Introduction to RC Soaring

1. **Introduction**
   - 1.1. Name, background, soaring history
   - 1.2. Why I'm doing this: explain gliders to folks who have been good to me
   - 1.3. What I'm NOT going to do: convert any of you to soaring

2. **What gliders do**
   - 2.1. How gliders work: lift, drag, weight, but where's the thrust?
   - 2.2. Sources of lift: slope, thermals, dynamic lift
   - 2.3. Glider performance made easy
   - 2.4. Launch methods: throw, pull, hi-start, winch, discus, aero-tow

3. **International Classes, with airplane, launch method, tasks, performance**
   - 3.1. F3B – Multitask (fast, min sink, min drag)
   - 3.2. F3F – Slope racing (turn and burn through the gates)
   - 3.3. F3H – Cross Country (just like the big boys)
   - 3.4. F3J – Thermal Duration (this is just for big boys)
   - 3.5. F3K – Hand Launch (not nearly as hard as it looks)

4. **Informal gliding**
   - 4.1. Thermal duration (dead simple for us colonial types)
   - 4.2. Combat slope (Hey! These airplanes bounce!)
   - 4.3. One design slope (those colonials, again)
   - 4.4. Cross country (good for geeks: most have variometers on board)
   - 4.5. Dynamic soaring (you won't believe it)
   - 4.6. Scale soaring, using aerotow

5. **Variations on a theme**
   - 5.1. First model airplane across the Atlantic used an F3B wing
   - 5.2. Nasa flew an autonomous soaring glider at Edwards
   - 5.3. Biggest model airplane contest ever: soaring at Visalia

6. **FAQs**
   - 6.1. What happens when you have to land?
   - 6.2. What happens if you can't find lift?
   - 6.3. How much do these things cost?
   - 6.4. Why are they so expensive?

7. **Conclusion: you are welcome to try my giders, anytime.**