Introduction to RC Soaring – Greg McGill

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**
   1.4. How gliders work: lift, drag, weight, but where's the thrust?
   1.5. Sources of lift: slope, thermals, dynamic lift
   1.6. Glider performance made easy
   1.7. Launch methods: throw, pull, hi-start, winch, discus, aero-tow

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

4. **Informal gliding**
   1.13. Thermal duration (dead simple for us colonial types)
   1.14. Combat slope (Hey! These airplanes bounce!)
   1.15. One design slope (those colonials, again)
   1.16. Cross country (good for geeks: most have variometers on board)
   1.17. Dynamic soaring (you won't believe it)
   1.18. Scale soaring, using aerotow

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

6. **FAQs**
   1.22. What happens when you have to land?
   1.23. What happens if you can't find lift?
   1.24. How much do these things cost?
   1.25. Why are they so expensive?

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