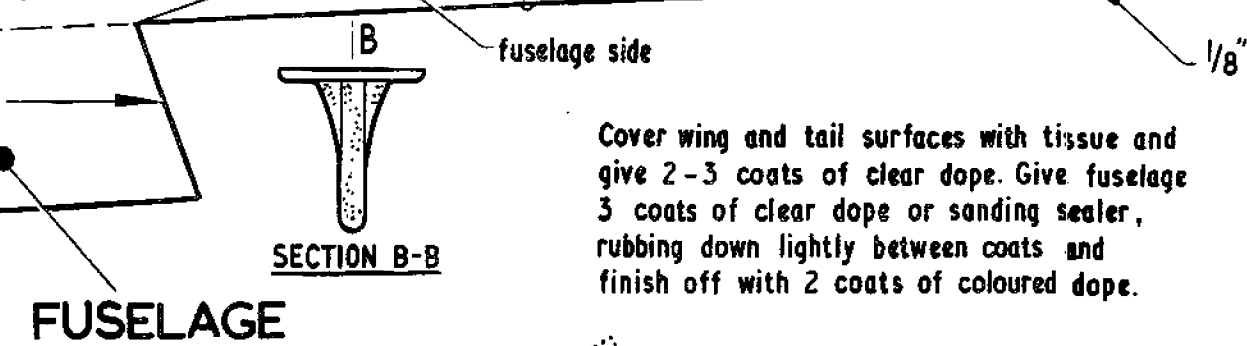
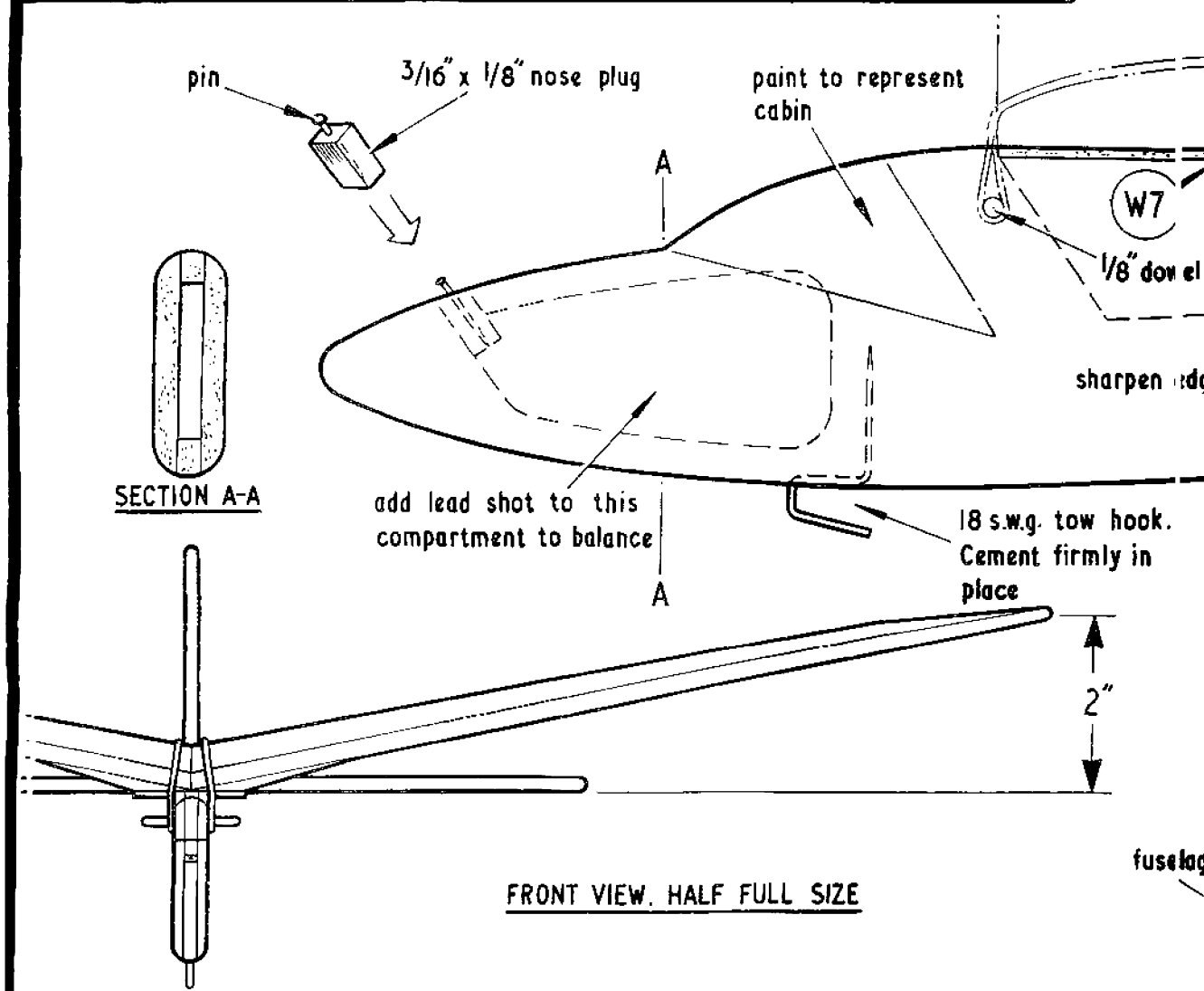
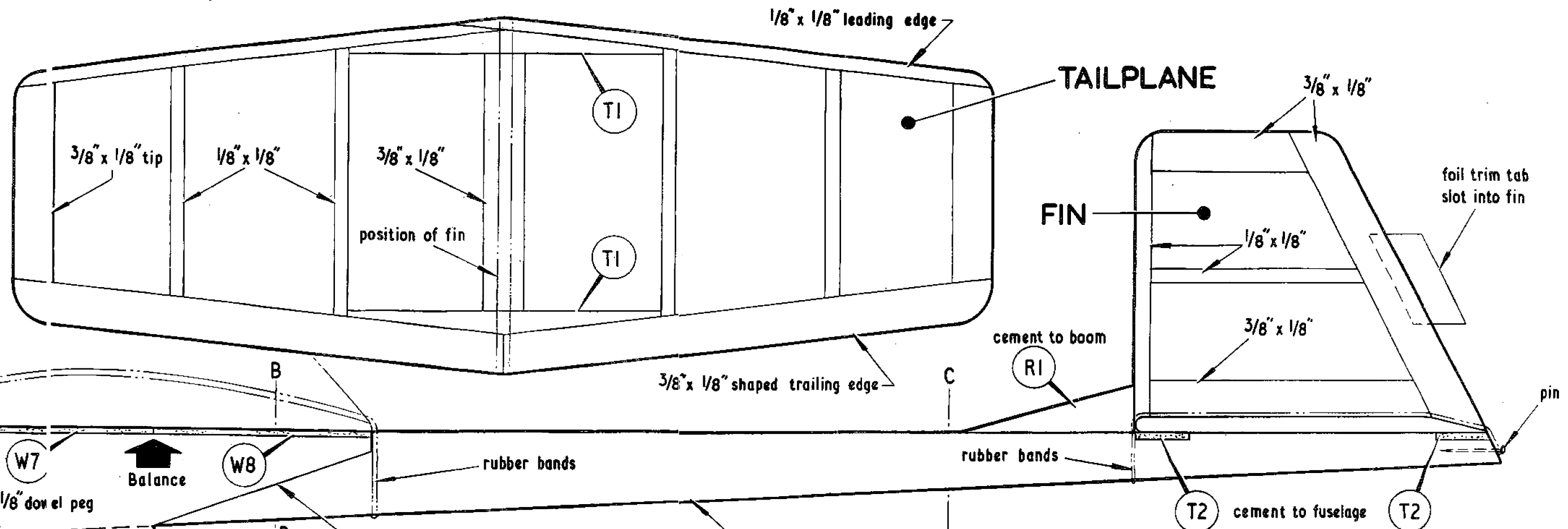


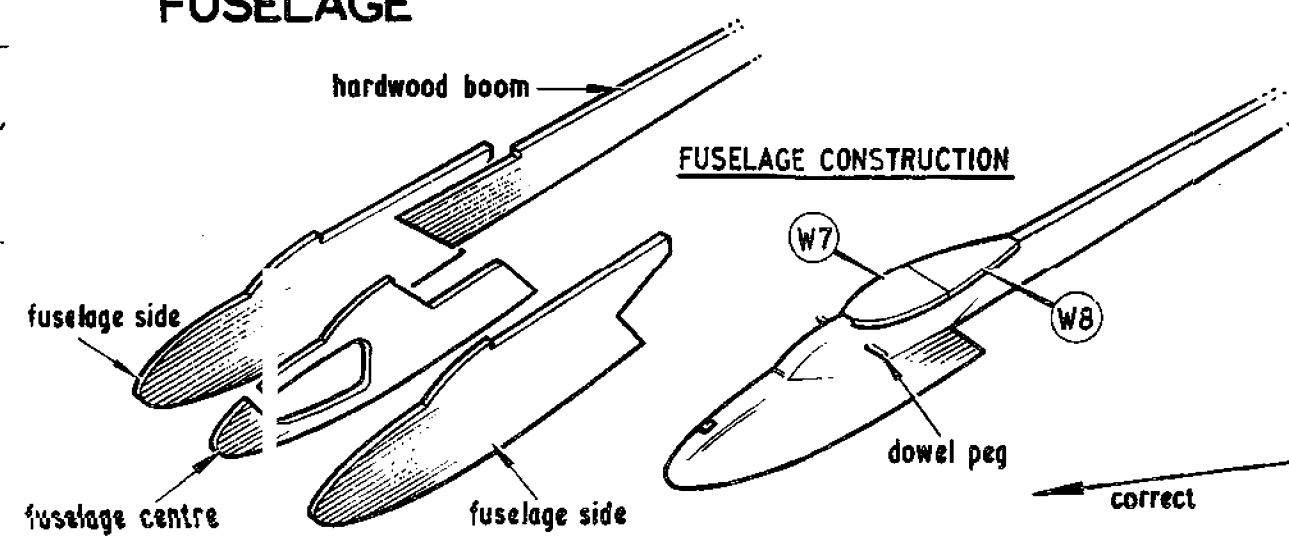
KEIL KRAFT

WISP

SPAN 20" LENGTH 18 1/4". WEIGHT 1 3/4 OZ.



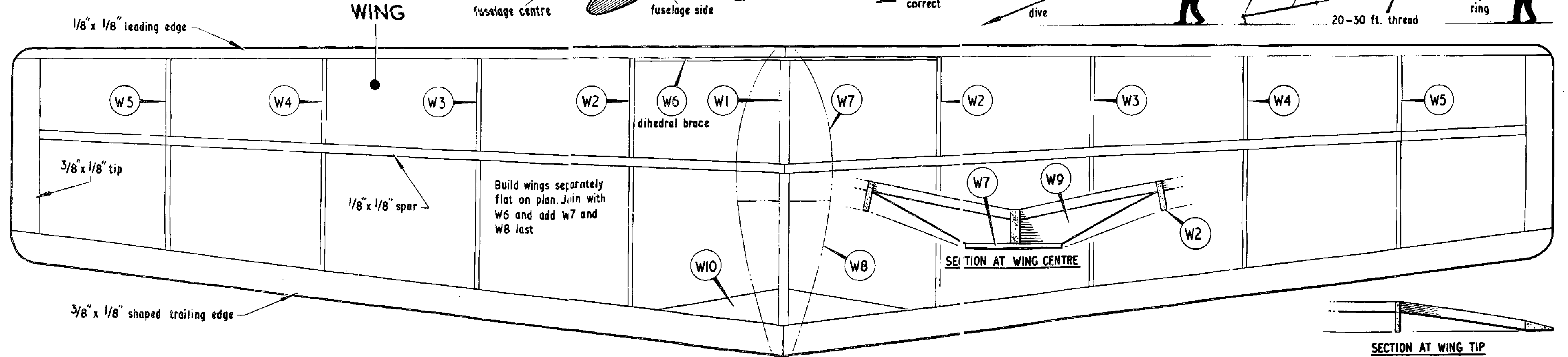
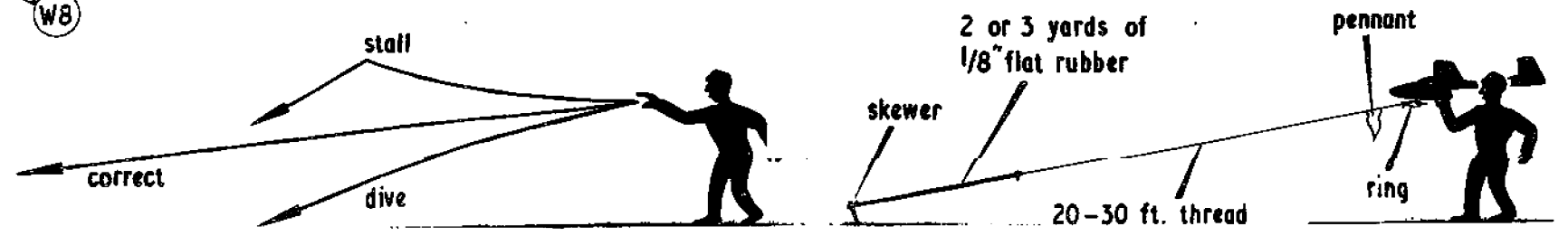
Cover wing and tail surfaces with tissue and give 2-3 coats of clear dope. Give fuselage 3 coats of clear dope or sanding sealer, rubbing down lightly between coats and finish off with 2 coats of coloured dope.



FLYING

Add weight to nose until model balances where shown. Make first flights on a calm day, over long grass if possible. Face into wind and launch the model gently from shoulder height on a slightly downward path. Observe flight behaviour. A stall may be corrected by adding weight to the nose or by adding packing - 1/32" at a time - under leading edge of tailplane. A dive

is remedied by adding packing under trailing edge of tailplane or by removing weight from nose. Bend trim tab to give turn to left. Model may be launched by catapult as shown below. Engage ring on tow hook of model, walk back a few paces and release model in a slightly nose up attitude. Don't use too much rubber, and take things easy until model is properly trimmed.



Build wings separately flat on plan. Join with W6 and add W7 and W8 last