

Little Toot is a fine-looking "home-built" airplane, designed and built by George Meyer to fly around in, and to fulfill his ideas of a personal dream ship.

This model of the cute Little Toot is a snappy and rugged performer, one that captures everyone's attention. All flight tests were made with the model built and equipped exactly as described below.

LITTLE TOOT
FLYING MODEL, KIT G4
CONTROL LINE MODEL
FOR .020 TO .049 GAS ENGINES

Wingspan 16" Designed and drawn by:
Length 13" Carl Goldberg | Bauer
Weight 5 oz. J.C. M. Tucker | E.A. Wargo

CARL GOLDBERG MODELS inc.
CHICAGO ILLINOIS

Other kits shown: SPACE JET 21 KIT G5, SWORDS MAN 18 KIT G3, STUNTMAN 23 KIT G6, SPACE MAN 30 KIT G7, 1/2 A BLAZER KIT G1, LITTLE TOOT KIT G4, RANGER 30 KIT G2, SPIRIT OF ST. LOUIS KIT D1, RANGER 21 KIT D3, SHOESTRING KIT D2, CESSNA 180 KIT D4, RANGER 28 KIT D5.

PRE-FLIGHT INSTRUCTIONS

Mount engine with sheet metal screws given, or use No. 3-48 machine screws with nuts behind firewall. Note washers for side thrust to help hold flying lines tight. Make leadouts as shown of 1/64" music wire or thread. Use dacron or thin cotton thread for flying lines about 25 feet long. Make handle of broom stick or any other stick about 4-1/2" long, with a hole at each end. Adjust lines until elevator is neutral when handle is vertical. Tape line to handle so it can't shift. Model should balance about 1/8" ahead of lower wing. If you use an .020 engine, which is very light, wrap lead around the front until model balances at the point shown.

HOW TO WIN YOUR PILOT'S LICENSE!

First, build your model carefully and accurately, following instructions. Cement all the joints firmly. Sand the entire model neat and smooth, with rounded edges especially on the wing and tail. Keep it light.

Second, follow the Flying Instructions to get your model in perfect "flying trim." Get lots of practice in flying it, and learn to make small adjustments to help it fly more smoothly.

Third, have your model timed to see how long it can stay up. The timer can be your teacher, scoutmaster, parent or a friend, and should use a stopwatch or a sweep-second watch. When you have successfully achieved the necessary time as shown in the application, fill it out and send it in with 10¢ to cover the handling and mailing costs. Within a short time (3-4 weeks), you will receive a handsome certificate inscribed in your name, giving real recognition to your building and flying achievements!

LICENSE APPLICATION
To Carl Goldberg Models, Inc.
2541 W. Cermak Rd.
Chicago, Ill. 60608

I am enclosing 10¢ to cover the costs of handling and mailing my pilot's license. My plane, the Little Toot, had to fly at least 60 seconds to qualify. It made a flight of _____ seconds.

Name _____ My Age _____
Address _____ State _____
City _____

FLYING INSTRUCTIONS

- PRE-FLIGHT CHECK**
Put your ship, engine, prop, tank, and wires in good flying condition. Check engine running.
- CHECK ELEVATOR**
Before signalling release, check "back-stick" on the handle to give up-elevator. Hold slight back-stick for take-off, neutralize handle when ship is 5 or 6 feet up.
- TAKE-OFF RUN**
Begin take-off run downwind. Take-off across wind. Keep model from climbing against wind right after take-off.
- WIND**
Remember - keep the wind at your back while doing maneuvers. Practice fly on windy days, too.
- LINE-PULL**
Slack lines mean DANGER! STEP BACK FAST! You have control only when you can feel the model pulling.
- KEEP STIFF ARM**
For smooth control, use stiff arm instead of wrist action.
- CLIMB AND DIVE**
Feel out your ship with climbs and dives - steeper and steeper.
- WINGOVER**
Gradually work up your steep climbs and dives, until finally the ship passes directly overhead. Work on sharp, smooth pull-outs.

LET'S HAVE FUN!

BALLOON BUSTING
You can do exciting things with your model. Try setting up a balloon as shown above, and see how many "passes" it will take you to break it. If you get pretty good, make it harder by setting an obstacle stick ahead of the balloon, so that you'll only be able to dive at it in the last second.

RACING
Try racing with your friends. You'll need helpers to hold the planes after the engines are going. Start the planes about half a lap apart, and see which one of you can lap the other.

COMBAT
One of the most exciting sports is combat flying. Start the planes half a lap apart, but with 6-foot crepe paper streamers tied on the back. The one who rips off the most streamer is the winner. Take evasive action!

Speed flying. Here you have your plane timed to see how fast it can go. Have someone time your plane for 8 laps, using a stopwatch. You can then find your speed in this SPEED CHART.

26-1/4 FT. LINES		8 LAPS (1/4 MILE)	
SEC.	M.P.H.	SEC.	M.P.H.
15.0	60.0	17.5	51.4
15.5	58.1	18.0	50.0
16.0	56.3	18.5	48.6
16.5	54.5	19.0	47.4
17.0	52.9	19.5	46.2
		20.0	45.0
		20.5	43.9
		21.0	42.9
		21.5	41.9
		22.0	40.9
		22.5	40.0
		23.0	39.1
		23.5	38.3
		24.0	37.5
		24.5	36.7

YOUR SUGGESTIONS WANTED!

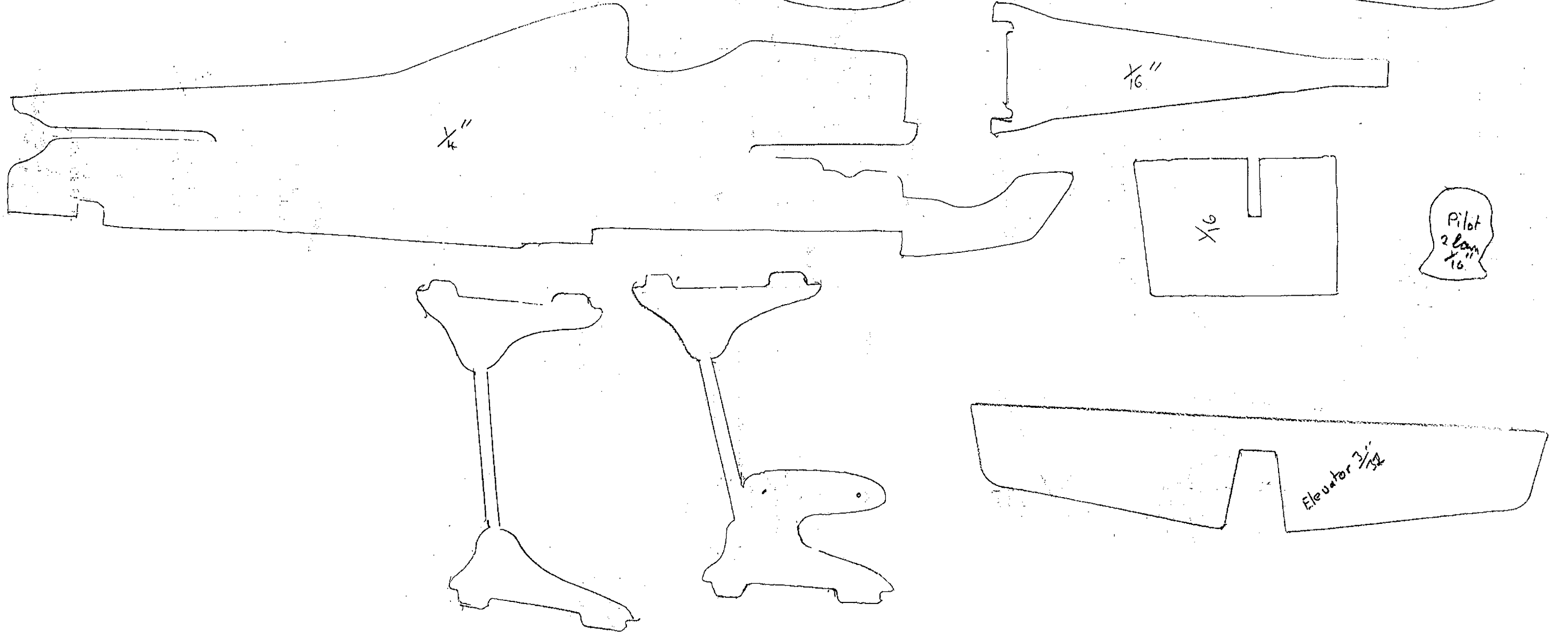
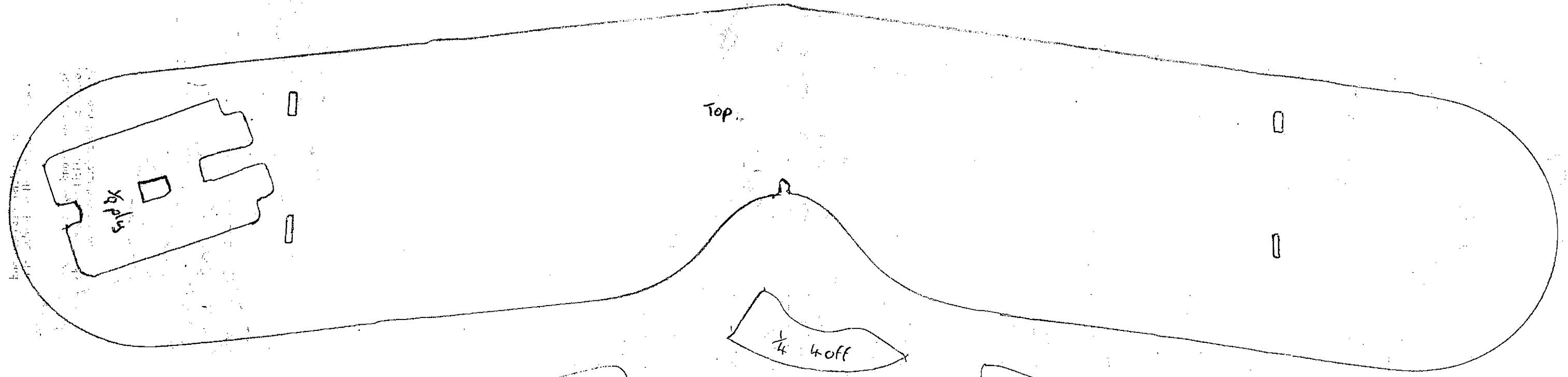
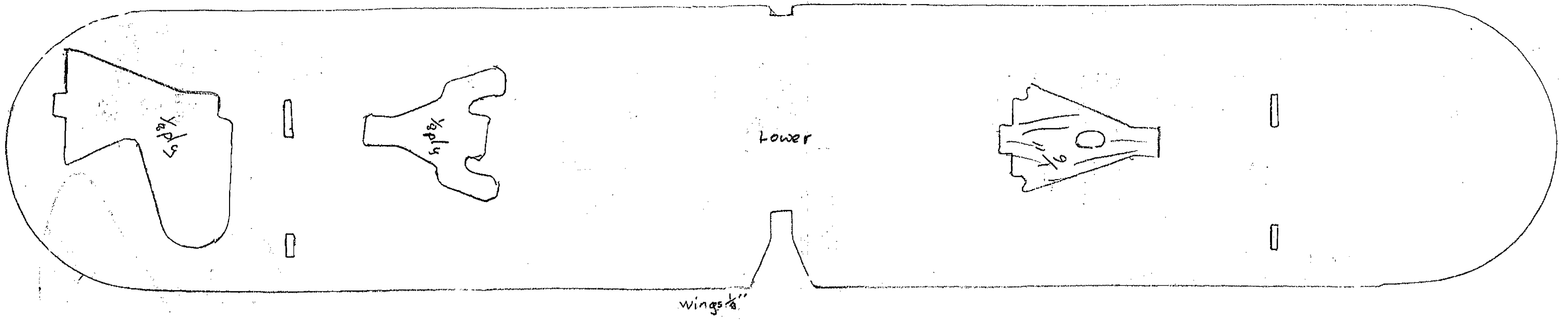
Modelers often have ideas for improvements. We will be happy to hear from you by post card or letter on:

- Your suggestions.
- What you like best about our models.
- What three new models you'd most like to see us bring out.

Be sure to include your name, age, and address so we can reply and thank you.

Here's HOW TO BUILD YOUR MODEL RIGHT!

- Use balsa model airplane cement (not "Extra Fast"), and pins. Carefully join the parts shown above on a smooth flat surface. Use "white glue" for hardwood parts.
- Wrap 4/0 sand paper around a block, and sand tail flat and smooth. Round all edges. Cement nylon hinges to stabilizer, add elevator horn, and draw elevator very close to stabilizer.
- Wrap 4/0 sandpaper around a block, and sand parts above flat and smooth. Round all edges except where parts later will be joined.
- Cement above parts together. Use white glue for plywood.
- Bend tail gear as shown. Slip tail wheel in place. Cement firmly to fuselage with nylon reinforcement.
- Assemble rudder and fin with 3/16" offset as shown. Cement stabilizer and rudder. Check model from front and rear for correct line-up. Straighten tail before cement dries.
- Add landing gear, plywood, and nose blocks as shown.
- Cement lower wing and 1/16" bottom fairing in place.
- Add side fairings, sand, and secure with nylon.
- Make sharp right angle bends at each end of long wire pushrod. Use scrap sticks and rubber bands to hold elevator neutral. Cement lug to fuselage. Set bellcrank assembly in place on end of pushrod as shown, and press end of screw into line on plywood crank support.
- Paint portion of cockpit cutout black as indicated. Apply equally on both sides of all surfaces two thin coats clear dope, and sand lightly. Dope struts and crank, also.
- Join struts to lower wing, then add upper wing.
- Add four cabane struts as shown. Check alignment of wing and tail.
- Check elevator and crank for free and easy movement. Now continue with Pre-Flight Instructions above.



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EXPERIMENTAL
EXPERIMENTAL



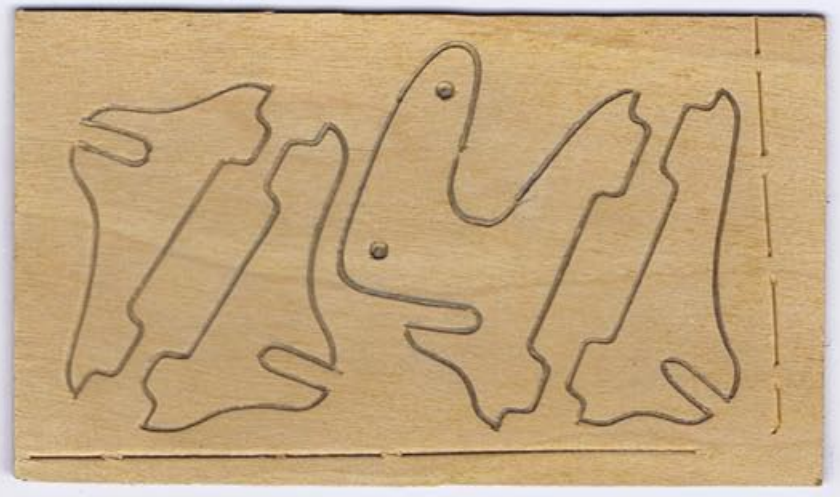
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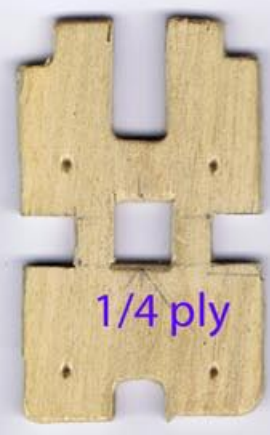
1/16 ply



1/16 ply



(----- 1/16 balsa -----)



1/4 ply



1/16 balsa



1/8 ply



1/16 balsa



