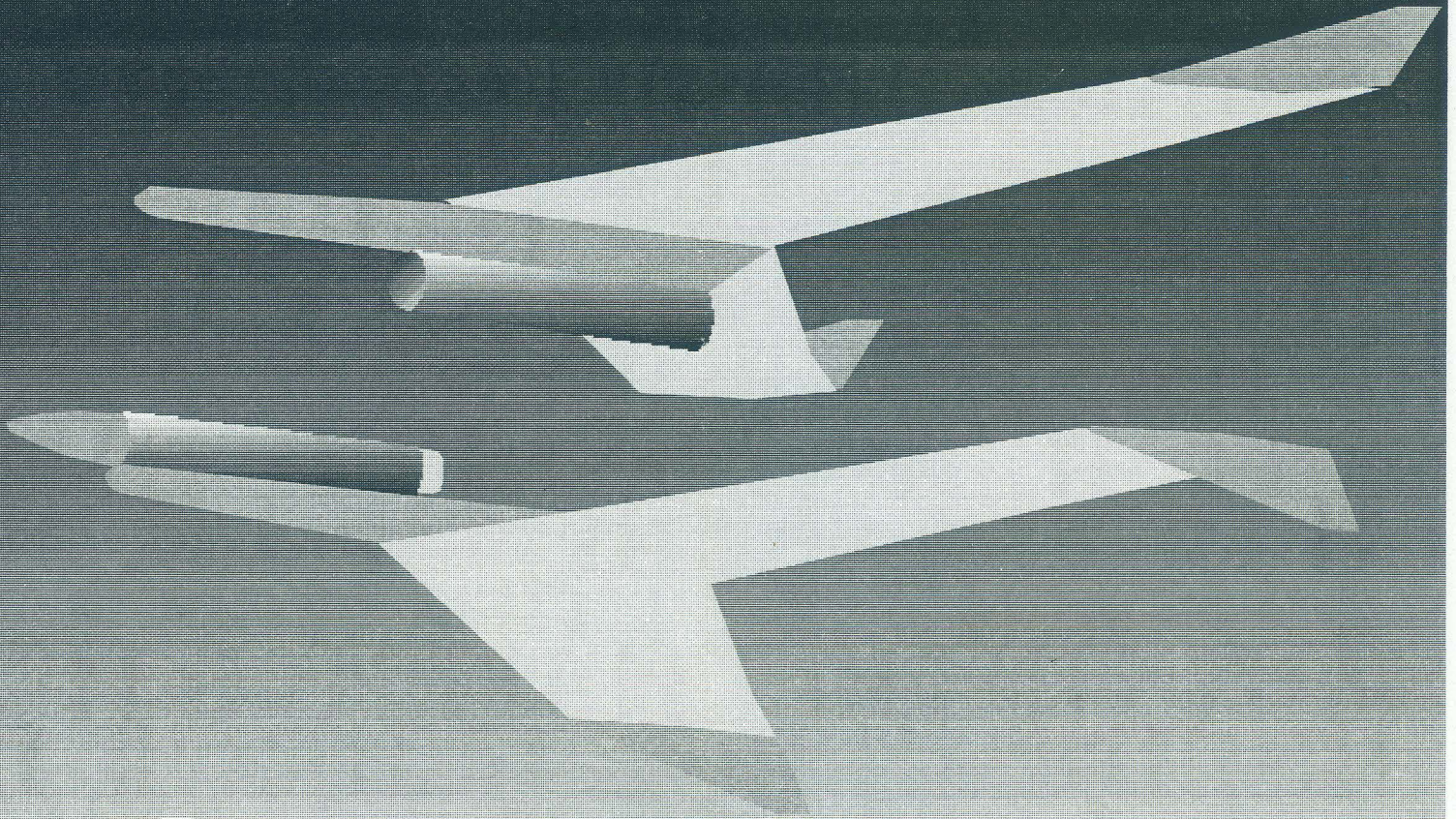




E D M O N D S



Geminee

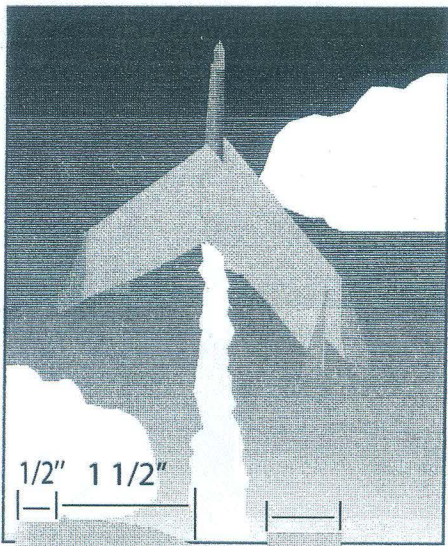
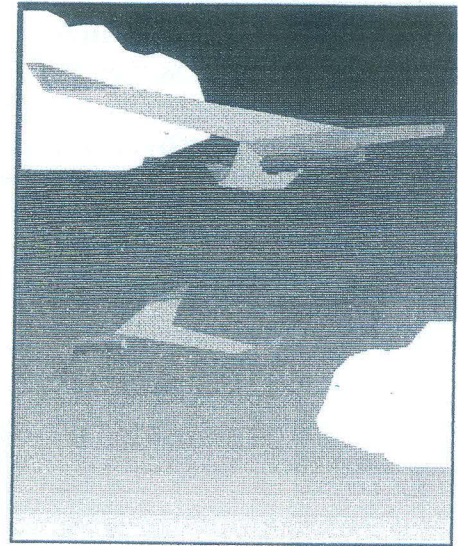


EDMONDS AEROSPACE

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EDMONDS Geminee

A while back, a fellow named Mitch Amos wondered if someone could make a model that went up as a rocket and came down as two gliders without requiring any other parts. So, here you go. We got the whole crew together to make sure you enjoy building this one, with BMS turning (literally) out the nose cones, Euclid spiraling us some tubes, some great laser cutting of the balsa pieces from out west.



1/2" 1 1/2"

1" Long

NOSE CONE

PLUG



MARKING GUIDE



CLAY

0.2 oz.



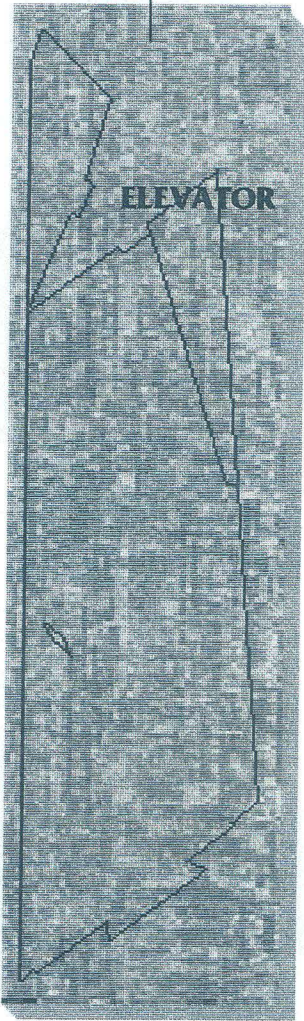
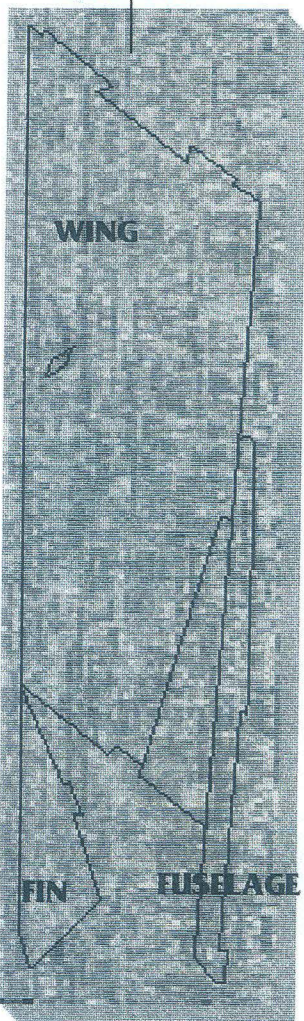
TUBES 3" Long BT-5

1 1/2"
LAUNCH LUG



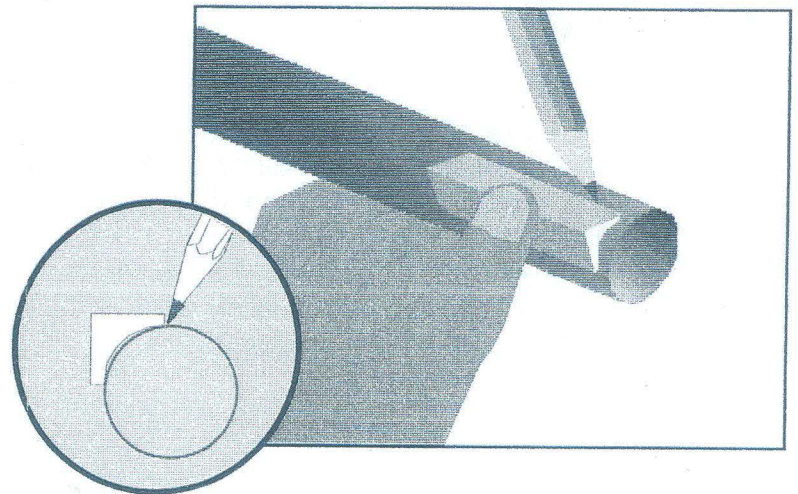
3/32" thick

3/32" thick



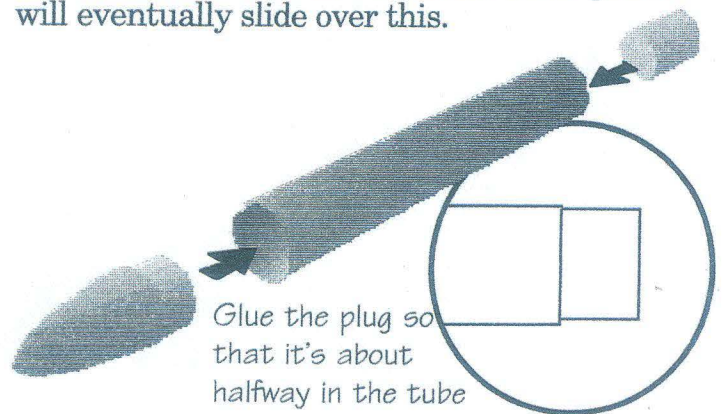
1

Mark a straight line along the side of both tubes by holding the Marking guide on the side of the tube and drawing along it with a pencil. Save the guide for marking other models in the future.



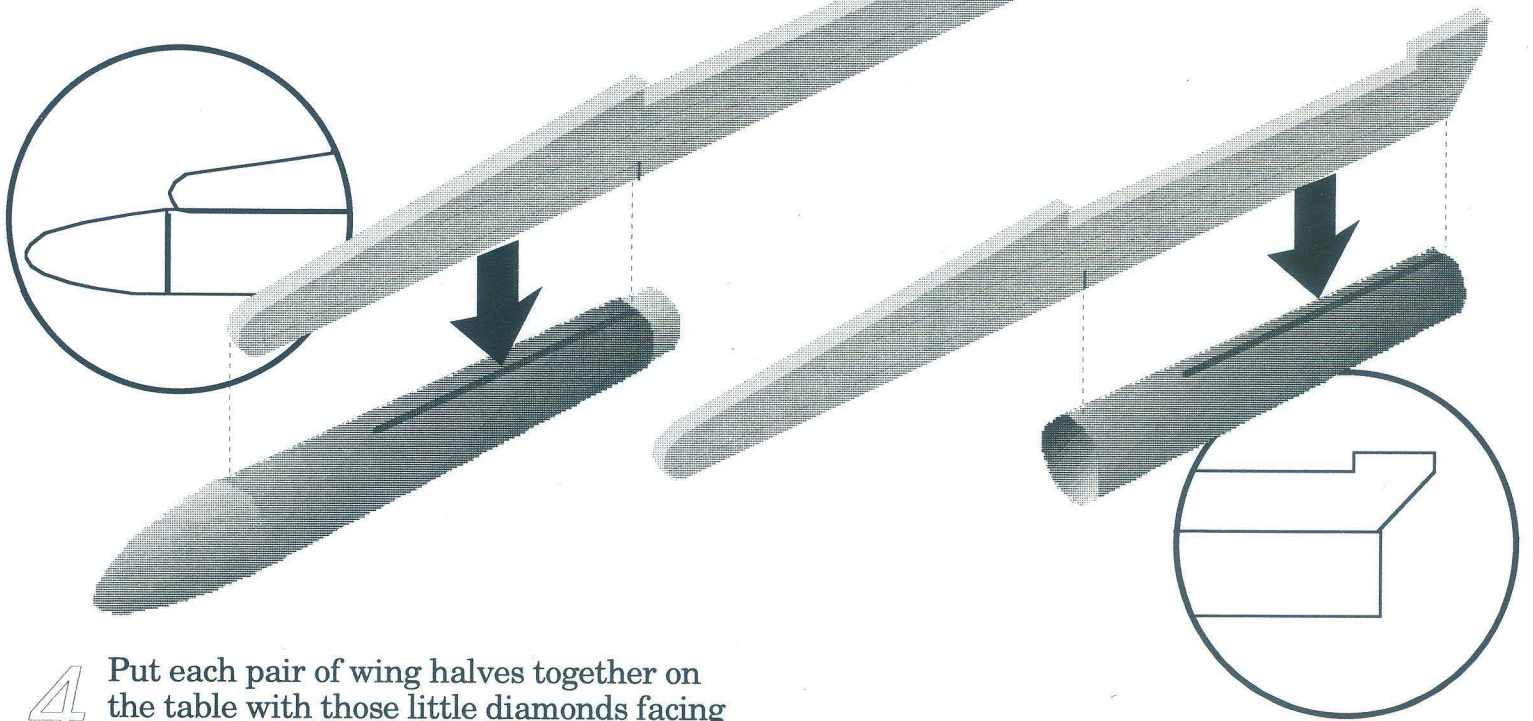
2

Now take one tube and stick the nose cone in front. Don't glue it in yet, because you'll eventually have to stick some clay in there for nose weight. Do glue the plug into the other end of the tube so that it sticks about halfway out the back end. The tube from the other glider will eventually slide over this.

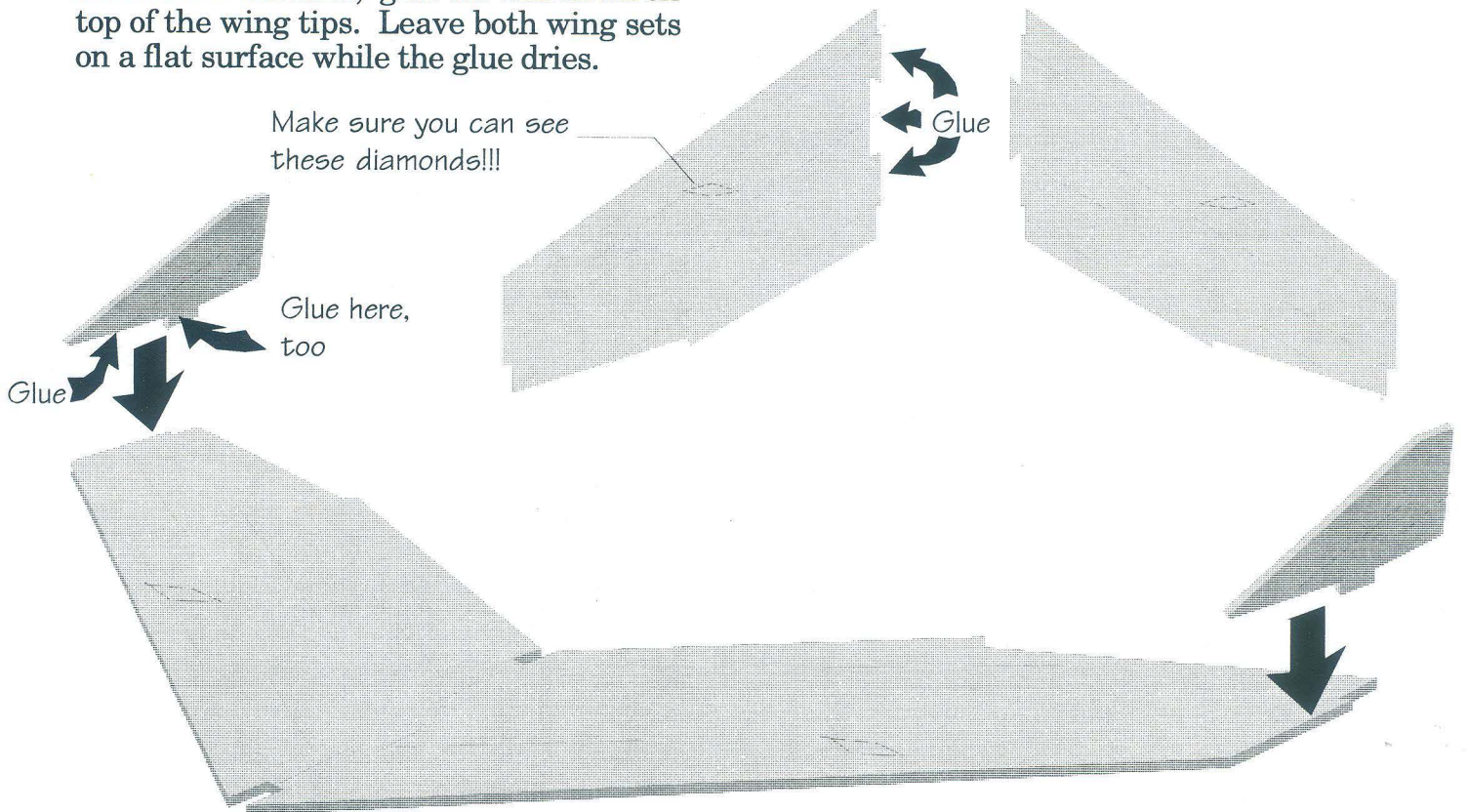


Glue the plug so that it's about halfway in the tube

3 Use the straight lines that you marked to glue the tubes to the bottoms of the fuselages. The one with the nose cone and plug goes at the very front. The other tube, which will be the one that holds the rocket motor, goes at the very back.

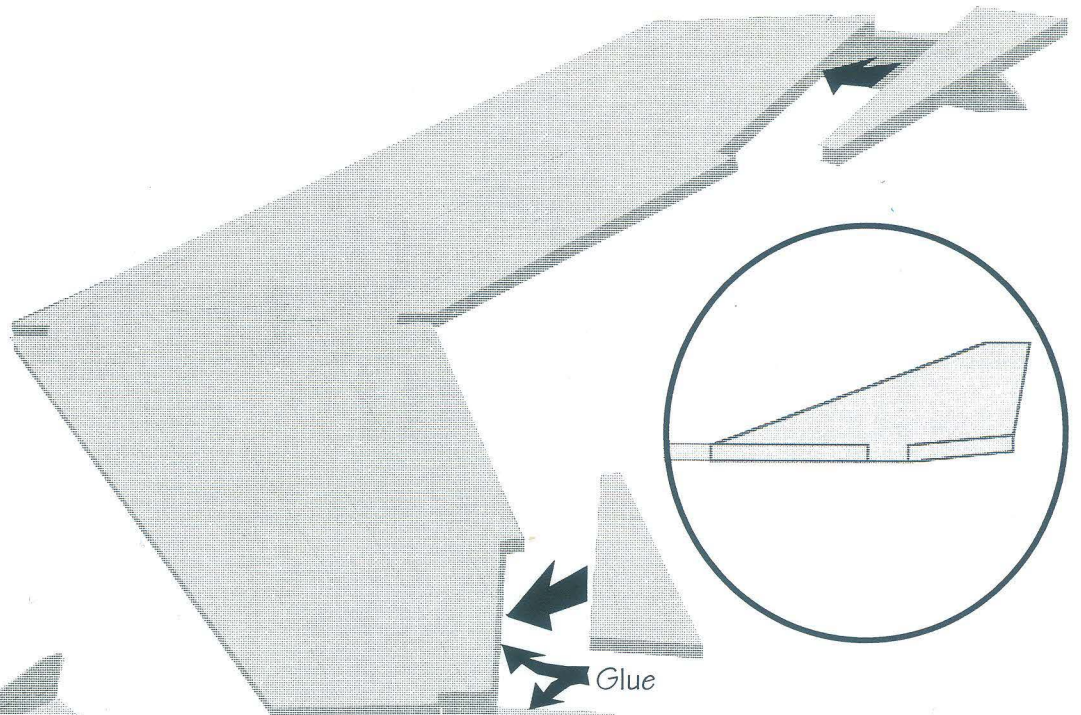


4 Put each pair of wing halves together on the table with those little diamonds facing upward. Add the glue where I show it and slip the joint together. After the joint has dried a few minutes, glue the fins down on top of the wing tips. Leave both wing sets on a flat surface while the glue dries.



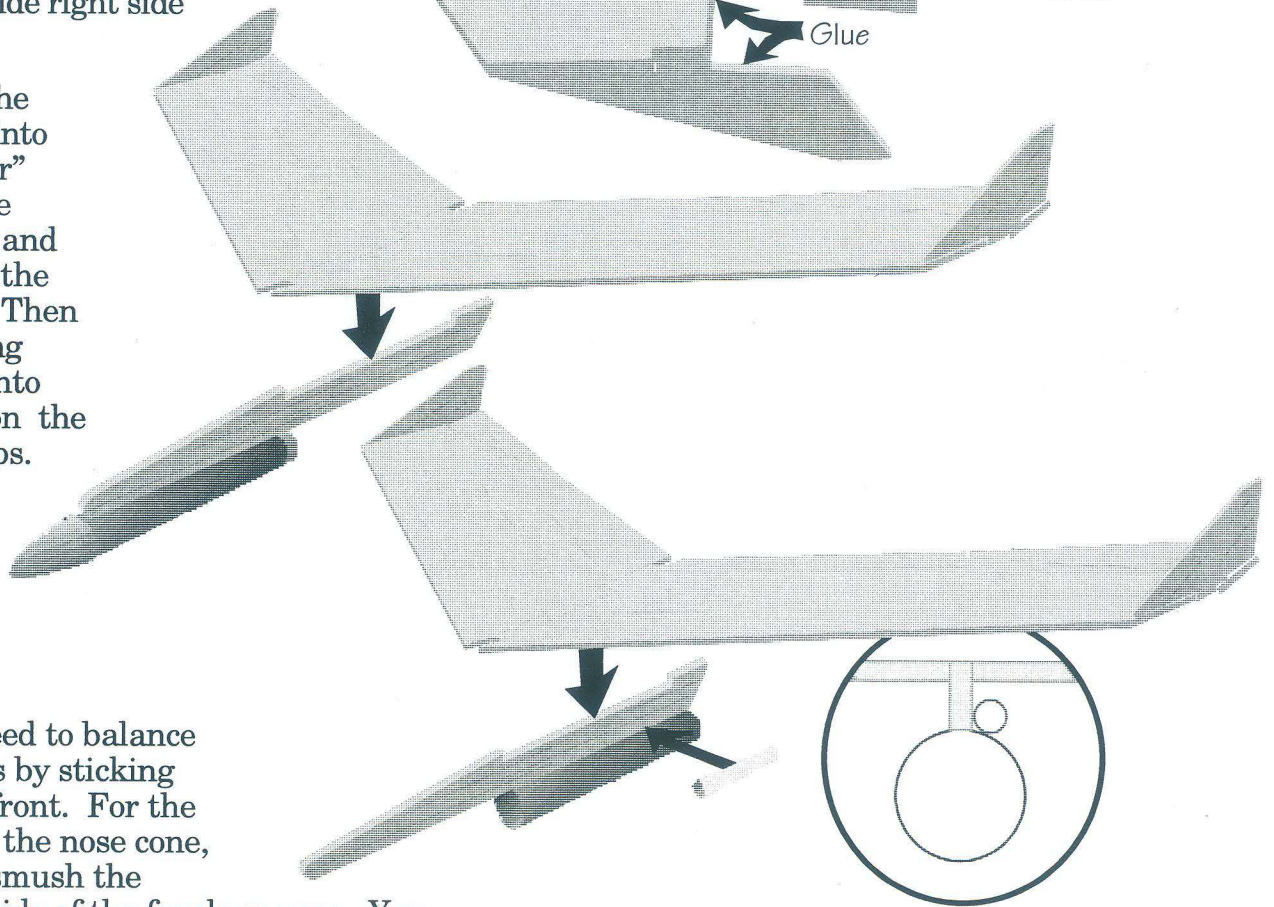
5

After they are dry, turn the wing pairs over to do the trickiest part. You've got to glue the elevators into their little slots on the trailing edge of the wing. The only thing that makes it tricky is that they go in at a slight angle to the rest of the wing. As long as you make sure that the tip of each elevator is firmly glued to the bottom of each fin, this angle will come out right. Aerodynamically, this angle is what causes the models to glide right side up!

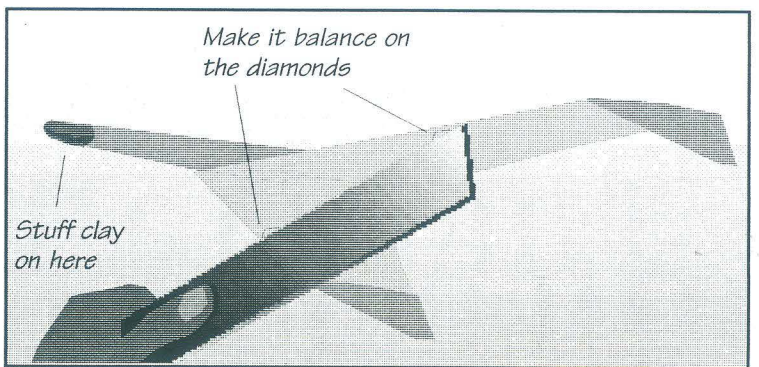


6

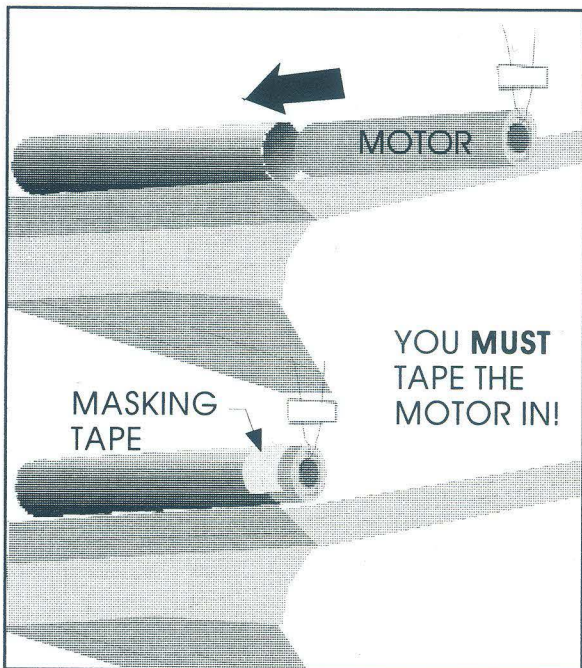
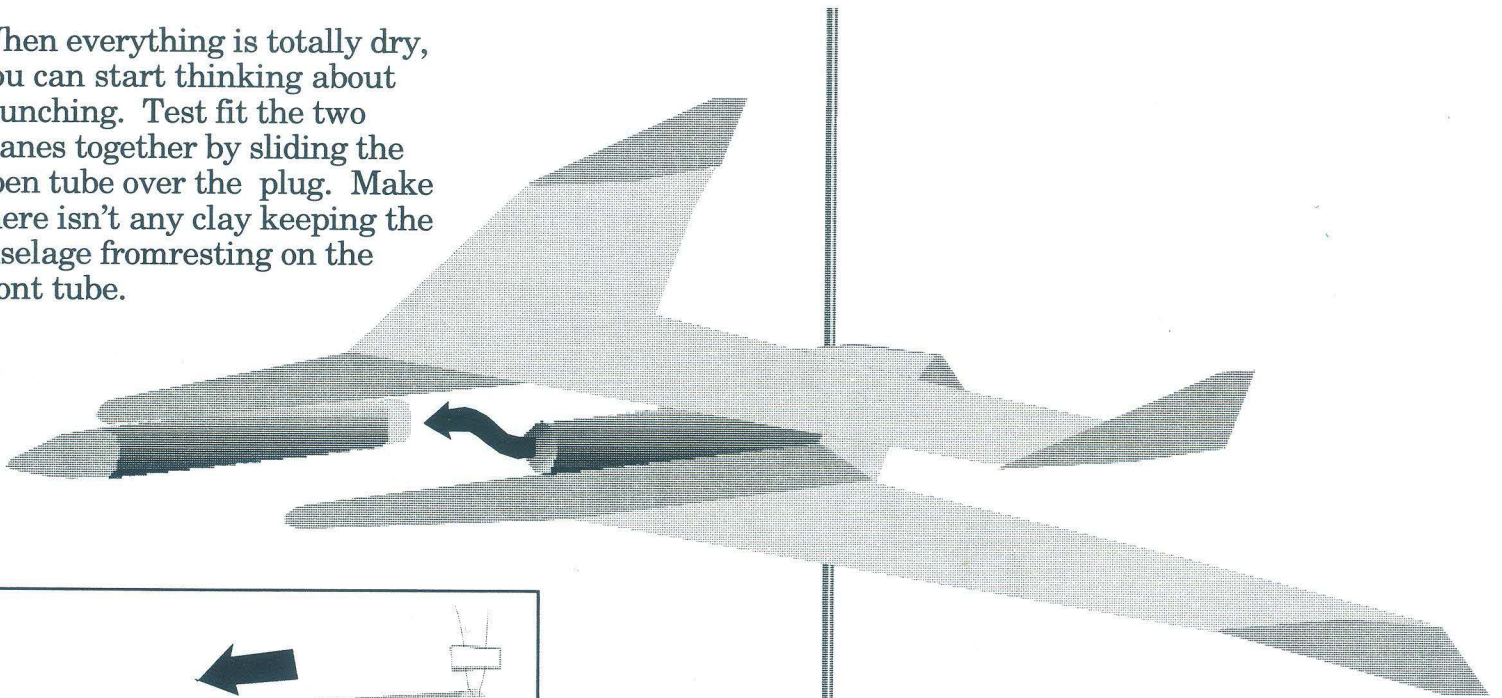
First glue the launch lug into that "corner" between the motor tube and fuselage at the very back. Then glue the wing sets down into their slots on the fuselage tops.



Now, you need to balance those gliders by sticking clay on the front. For the one without the nose cone, you should smush the clay on the side of the fuselage nose. You may put the clay on the inside of the tube of the one with the nose cone, but smush it down hard so it stays there (and leave space to put the cone back). You are trying to get the model to balance right where those diamonds are when you hold it up on the side of a ruler like this. It's the combination of this balancing and that up angle in the elevator that makes your models work. Glue the cone back in lightly once you're done.



When everything is totally dry, you can start thinking about launching. Test fit the two planes together by sliding the open tube over the plug. Make there isn't any clay keeping the fuselage from resting on the front tube.



Now take them back apart and insert either a 1/2A3-2T or an A3-4T motor, with the igniter already installed, into the back of the motor tube. You have to put that piece of masking tape there or it won't work. Then, slide the planes together again and slip the launch lug over the launch rod. Hook it up, press the button and get ready for some pure fun.

Robert Edmonds, Jr

