CONVERTING ANY LAND PLANE TO AN R.O.W. SUCCESSFULLY

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Landing gear wire slips into aluminum tubes

Bamboo Spreaders position to suite model

Keep bottom lines sharp edged

For scale or embryo float, pontoon should be 62% of fuselage length

2or 3º wing incidence

Optional non-scale tail float

Add sub rudder

Rudder trim

1/64 ply float adjustment plate — Important to be able to adjust rear strut length

Flip-up rudders or rudder on left side

Parallel to thrust line

Step must be in front of C.G.

From step aft, the pontoon should slope 10º up to rear of float

Comment by Jake Larson: My planes track dead straight in the water, as if on rails. I attribute this to the special float design I use. The idea came from a course I took on boat building. A flat-bottom hull without keel tracks (wood strips attached to its bottom), or a regular keel, has no resistance to being blown sideways. So, I added a long external keel to each of my floats. The drawing below shows how this was done.

12” Long Floats

A&B are 1/8” deep (3/16” max

The longer the float length, the deeper the external keel, but you shouldn't have to go deeper than 3/16”. The additional length adds more area to the keel, and this adds more power to track straight. Once my models were in the air, they flew as trimmed, and I didn't have to play games or worry about the water rudders acting like air rudders and trying to compensate for them.