

Radio Control Flyers Unlimited

Flight Plan

AMA Charter # 1442

President: Ben Lanford 209-572-5098

Vice President: Gregg Bixel—209-409-2424

Safety Officer: Paul Klahn—209-962-6404

Secretary: Steven Howie - 209-957-5088

Treasurer: Joel Merriam - 209-595-2634

Membership Chair - Greg Mariani - 209-848-4828

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Current News

There will be no December Club meeting at the field. However, the field is open for flying. There will not be any get together (Christmas party, etc.) in December. The next meeting will be held in January 2019.

The officers for 2019 are:

Ben Lanford	President
Gregg Bixel	Vice President
Steve Howie	Secretary/Treasurer

I will be sending out the annual loan payments for the individuals that loaned the club monies for the runway repair.

The annual dues invoices were sent out during the first part of November. Please ensure that you return your invoice to me even if you do not owe any monies. It helps me keep track of who is renewing their membership without missing a qualified member.

If any member wishes to help by mowing the areas around the runway, please let me know. I have the key to the storage unit where the lawn mower and trailer are stored.

Tips for Learning to Fly RC Planes *from troybuildmodels.com*

• **Check Control Surfaces**

The elevator, rudder and ailerons are the control surfaces on the plane. They all work together to create air resistance so that the plane will move in a specific direction. 'Checking' the surfaces specifically mean checking the throws of the control surfaces. In essence, throw is used in reference to the angle at which the control surfaces move. The bigger or higher the throw,

the more drastic the craft will respond. The manufacturer of the RC plane you choose will always recommend the correct throw. It is important to check the instruction manual for the correct throw settings.

• **The High-five Method**

The High Five Method can be used to make sure that the controls on the transmitter are enabling the control surfaces to move in the correct direction. Directly hold the transmitter over the middle of the plane. When you provide your elevator, aileron or rudder with input, imagine that the surface is rising up to give your thumb a high five.

• **Center of Gravity**

The center of gravity (CG) of the plane is among the most essential things to pay close attention to before the plane is initially launched. The CG is always different and this largely depends on the design of the RC plane. In addition, the center of gravity will be outlined in the instruction manual of the plane. The majority of the designs have balance points someplace on its wings. These two points can be used to figure out if the CG of the plane is off. The plane can be placed on those two balance points and put on a flat surface. If it tilts too much forward, some weight should be added to the tail; too far backward, add weight to its nose. Keep removing or adding weight until the craft sits level

• **Check Battery**

A source of power is needed to fuel the plane so having a dead battery makes no sense. Do a triple check to ensure your batteries are charged before attempting to fly the plane. Battery checkers can be found practically anywhere, particularly online, and they are totally worth the low cost.