel



To achieve the turn needed to fly indoors I added about 6mm of left deflection

I started with the kit 3/16" rubber motor which I made up by tying the knot as close to the end as possible. This gave me 14" loop of 3/16 and is clearly a great motor for outdoor flying. The motor should take around 900 turns safely with a rough breaking limit of 1,160 turns

The Pilot has been designed so that the rubber motor is equally positioned across the balance point so changing rubber motors doesn't require the model to rebalanced which makes trimming and trying different motors much easier

For indoors 3/16" is way too powerful and the Pilot was soon bouncing off the rafters so I went to 1/8" rubber which was ample. I made up a much longer motor too, over 2 x the peg to prop hook distance. This ended up as a 20" loop of 1/8" which has a safe wind limit of 1,550 and max of around 1,900.

The model flew well on this motor, staying just under the rafters at Berinsfield from an ROG (Rise Off Ground) launch using 1,100 turns. No changes were needed to the thrust line

There is a video of it flying on youtube - <https://youtu.be/CFnSYDZK8EQ>

The Pilot is a lovely stable flyer I don't think you'll be disapointed by its performance