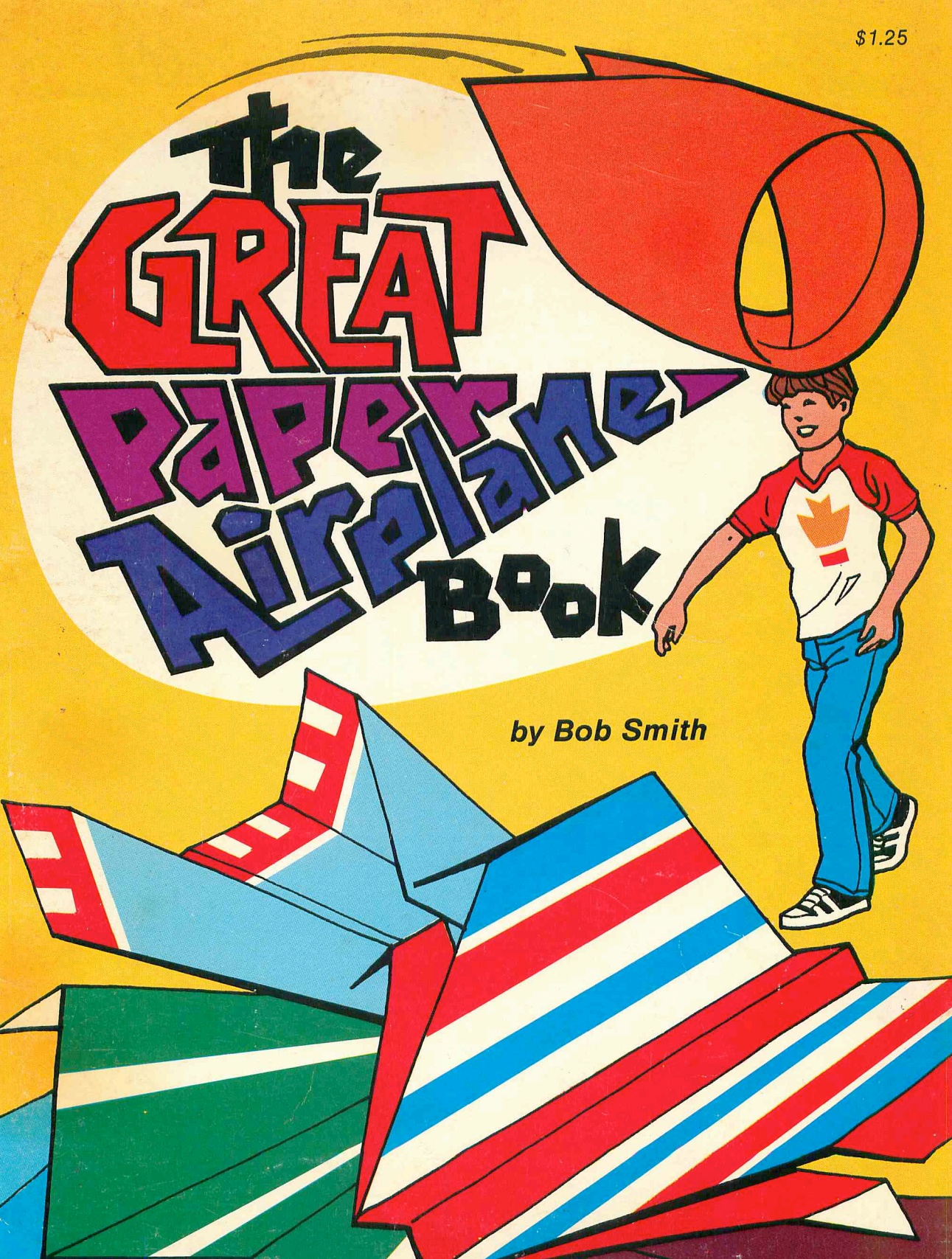
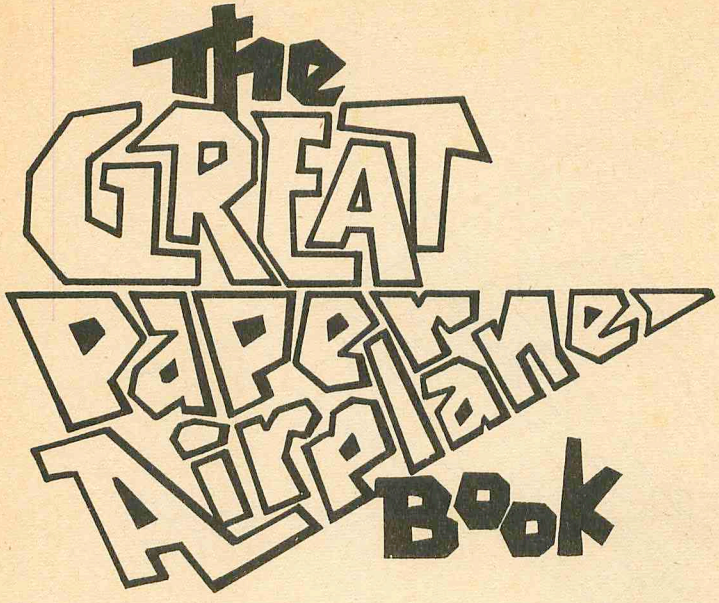
$1.25

The GREAT Paper Airplane Book

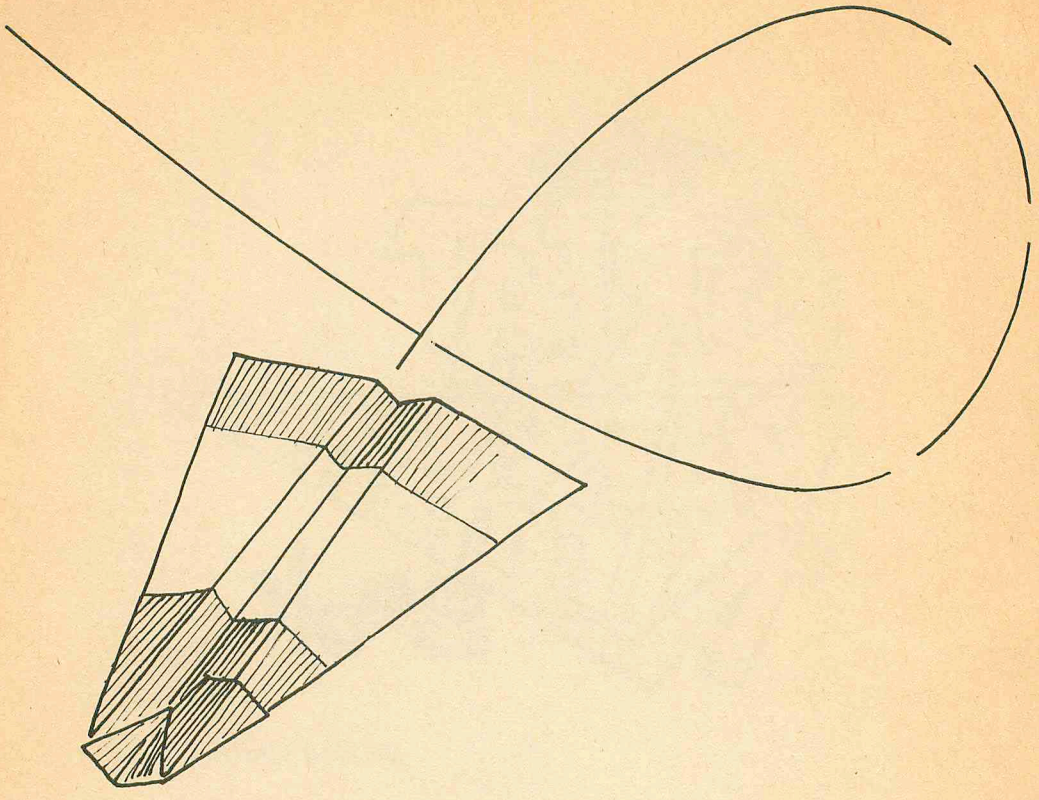
by Bob Smith





by Bob Smith

illustrated by Dick Smith



DEDICATED TO RUSTY AND SMITTY

Special Thanks to
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Dick Comstock
Dave Carnahan

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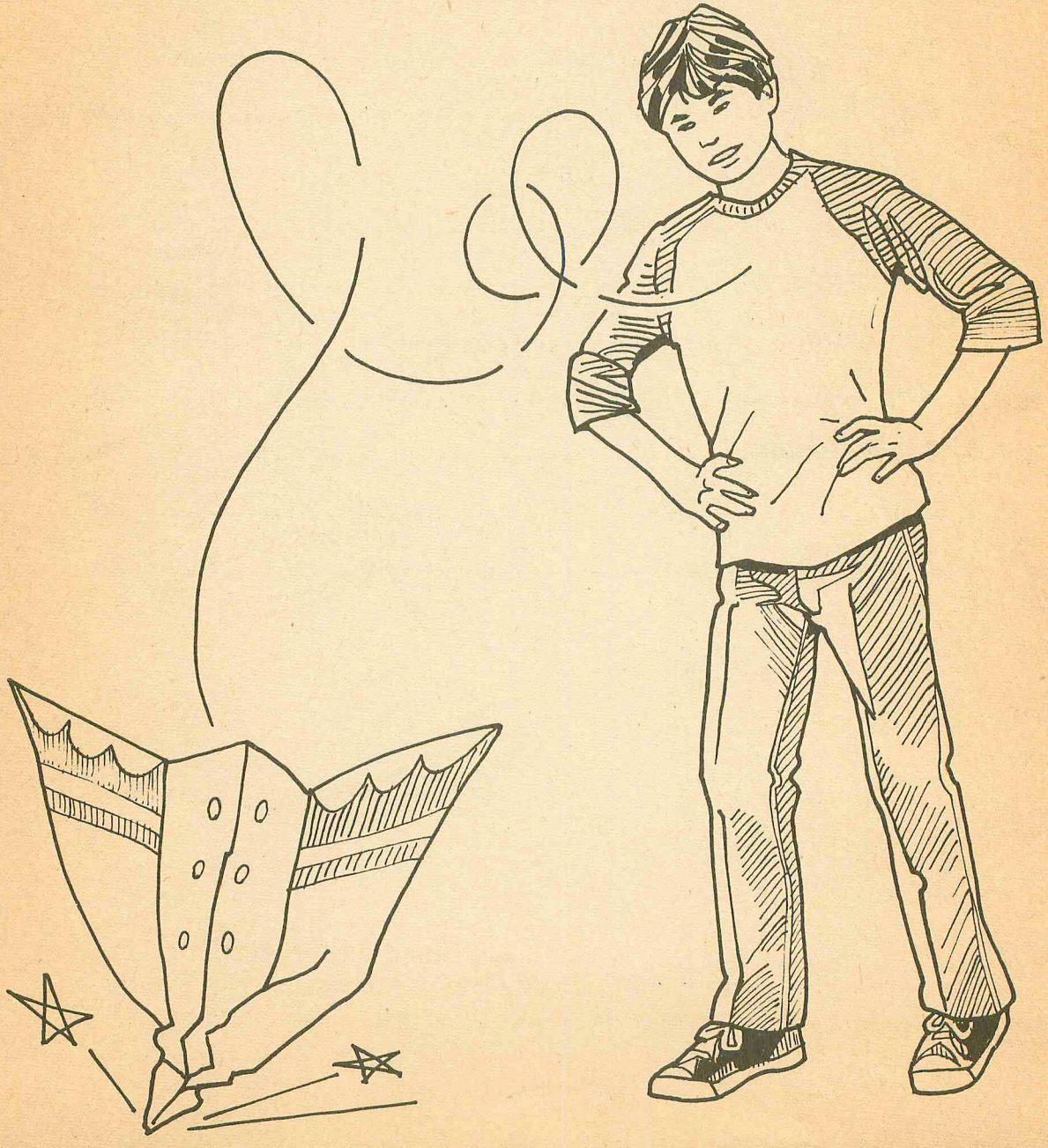
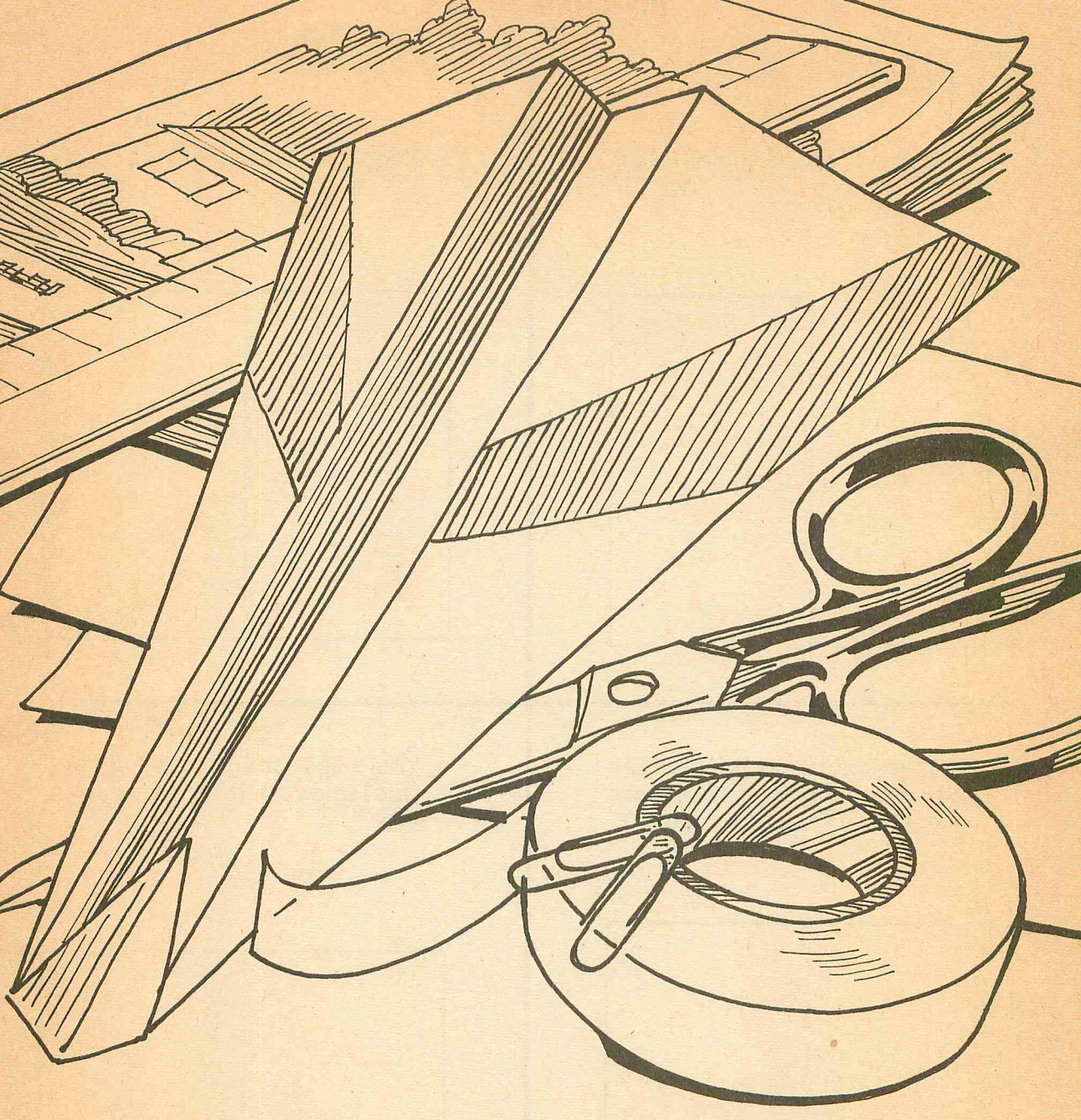
Getting Started . . .

Making and flying paper airplanes is fun! Don't be surprised if they don't fly exactly like you want them to at first. Each plane is different. It takes trial flights and sometimes better folds to make a good flight. Keep trying.



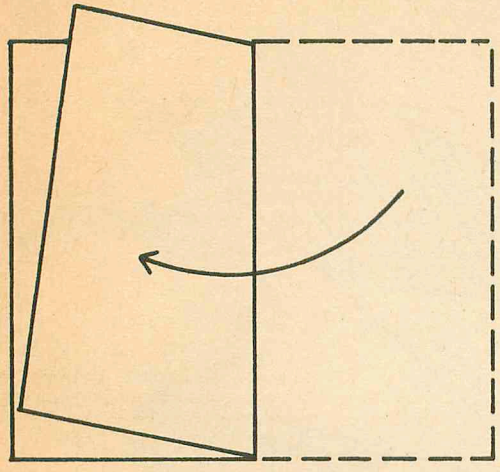


MATERIALS

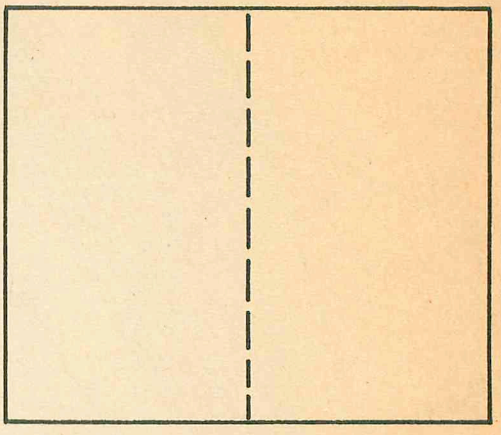
The only supply you will need to make all the airplanes in this book is paper. You can use tape or paper clips to create different flight patterns and make your planes last longer. But they are not needed for building. So find some paper (even old magazines will do). Let's take to the sky.

TRAINER

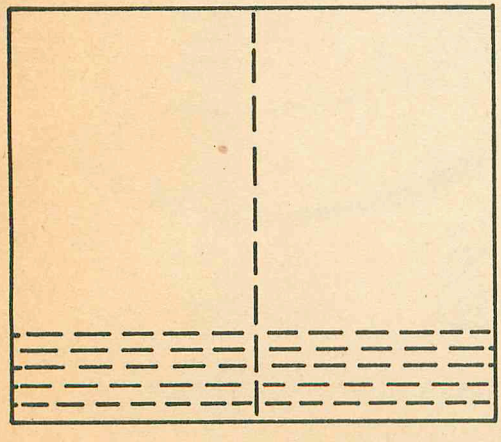
1. Start with your paper folded in half the short way.



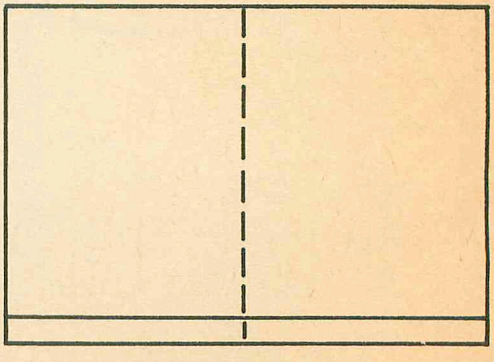
2. Reopen so the fold is in the center.



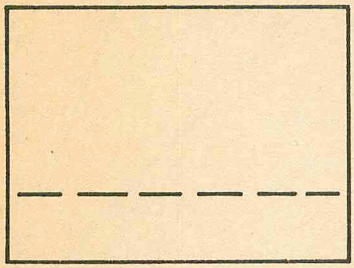
3. Fold the bottom up ½ inch. Then fold it up another four or five times as shown by the dotted lines.



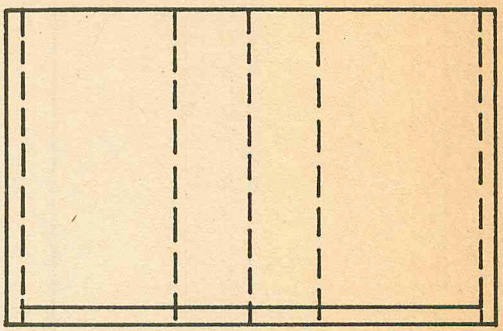
4. Your paper should look like this. Don't worry if it is shorter or longer.



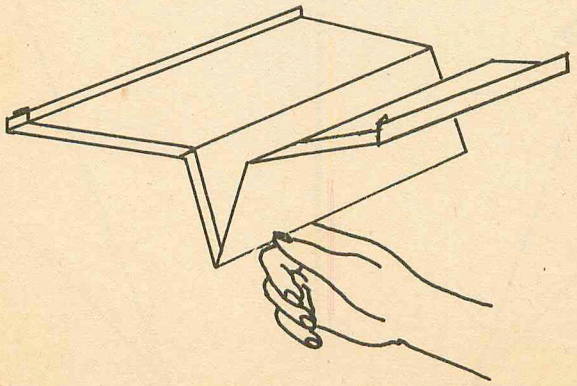
5. Fold the sides up together. Now fold down the wings as shown by the dotted line.



6. Open the plane back up. Fold up the end wing flaps.

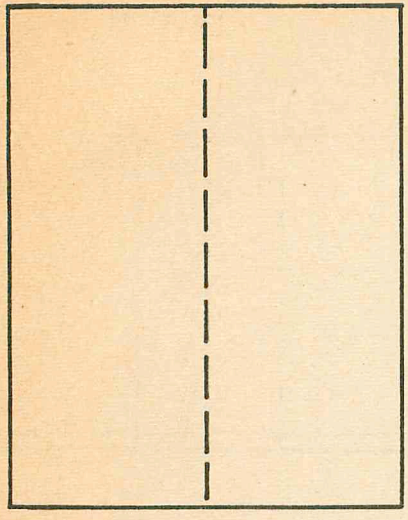


7. Now you are ready for flight training. Toss the trainer gently, holding it near the nose. Adjust the wing flaps to fly the plane left, right or straight. Turn to page 6 to learn more about air control.

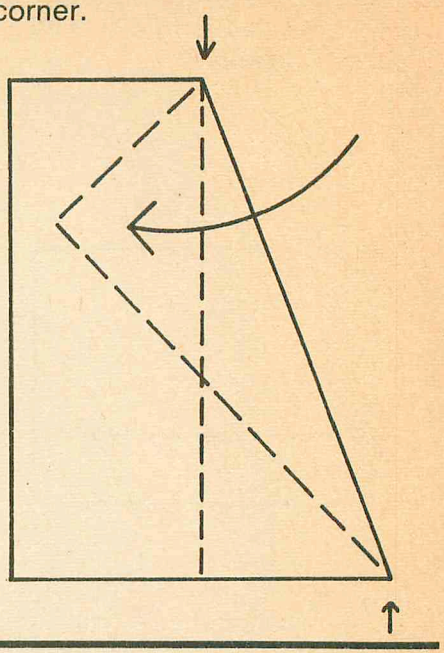


JET STREAMER

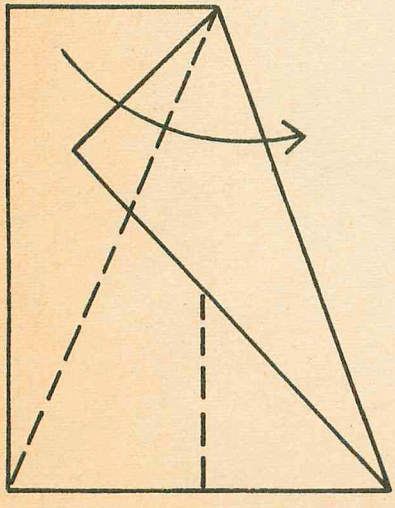
1. Fold paper in half the long way. Open the paper back up.



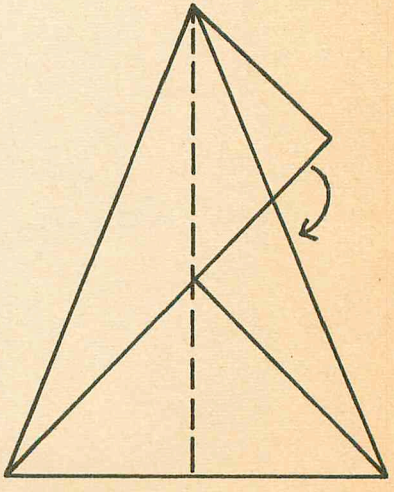
2. Fold the top right corner over so you have a point at the top center fold and the bottom right hand corner.



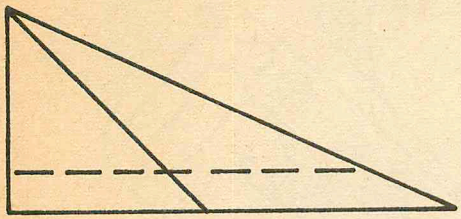
3. Fold the top left corner over like you folded the right corner.



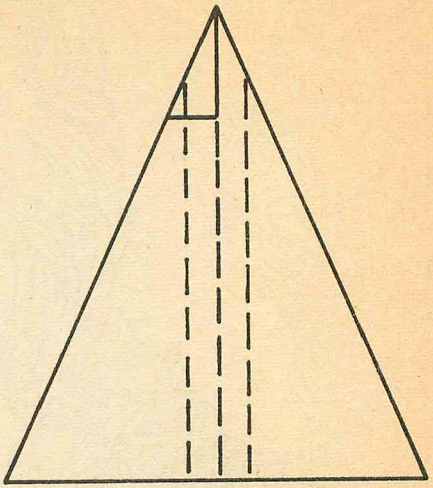
4. Your plane should look like this. Now fold the extra flap over. Turn the plane over.



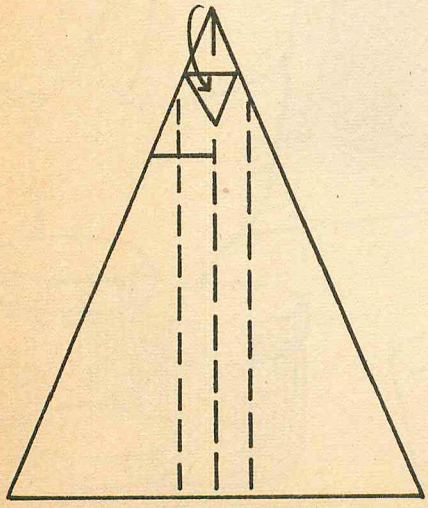
5. Fold the sides up together. Your plane should look like this. Fold down the wings as shown by the dotted lines.



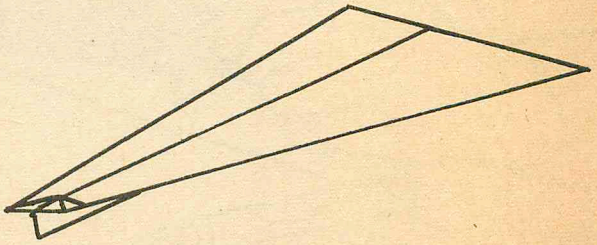
6. Open your plane back up.



7. Fold the nose down an inch.

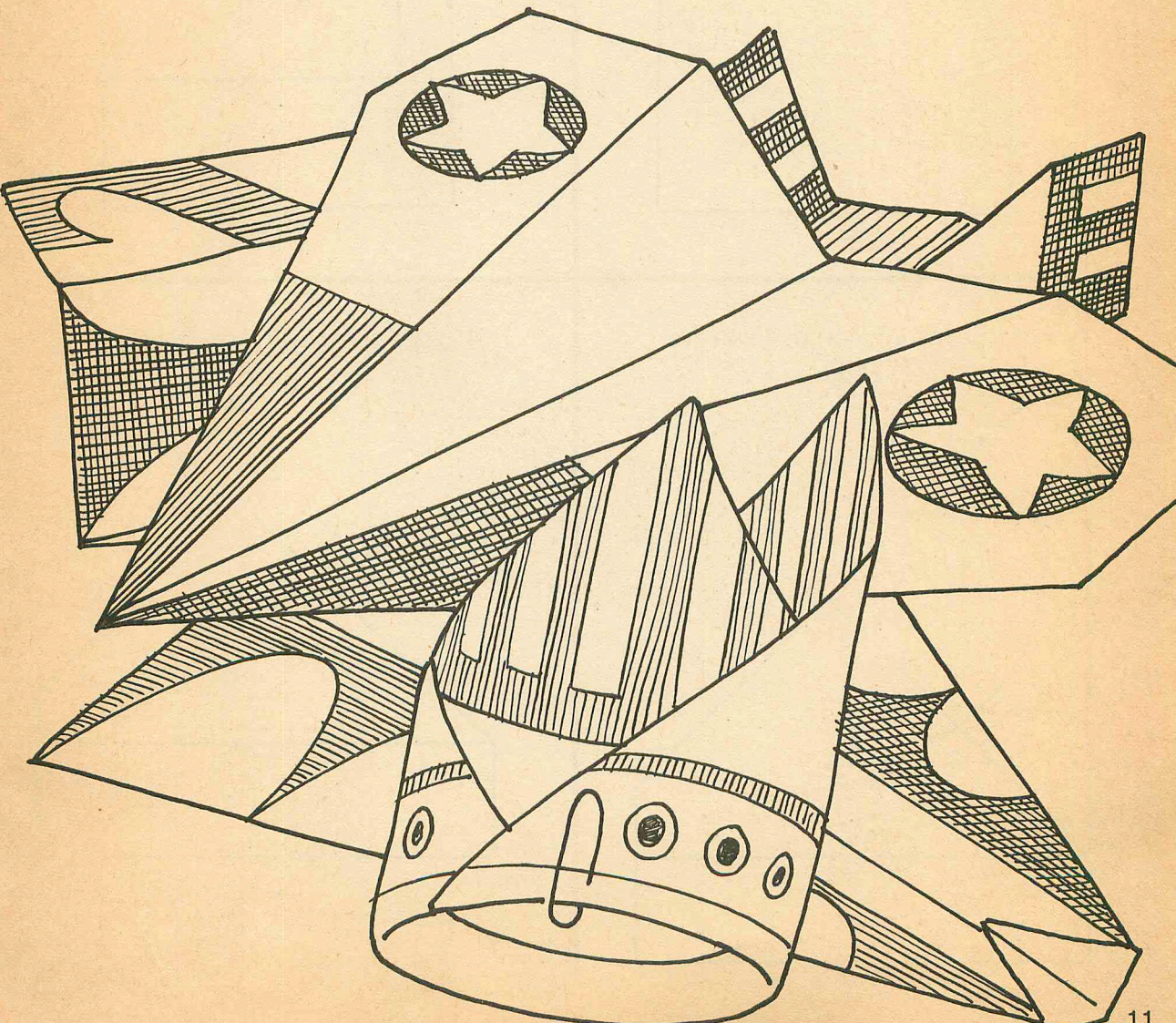


8. Ready to go! This is a fast glider. It is good for long distances or short, fast flights.



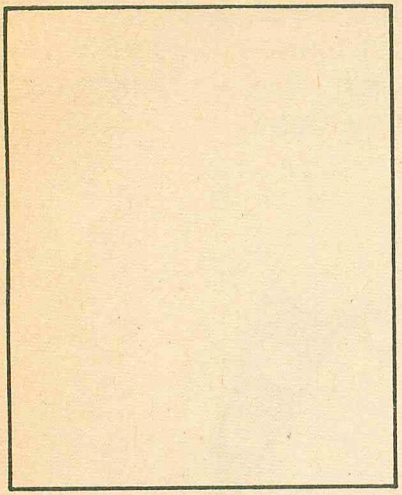
DECORATIONS

After you've made a model or two you really like, decorate them. Use crayons, pencils, pens, paints, stickers or anything you like. If you have teams or armies, color each group a different color. Put your name on your planes. If you have a little glue and glitter you can make a real starship. Make your airplanes all colors and have a rainbow fleet.

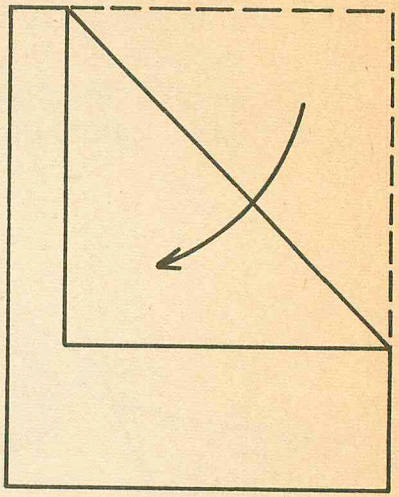


DOG LEG

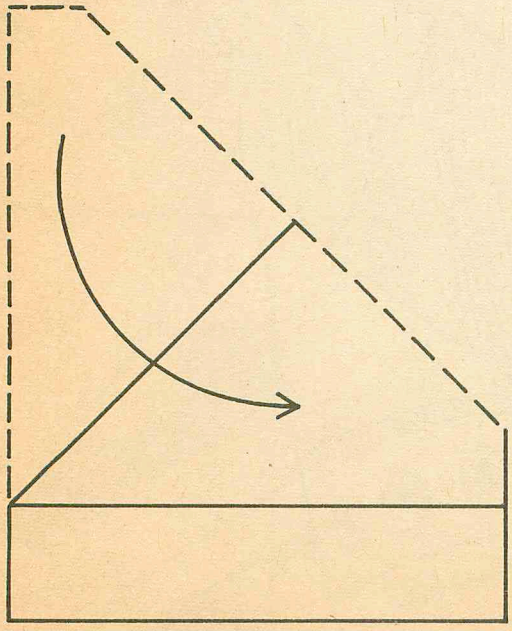
1. Start with your paper like this.



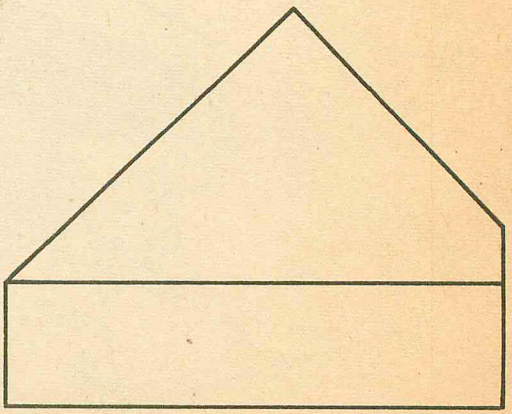
2. Fold the upper right corner within 1½ inches of the edge.



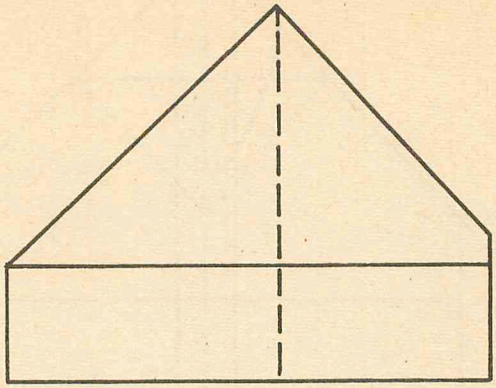
3. Fold the top left corner down even with the right side.



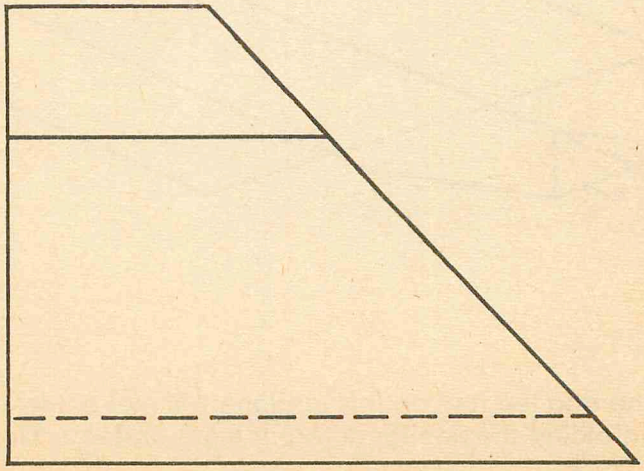
4. Your plane will look like this.



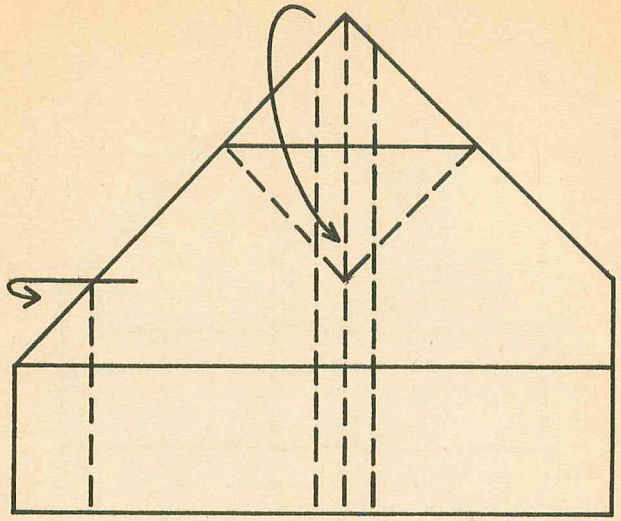
5. Fold your plane in half so the point is the center. The wings will be uneven.

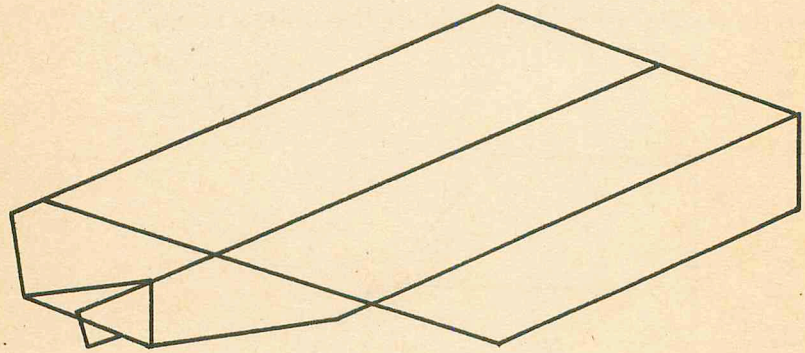


6. Fold down the wings as shown by the dotted lines.

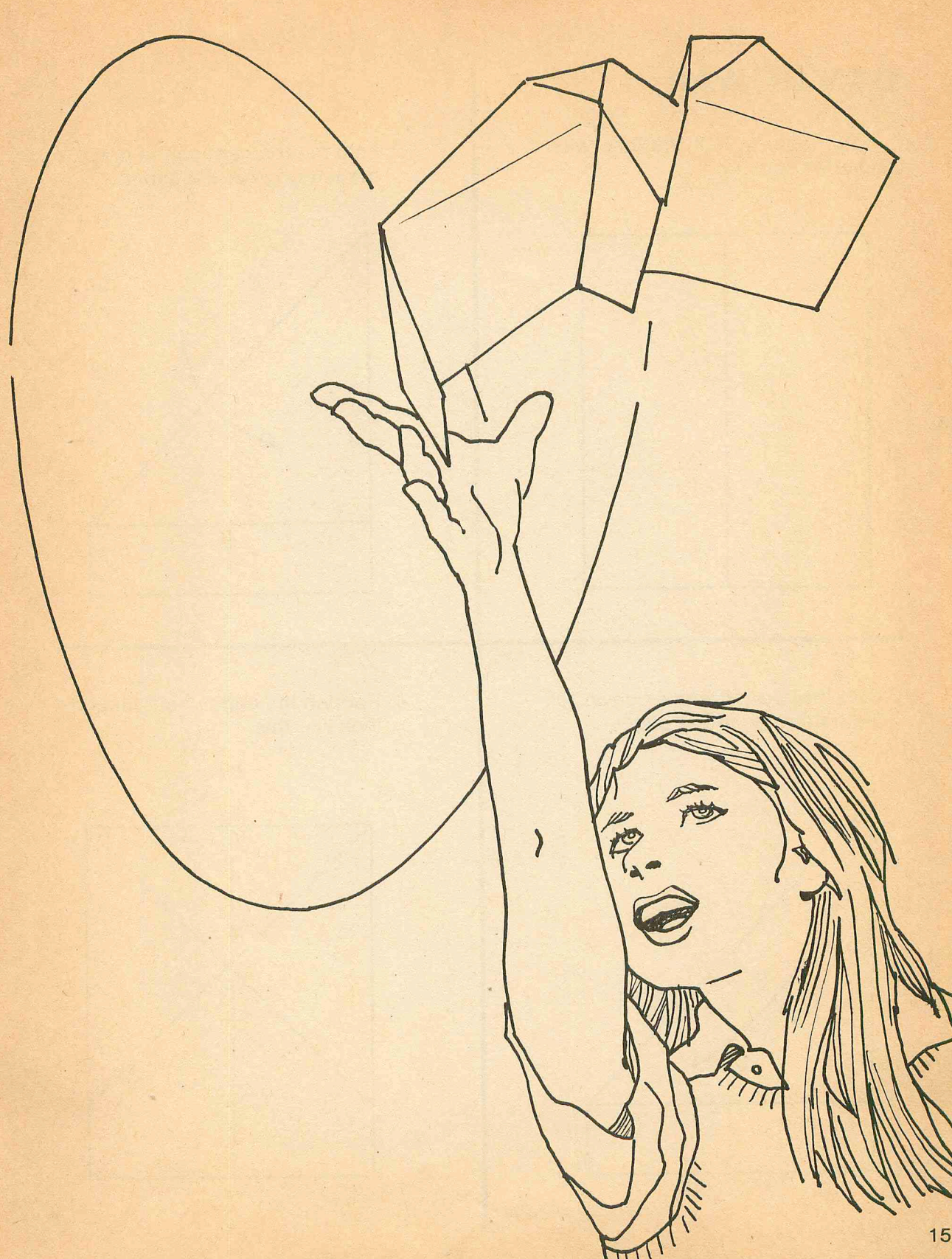


7. Open the plane back up. Fold down the nose. Fold down the long wing to make a flap.



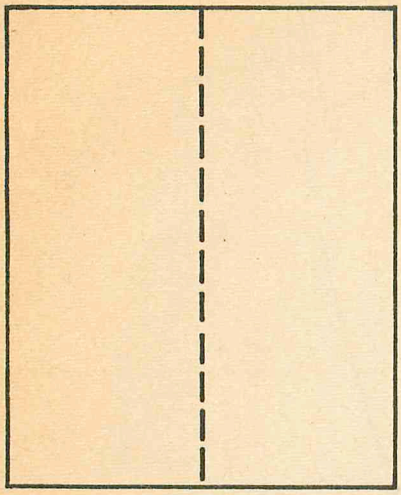


Finished! The dog leg flap on this airplane will make it fly in circles. Try folding or unfolding the flap for different flight patterns. Hold it near the nose.

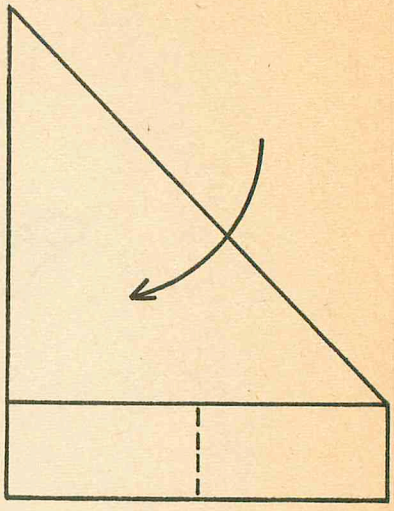


MAN OF WAR

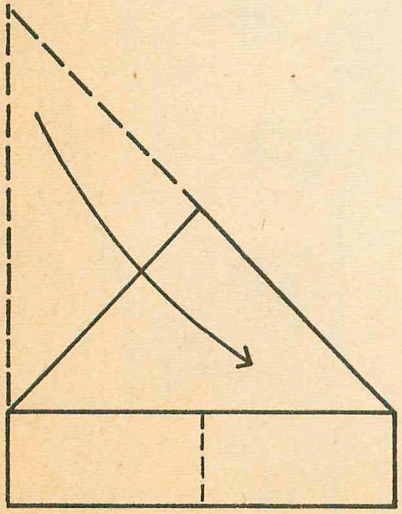
1. Fold paper in half the long way. Open it back up.



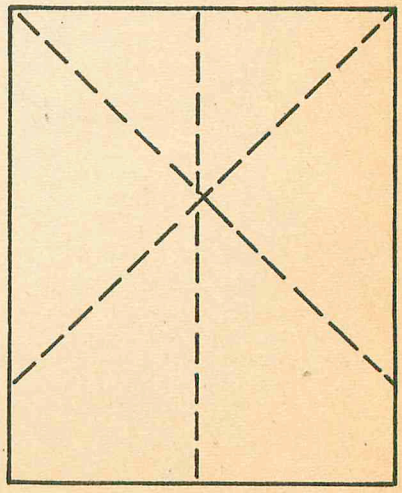
2. Fold the top right corner down to the left edge of the paper.



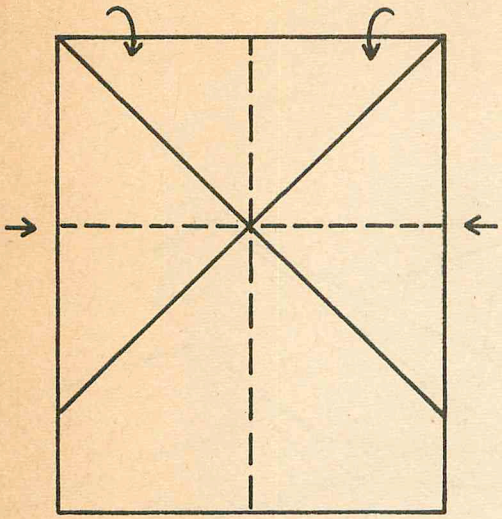
3. Fold the top left corner down to the right edge of the paper.



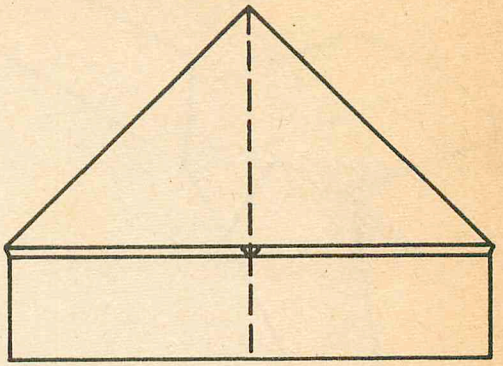
4. Reopen the paper. Your folds will look like this.



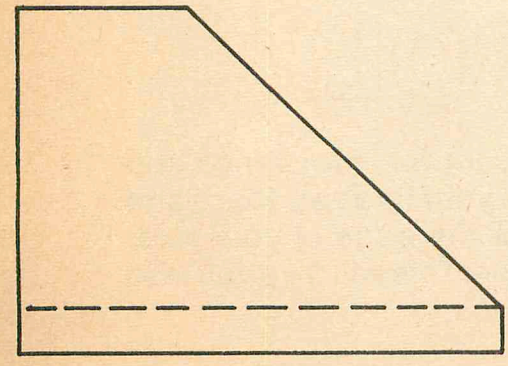
5. Fold the top down to the bottom dotted line while pushing the sides in together.



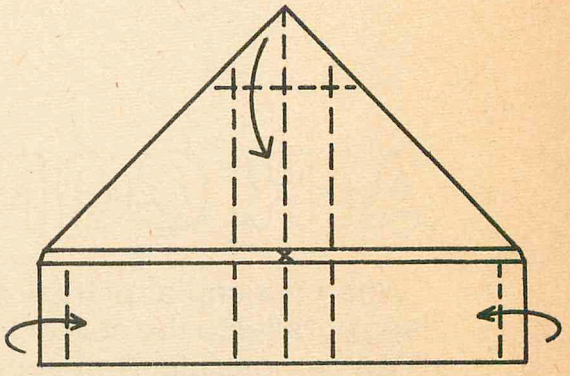
6. Fold flat to look like this.

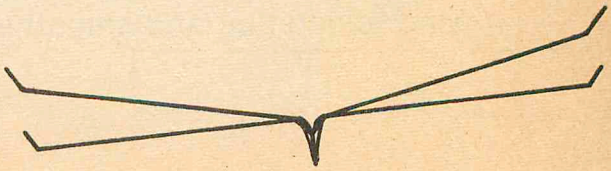


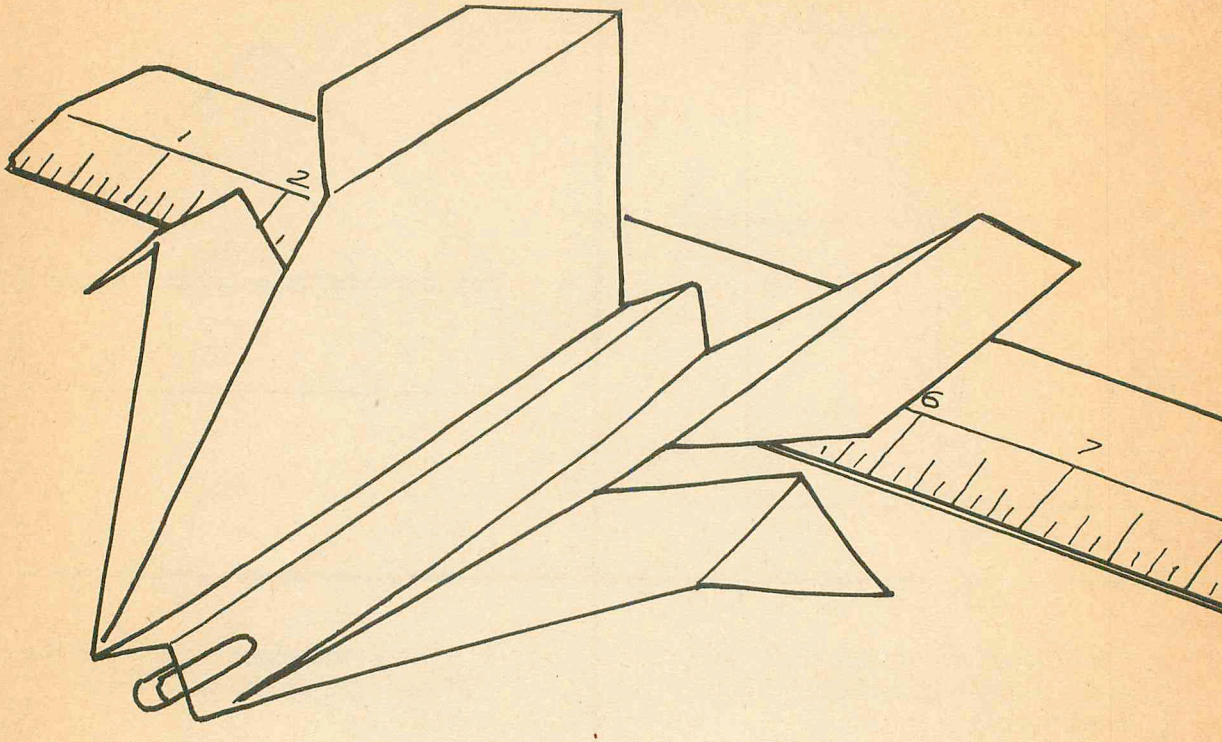
7. Fold the sides up together. Fold down the wings as shown by the dotted lines.



8. Reopen the plane. Fold down the nose. Fold up the wing flaps.



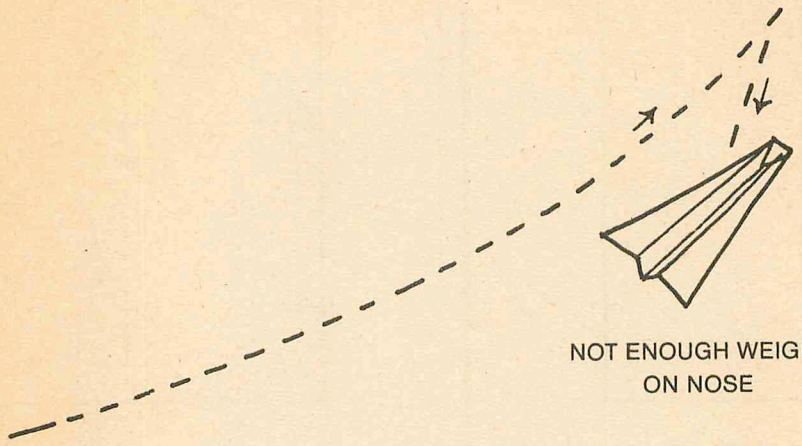




AIR CONTROL

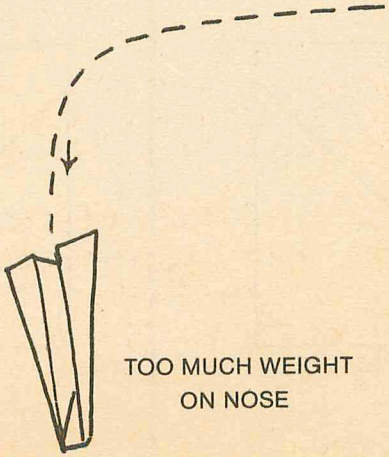
When making airplanes, make all your folds for wings and flaps parallel to the center fold. Make your folds as sharp and clean as possible. Rub your pencil or the edge of your ruler along the fold to make a sharper crease. This will give you less wind resistance and smoother flights.

When you fly your planes, watch for a "stall" or "dive." If your plane goes straight up, stops and then starts down, that's a stall. A stall occurs when the nose is too light. You need to add more weight to the nose. Add more weight to the nose by folding more of the nose over.



NOT ENOUGH WEIGHT
ON NOSE

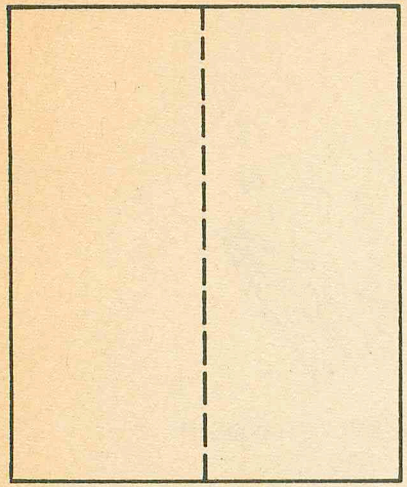
If your plane goes straight down, that's a dive. A dive occurs when the nose is too heavy. Take weight away from the front of the plane by unfolding the nose.



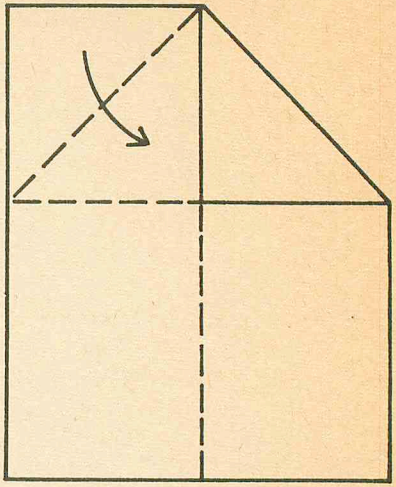
TOO MUCH WEIGHT
ON NOSE

PARA SAIL

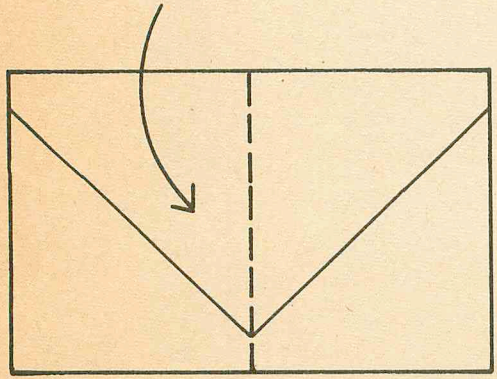
1. Fold your paper in half the long way. Open it back up.



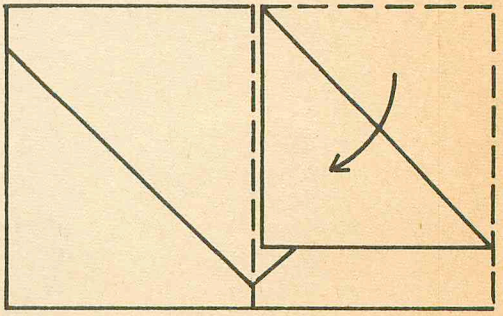
2. Fold down the top right and left corners to make a point.



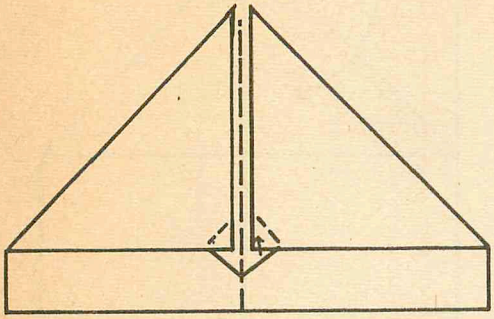
3. Fold the point down so it is an inch from the bottom of the paper.



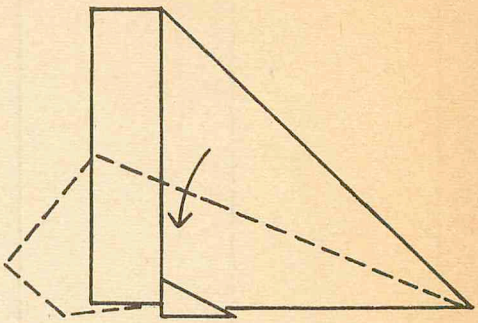
4. Fold the top right and left corners down to the center line. A point will be left sticking out.



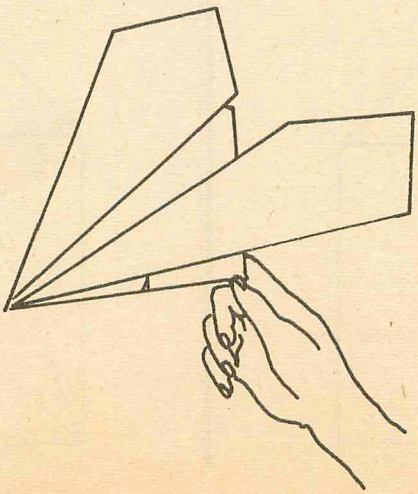
5. Fold the small point up. Turn the plane over. Fold the wings up together.



6. Fold the wings down as shown by the dotted lines.

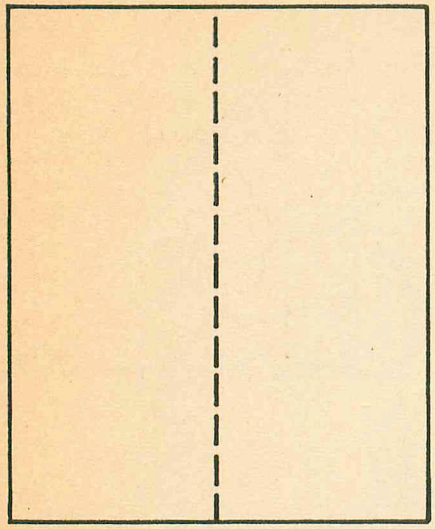


7. Here's your Para Sail. Fly this plane like a regular glider near the nose or try holding it by the tail between your thumb and index finger. Toss it forward.

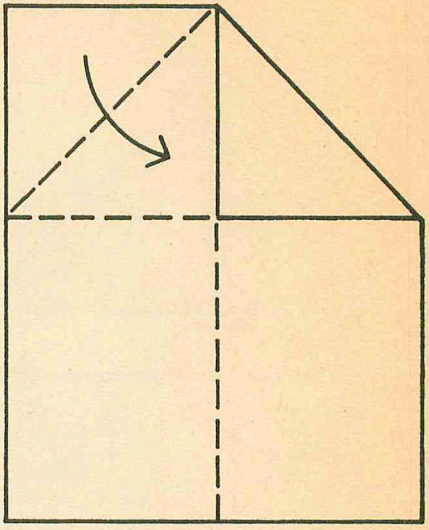


SPACE SHUTTLE

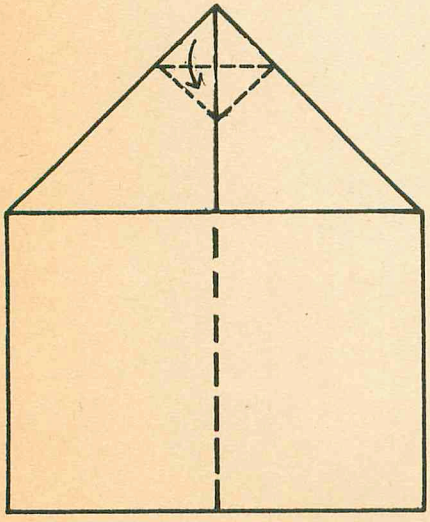
1. Fold your paper in half the long way. Reopen it. Turn it over so the fold is up.



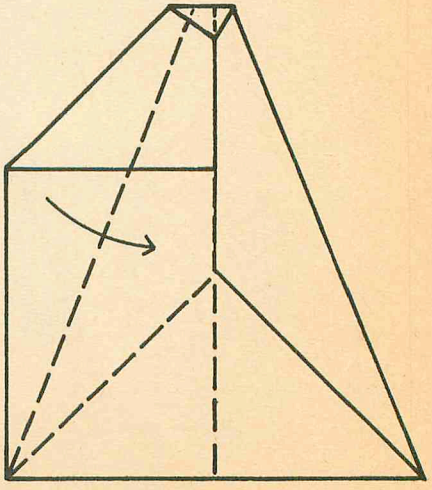
2. Fold down the top right and left corners to make a point.



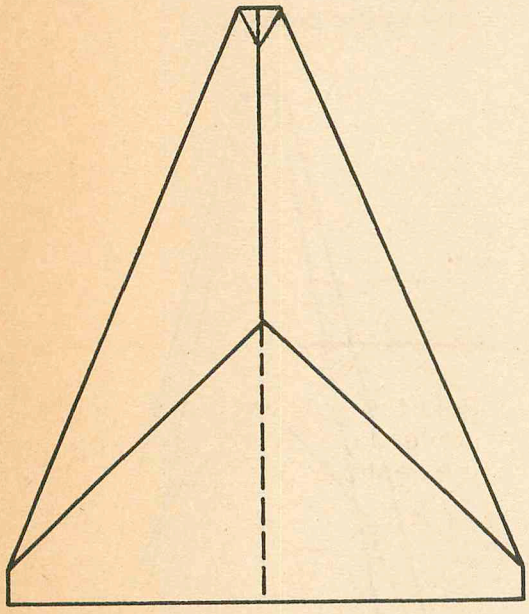
3. Fold the nose down 1½ inches.



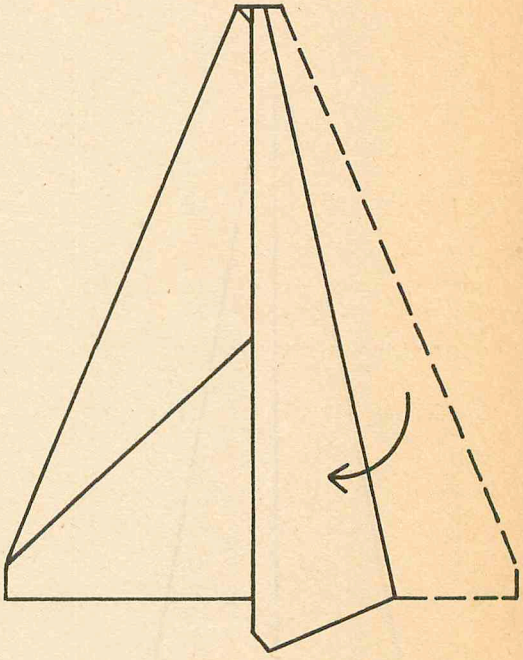
4. Fold the right side down to the center. Fold the left side down to the center.



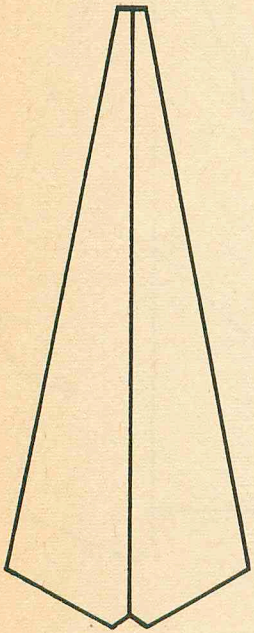
5. Your airplane should now look like this.



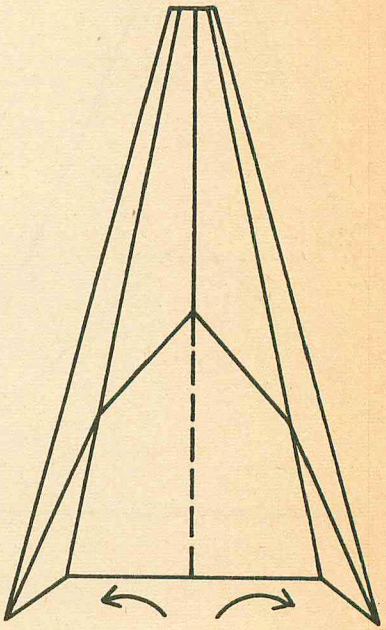
6. Fold the right side down to the center fold as shown by the dotted line. Fold the left side down to the center.

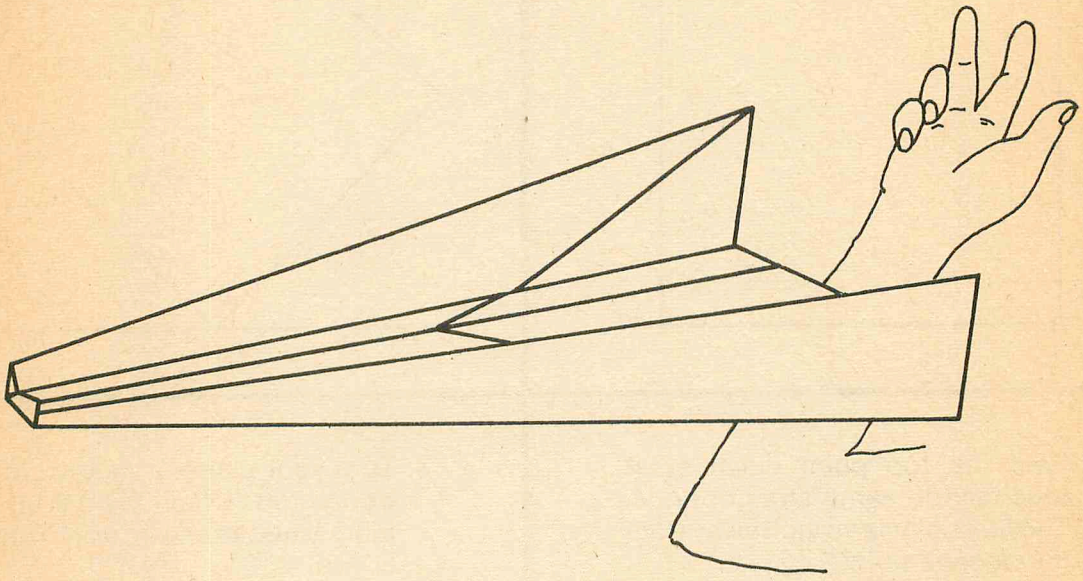


7. Your airplane should look like this.



8. Unfold the sides you folded down in step 6. The sides are now up so you have cargo space in the center. Flatten out the center and straighten out the creases.

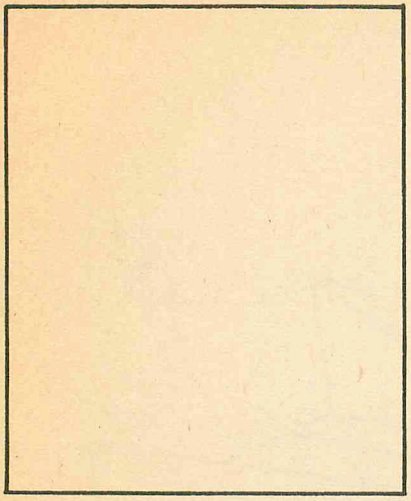




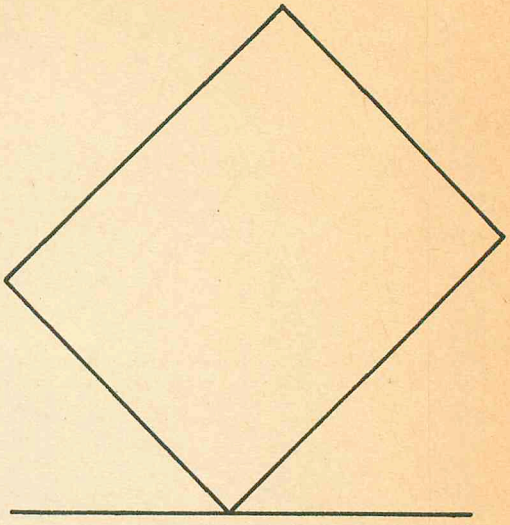
9. Finished! Hold the space shuttle with your middle finger touching one side, your index finger touching the back on the center fold and your thumb on the other side. Push it forward.

U.F.O.

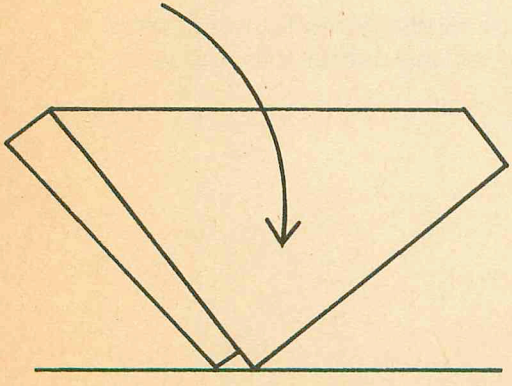
1. Start with your paper like this. Turn your paper so it looks like figure 2.



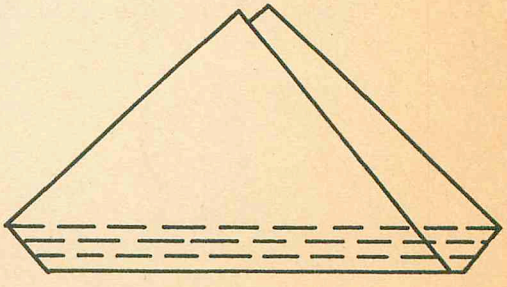
2. Put the bottom point of your paper against a straight edge such as a table.



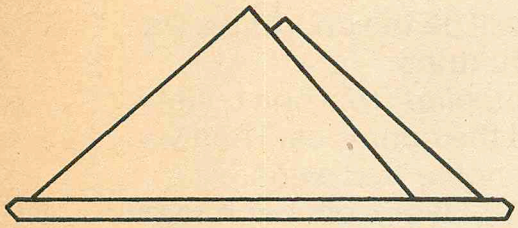
3. Fold the top point down so it touches the same straight edge. The first point is an inch away from the second point.



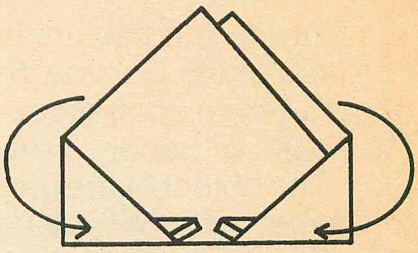
4. Turn your plane around. Fold the bottom up ½ inch. Fold it up two more times as shown by the dotted lines.



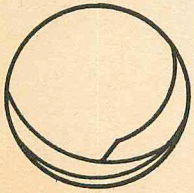
5. Your plane should look like this.



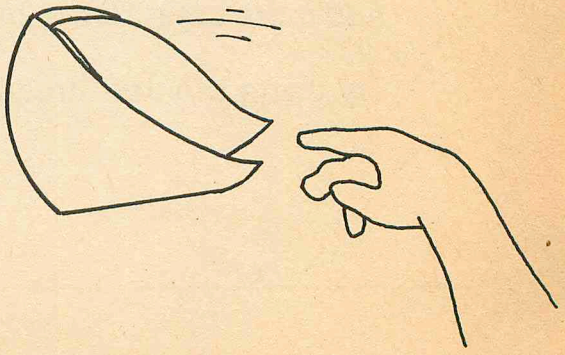
6. Turn the pointed ends of the folds toward each other to make a tube.



7. Place one point inside of the other. Push it in until it stays. Shape your plane into a circle.



8. You've just made a U.F.O. To launch this ship you hold it between the two points on the tail (between your thumb and index finger). Hold the U.F.O. straight up and toss it nose forward.



AIRLIFT

A relay game for 4 or more players.

Divide the players into 2 teams with 2 or more players on each team. Choose 5 or 6 areas of the room about 12 feet apart from each other. These areas will be the countries. Use pieces of paper to represent the countries.

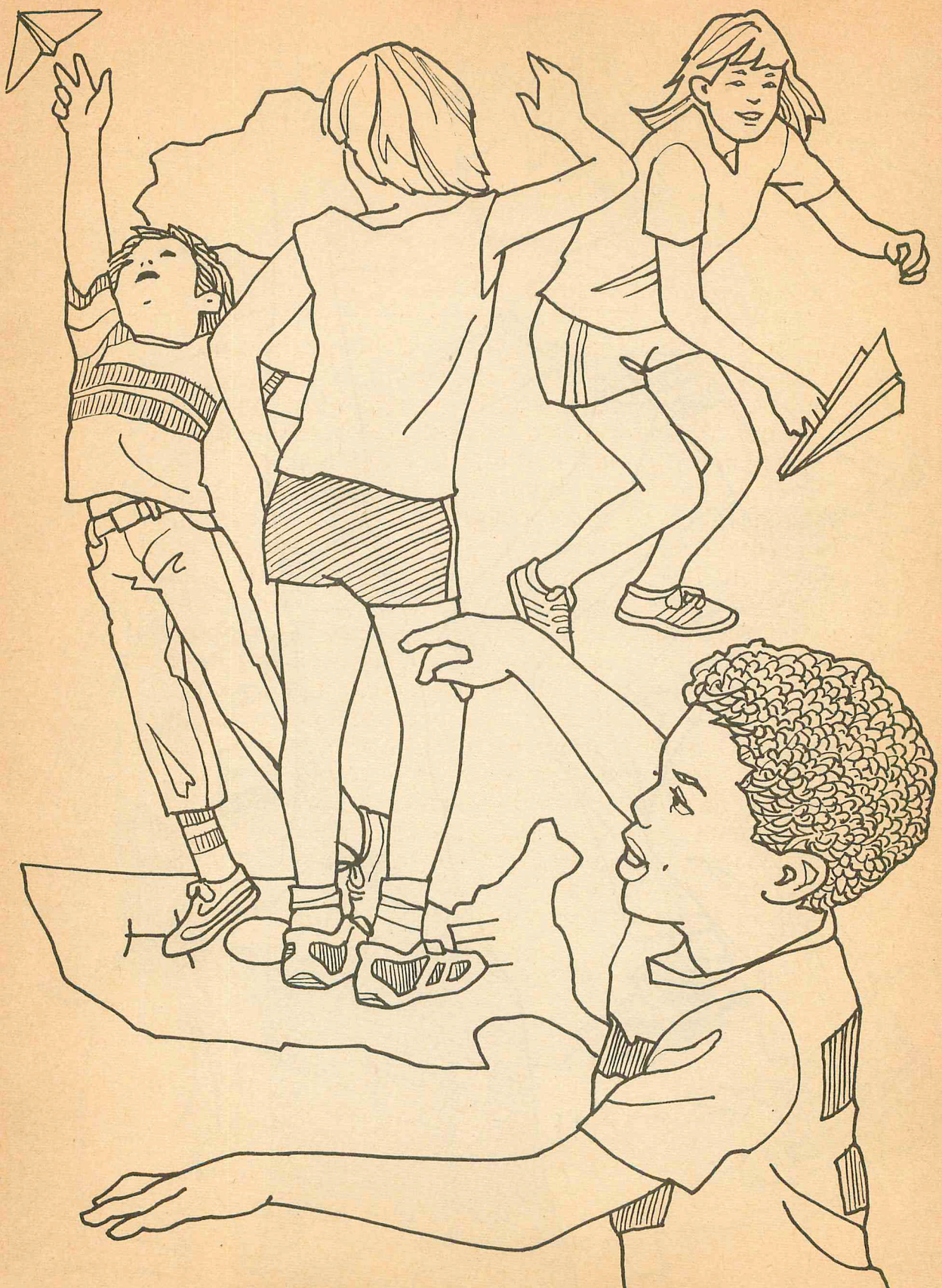
The object of the game is to airlift supplies from one country to the next until you have gone to all the countries. Then you return home. The team that returns home first, wins.

Make 1 airplane per team. Have 1 player from each team stand in the home country. Another player from each team stands in the next country. The first player (the flyer) must fly the airplane from the home country to the next country so the second player can catch it. The second player must be standing on the piece of paper when he catches the plane. If the airplane is not caught, the flyer must run and get it, return to the home country and try again until it is caught. The second player must then fly the airplane to the next country. If no one is in that country, the first player must run there to catch it. Continue until all countries have been visited. The first team to airlift to all countries and return home, wins.

Remember, all planes must be caught in the air while standing inside a country. Be careful how you catch the plane! Only 1 airplane per team.

Add more countries or make them farther apart to test your skill.

Try using the Jet-Streamer.



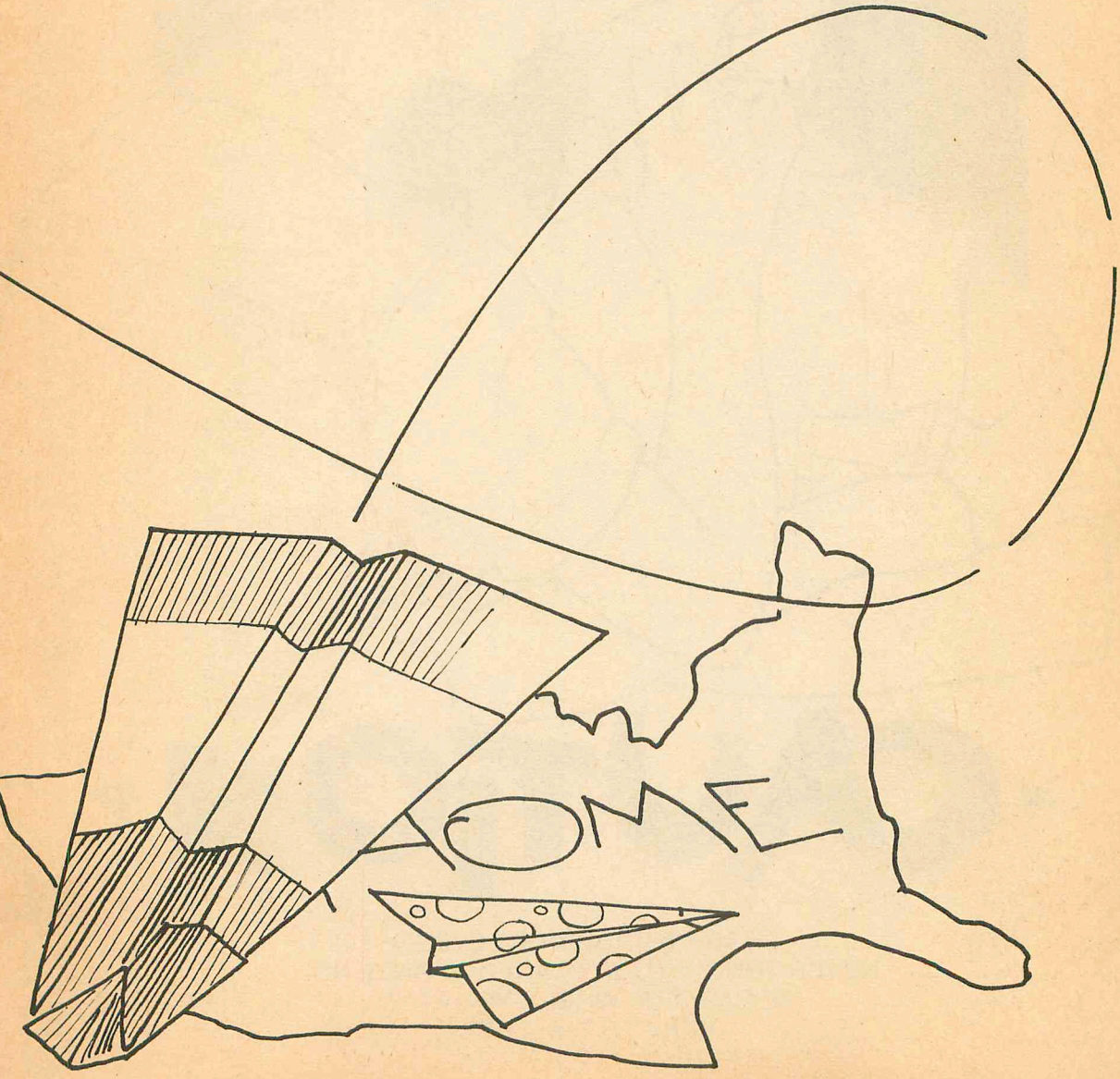
FRANCE
BRAZIL

2 Players

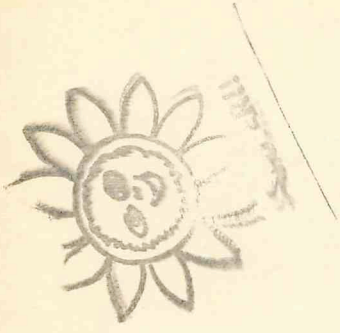
Airlift is also fun for 1 or 2 players. Instead of having 1 player in a country to catch a plane, make the country a place to land. Use pillows or paper as the countries.

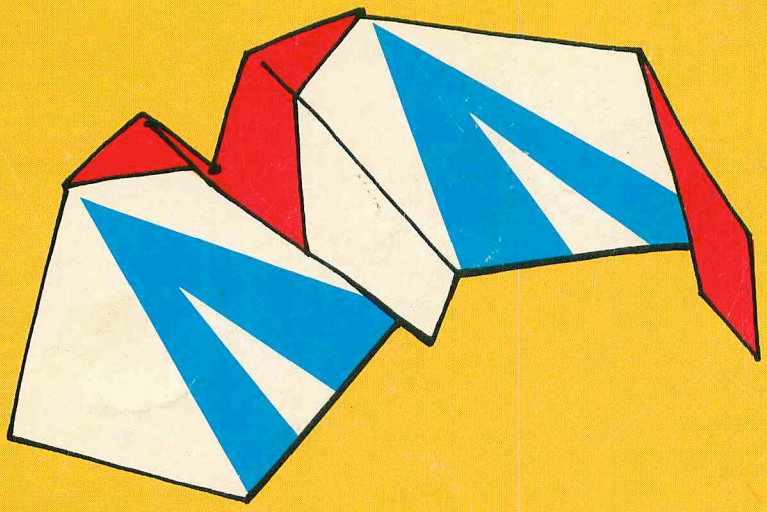
Players must start at the same time. A player must land his plane safely within the boundary of the country before advancing to the next country. The first player to land safely in all countries and return home, wins!

Test your skill with the Dog Leg, or fly to planets instead of countries and try landing a UFO!



SHARP THINGS HURT EYES!
NEVER THROW YOUR PLANES AT ANYONE!
BE CAREFUL WHERE YOU FLY!
KEEP TO THE SKY!





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