

S4A – Boost Glider Duration

vNARCON 2022

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NAR 17540

Agenda

- Overview, history, and current rules
- Design considerations
 - Boost, glide, recovery
- Details of a slide wing model
- Details of a scissors/flop model
- Models from other countries
- Ancillary issues
- Q & A

OVERVIEW, HISTORY, AND CURRENT RULES

Current S4 Is Equivalent to NAR R/G

- **S4 is “boost glider duration competition”**
 - **Space model competition, class 4**
- **Originally, S4 was similar to NAR B/G event**
 - **Pop pods, etc.**
- **Awkward innovation was internally-carried tiny gliders**
 - **Glider ejected at apogee**
 - **Very difficult to see for timing, even with binoculars**
 - **Very difficult to tell if the tiny glider was actually gliding or just drifting/tumbling with the wind**
- **S4 rules changed to eliminate ejectable items**
 - **Everything that goes up, has to come back gliding**
 - **Equivalent to NAR R/G event**

(continued)

S4 Semi-Recent Rule Changes

- **S4 had a minimum mass requirement, but now eliminated**
 - Leftover from trying to address the tiny glider issue
- **There is still a maximum mass rule (60 gr for S4A)**
 - Why?
 - Never measured at model check-in
- **S4 models may use radio control for dethermalizer**
 - Similar to rules for Free Flight models
 - Model must be free flight only during standard portion of glide
 - RC safer than slow-burn fuses
 - Minimal danger from RC nichrome wire release
 - Mass of RC is a challenge (receiver, battery)

S4 Motor Impulse Classes

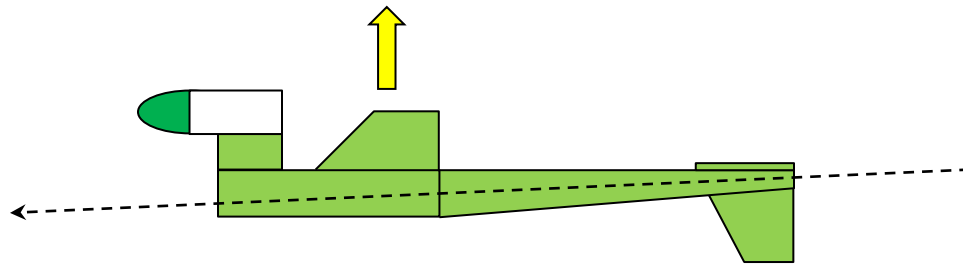
- **S4 has range of motor impulse events ...**
 - A, B, C, D, E, F
- **... but S4A is the only event typically flown**
 - Flown at continental and world championships
 - FAI medal for best annual performance in S4A
 - But not S4B, or S4C, etc.
 - Big motivation to fly S4A, little motivation for other impulses
- **Current trend is to limit impulse to 1/2A**
 - S4A covers 0-2.5 N-s
 - S4A requires large field, large recovery teams, lots of lost models
 - 1/2A helps address these issues
 - Still very competitive and maybe even more challenging!

S4 Rules Summary

- **Must ascend vertically (within 60° cone)**
 - Cannot use lifting surfaces during ascent (e.g., Jetex models)
- **Must descend gliding, nothing ejected/separated**
 - Must enter “stable glide” within 30 seconds, or DQ
- **Three standard rounds**
 - 180 second max per round
 - Two models allowed for three flights
- **If tie after three rounds, one flyoff round with 300 sec max**
 - One additional model allowed
- **If still tied, final flyoff round with unlimited time**
- **Models do not need to be recovered/returned, but...**
 - 2 models for 3 standard rounds
 - 1 more model for up to 2 flyoff rounds

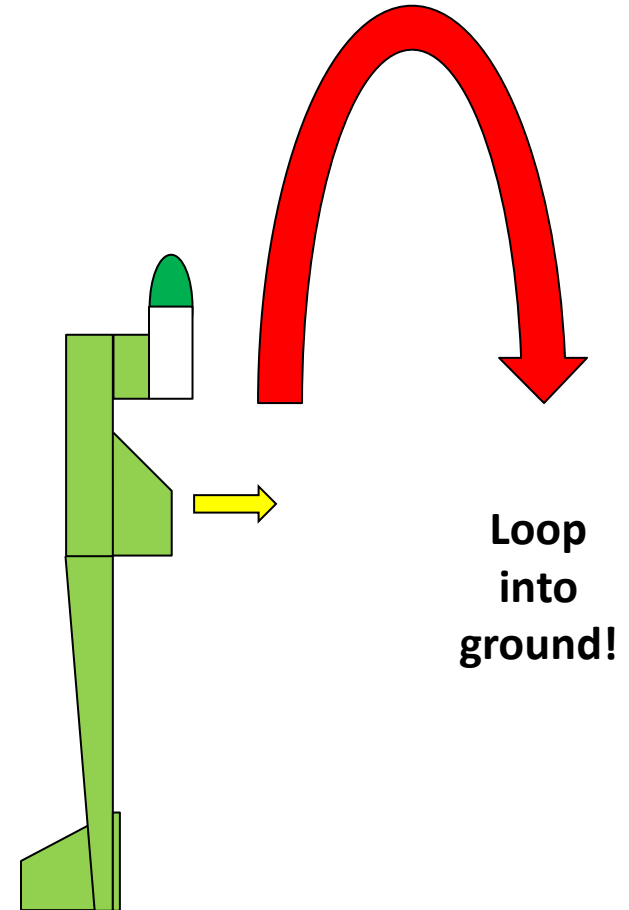
DESIGN CONSIDERATIONS

Fixed Geometry Glider Will Not Work* for S4



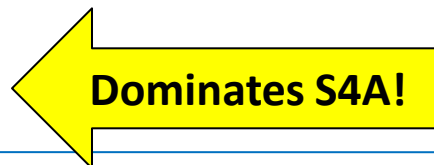
Trimmed for glide

- **Must have change(s) between boost and glide**
 - Geometry
 - Control surface settings
 - Mass
 - Combination



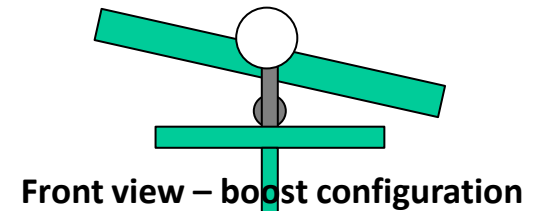
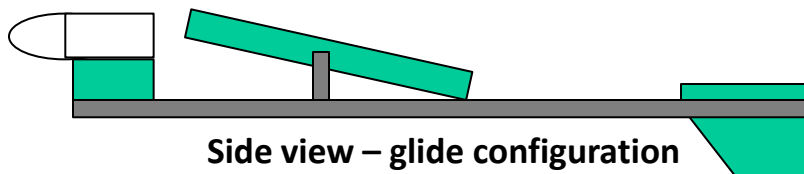
Wide Variety of S4 Design Options

- Pop-up elevator
- Pop-down canard
- Slide pod, motor shift
- Swing wing
- Adjustable wing flaps
 - “Hummingbird” (Parks) derivatives
- Slide wing (partial travel, full travel)
- Flop wing
- Scissors wing
- Combinations
 - Slide/flop wing, slide wing w/pop-up elevator, slide wing w/curved fuselage
 - Scissors/flop

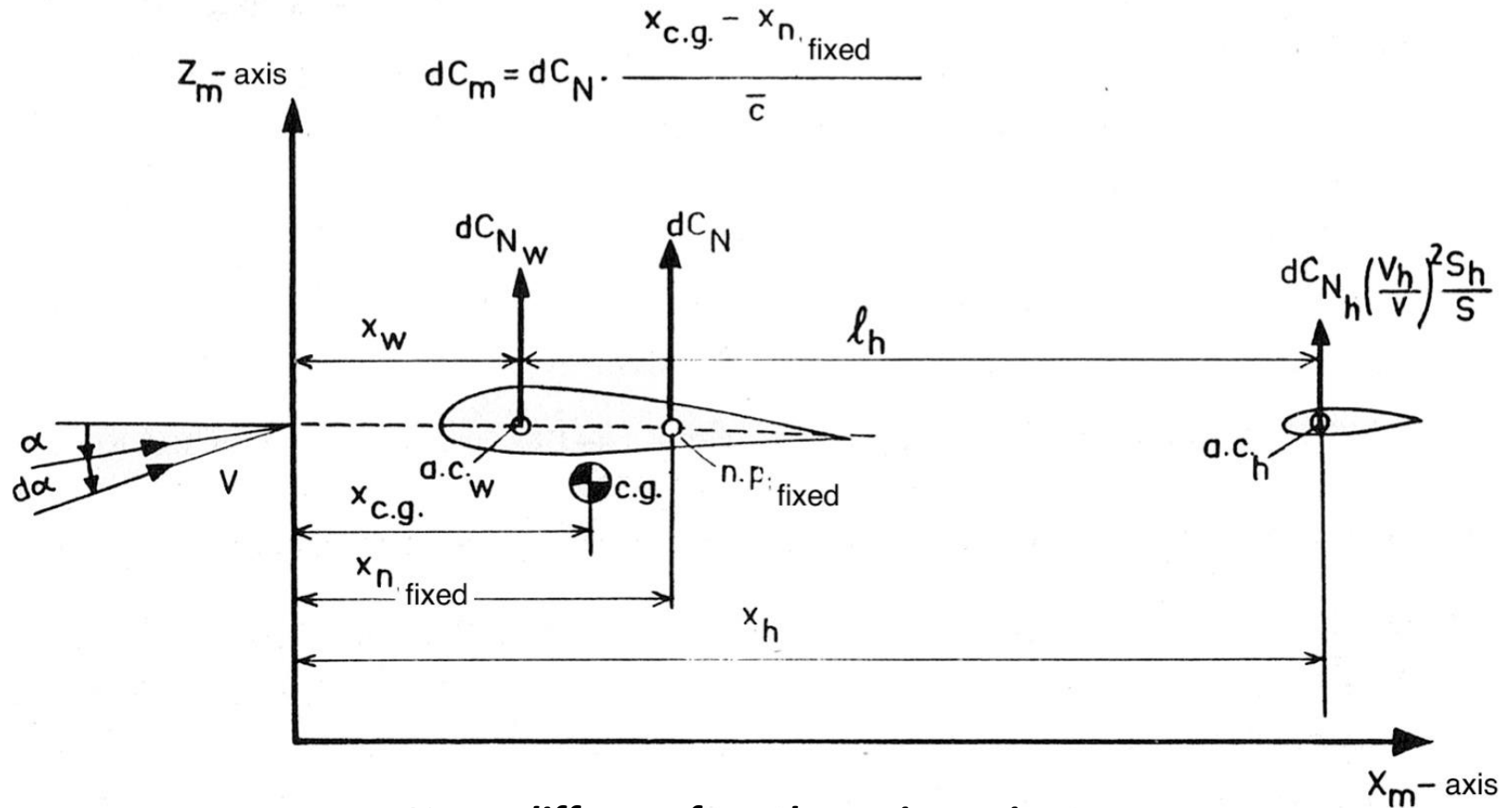


Must Have Positive Transition to Glide

- **Must have correct pitch stability (see next slide)**
 - Glider must pull out of a dive, from any orientation
- **Typically achieved by incidence between the wing and horizontal stabilizer**
 - Horizontal stabilizer or elevator at negative incidence
 - Wing at positive incidence
- **For a scissors wing, wing positive incidence for glide “rotates” in boost configuration**
 - Easy to make scissors (or scissors/flop) models boost straight



Calculation of Longitudinal Stability (horizontal glide orientation)



<https://aviation.stackexchange.com/questions/47306/does-static-longitudinal-stability-require-download-on-the-tail>

Incidence Effects Must Be Minimized for Boost

- **Wing/tail incidence causes boost problems**
 - Tendency to loop, even loop-into-ground
- **Solutions to suppress incidence effects during boost**
 - Slide wing
 - Aft wing location significantly reduces pitch moment arm
 - Pop-up elevator or adjustable wing flaps
 - Hold down during boost, release for glide
 - Scissors rotation
 - Wing incidence “rotates” out of pitch plane
- **Note: need large incidence to assure transition**
 - ~2-3 degrees for slide wing model
 - ~3-5 degrees for scissors/flop model

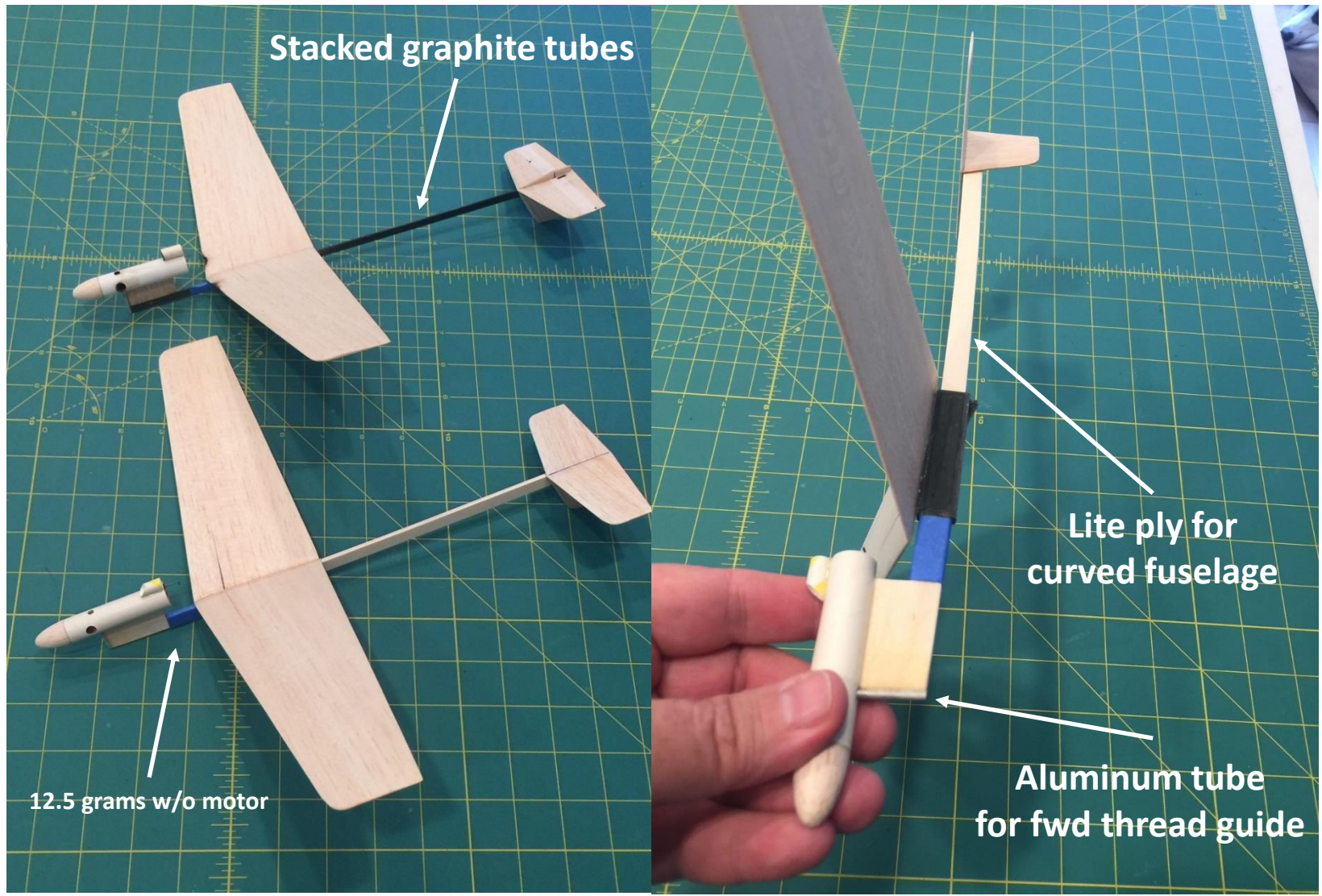
Recovery Is Very Important for Multi-Round

- 2 models to make 3 flights
 - Must get at least one model back to make three flights
- Add bright colors or markings to the model
 - Something to stand out in a field of grass (or sand, or...)
- Sharpies and similar
- Silver mylar tape
- Gold trim Monokote
- Both upper & lower surfaces
- Negligible mass added
- Dethermalizers
 - Discussed later

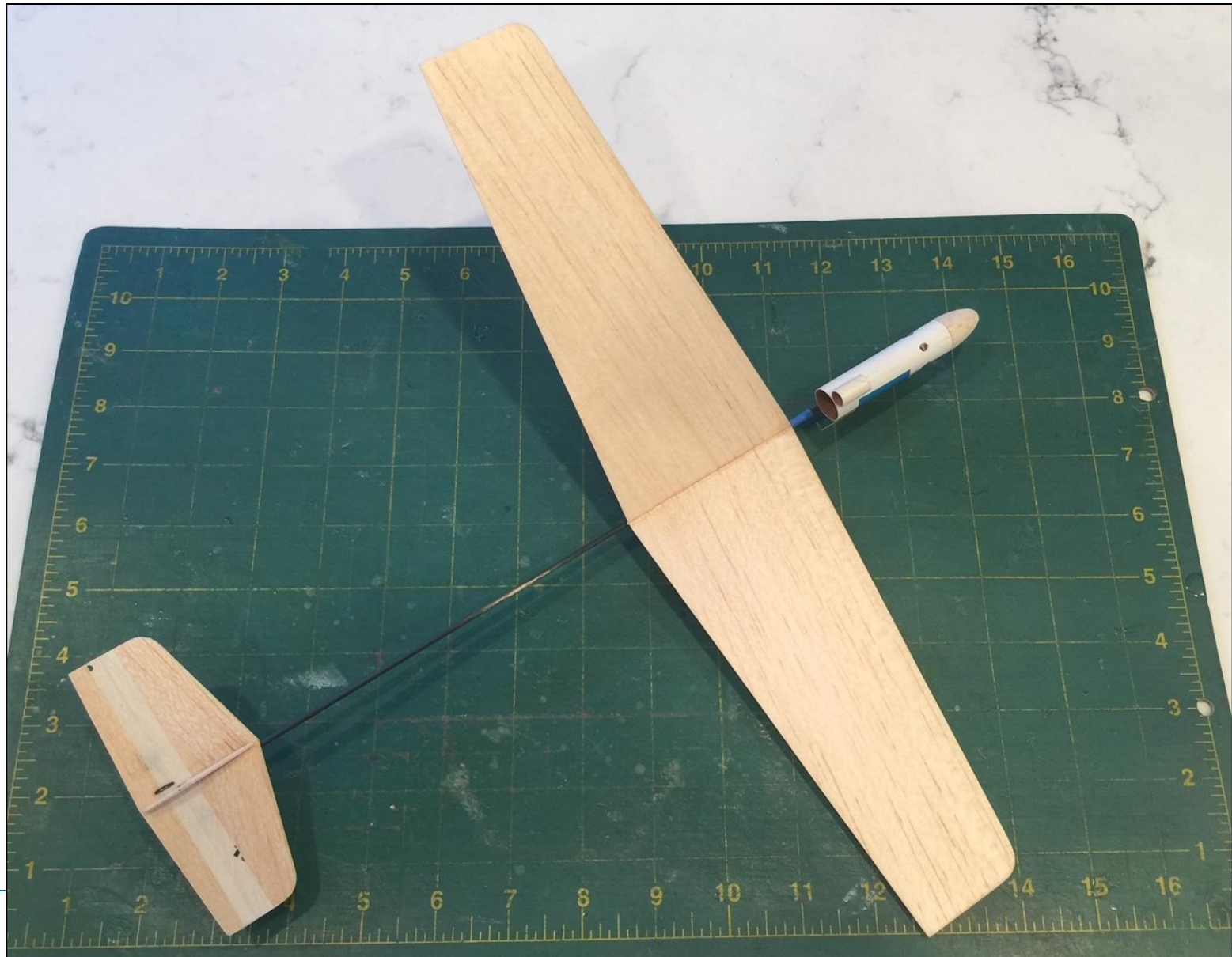


DETAILS OF A SLIDE WING MODEL

Two Slide Wing Models



Slide Wing with Pop-Up Elevator



Slide Wing Design Features

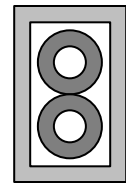
- **Wing**
 - Typically 1/8" balsa (5-6 PCF), maybe 3/32"
 - Wing span or aspect ratio can't be too large, or wing will shred
 - Wingspan ~ 12"
 - Some aft sweep will help with flutter and divergence
 - Using 1/2A motors may allow higher aspect ratio
- **Horizontal and vertical stabilizers**
 - Typically 1/16" balsa (6-8 PCF)
- **Covering?**
 - Japanese tissue adds strength, but also adds mass
 - Good tissue getting harder to find
 - Dope or other paints add waterproofing, but also mass
 - Fly naked!



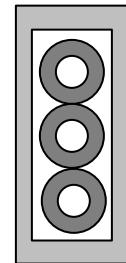
Slide Wing Design Features

- **Fuselage**

- Stacked graphite tubes (0.078")
 - 2, 3, or 4 tubes
 - More tubes add “roll” precision for wing position, but also mass
- Lite ply or spruce for curved fuselages
 - Eliminates the need for pop-up elevator
- 1/8” balsa with 1/64” plywood “T” slide



2 tubes

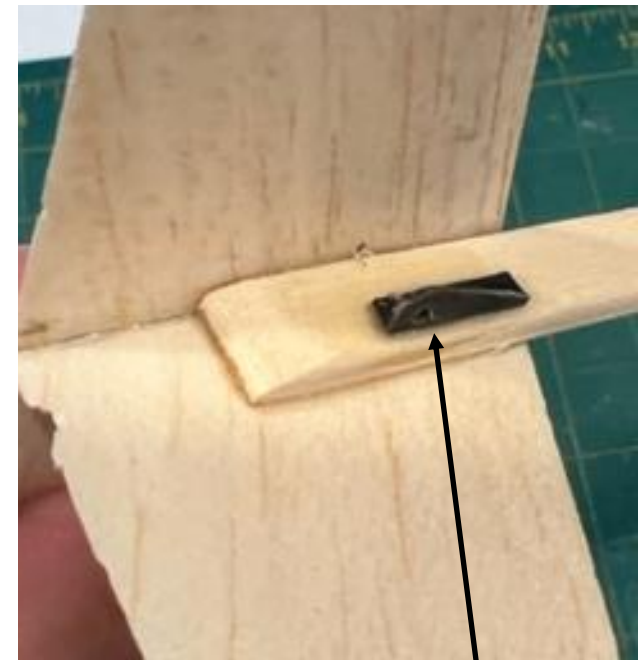
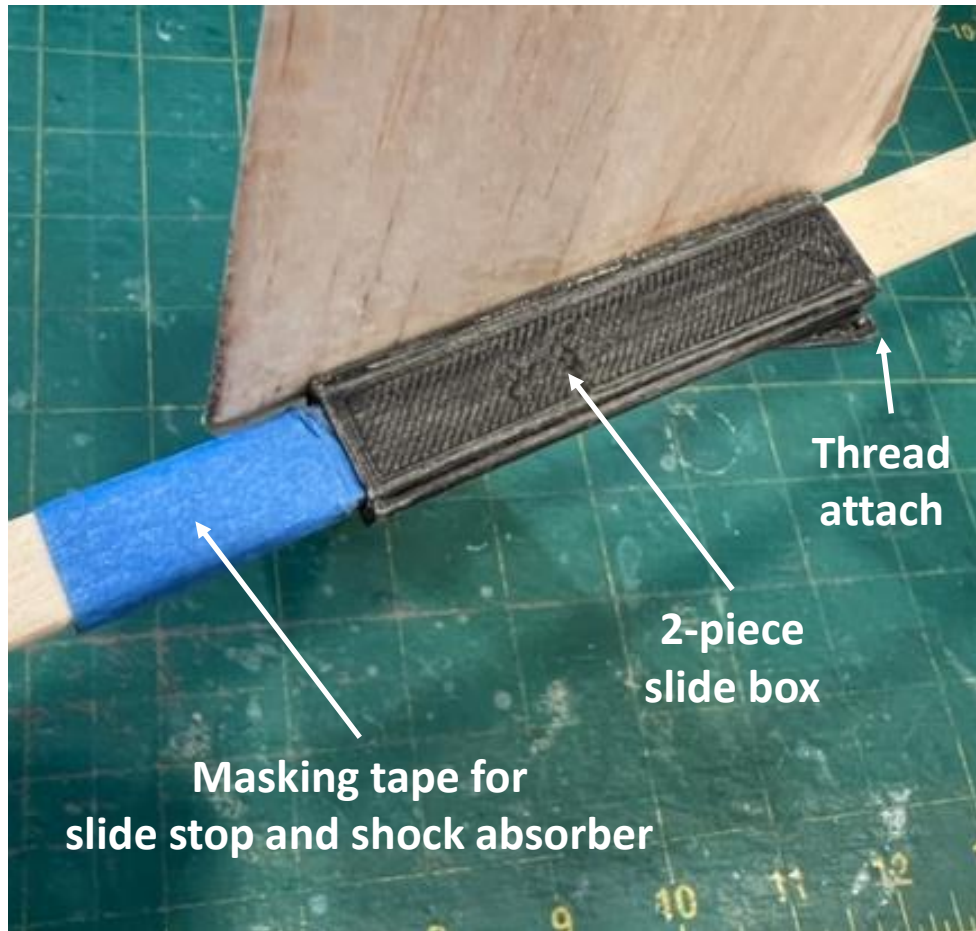


3 tubes

- **Wing slide box**

- 3D-printed
- Laser cut (Apogee Cirrus Breeze kit)
- Traditional hand made (yes, it can be done!)
 - 1/64” plywood
 - Wrap with fiberglass or thread for strength

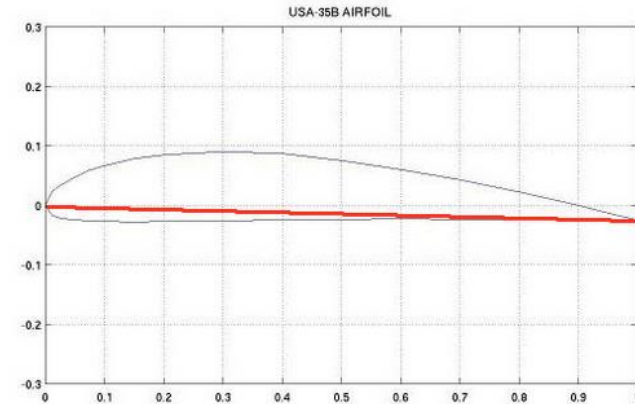
3D-Printed Parts for Slide Box and Thread(s)



Thread guide

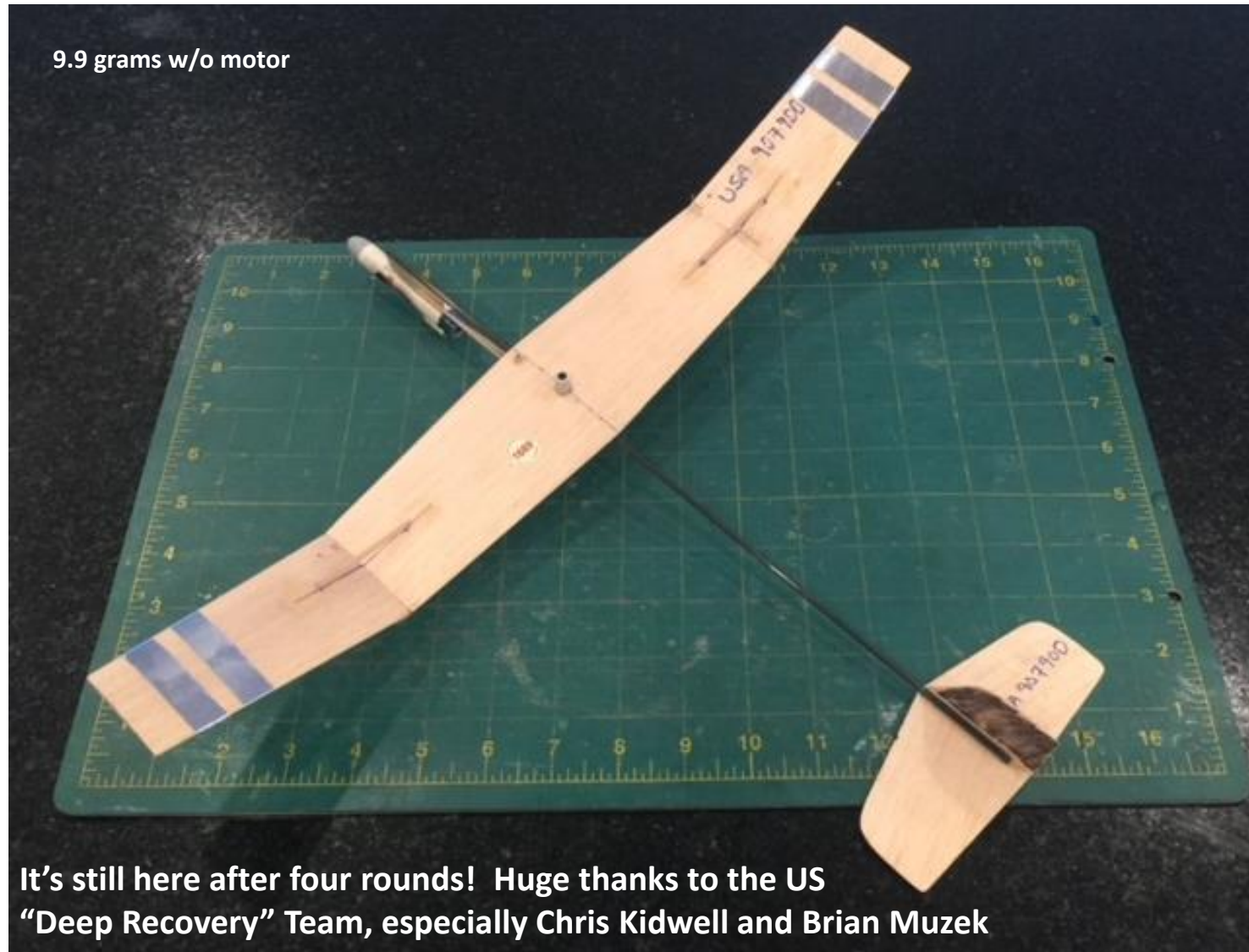
Glide Transition of Slide Wing Models

- **Natural incidence from the wing airfoil**
 - 1-2°, depending on airfoil's zero lift line
 - Might work, depending on orientation of glider when wing slides forward...
 - ... but significant probability that it won't transition to glide (i.e., death dive)
- **For multiround event, reliability is critical**
 - 100% glide transition is needed
- **Methods for additional incidence**
 - Pop-up elevator
 - Held down by string during boost, released at ejection
 - Curved fuselage
 - Wing at 0° incidence during boost, positive incidence for glide
 - 3° seems to give very reliable transition



SCISSORS/FLOP MODEL DETAILS

Model That Won the S4A Gold Medal (2021)



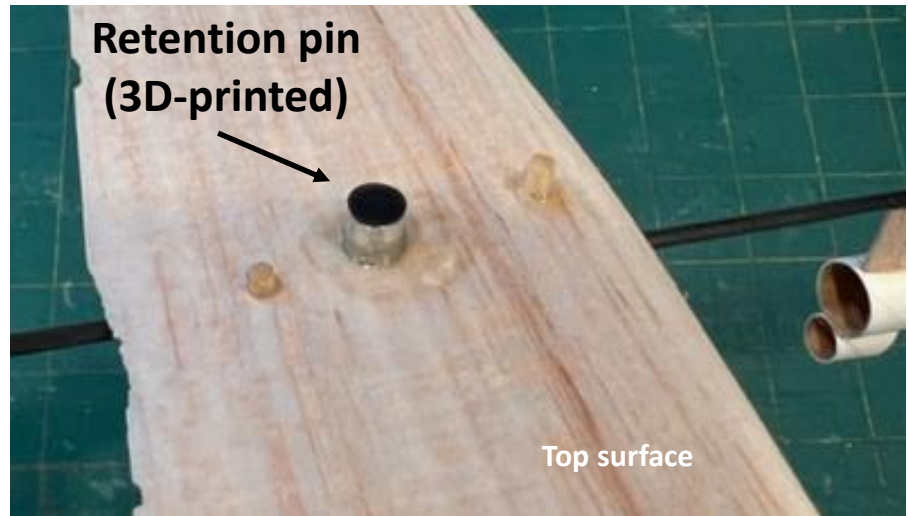
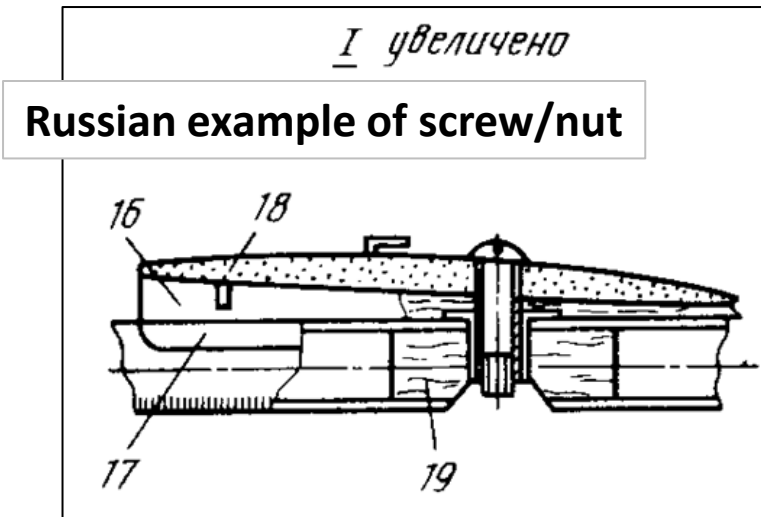
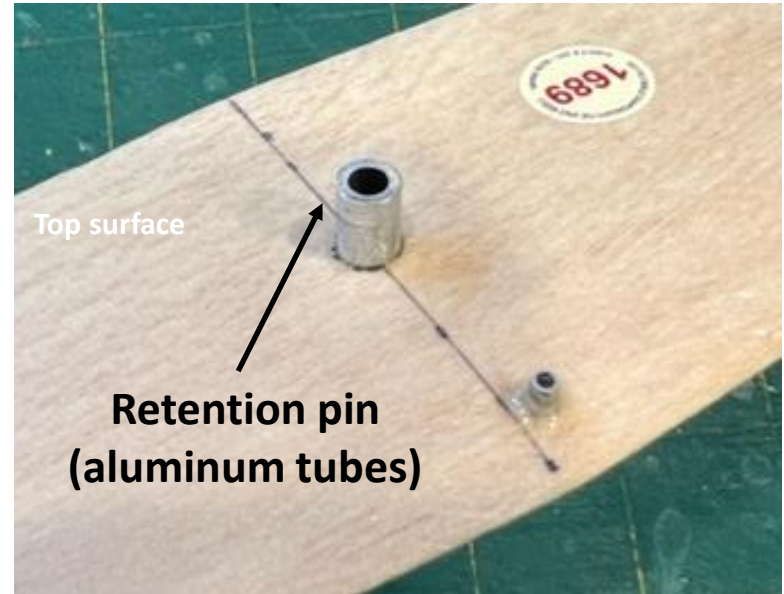
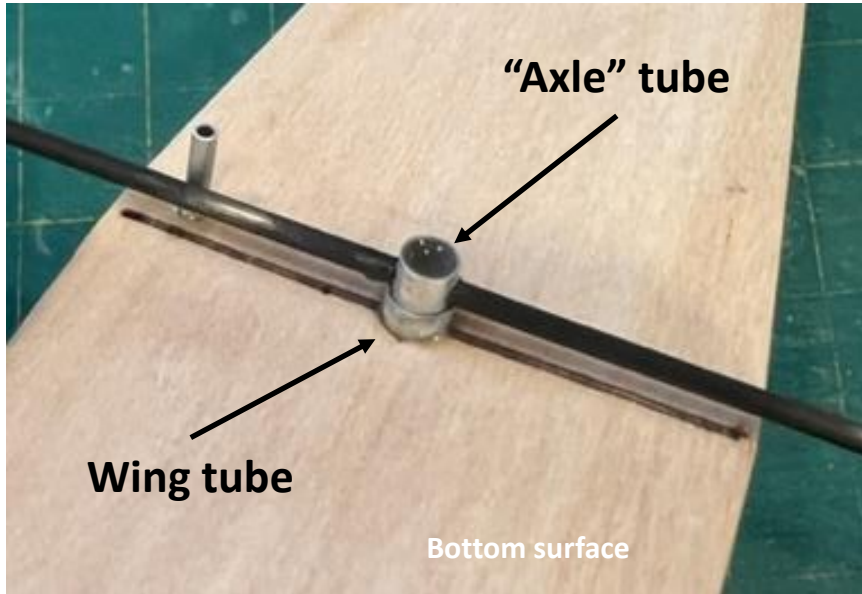
Scissors/Flop Design Features

- **Wing**
 - Wing span or aspect ratio can be larger than slide wing
 - Wingspan ~ 18"
 - Typically 1/8" balsa (4-6 PCF), maybe 3/32"
 - Wing planform typically straight with tapered tips
 - Straight-taper is easier to airfoil
- **Horizontal and vertical stabilizers**
 - Typically 1/16" balsa (6-8 PCF)
- **Covering?**
 - Japanese tissue adds strength, but also adds mass
 - Good tissue getting harder to find
 - Dope or other paints add waterproofing, but also mass
 - Fly naked!

Scissors/Flop Design Features

- **Fuselage**
 - Graphite tube, typically 0.098" diameter
 - 0.120" tube provides additional stiffness & strength with only small additional mass
 - Smaller tubes are too flexible
- **Wing pivot**
 - Metal screw and nut
 - Drill hole through graphite tube (difficult)
 - Cut tube, then splice tube with reinforcements
 - Aluminum tubes, nested
 - Central "axle" tube with hole for fuselage (7/32")
 - Larger tube glued into wing (1/4")
 - Nylon screw, 3D-printed pin, or aluminum tube to secure
 - Use assembly jigs for accurate assembly

Wing Pivot Features



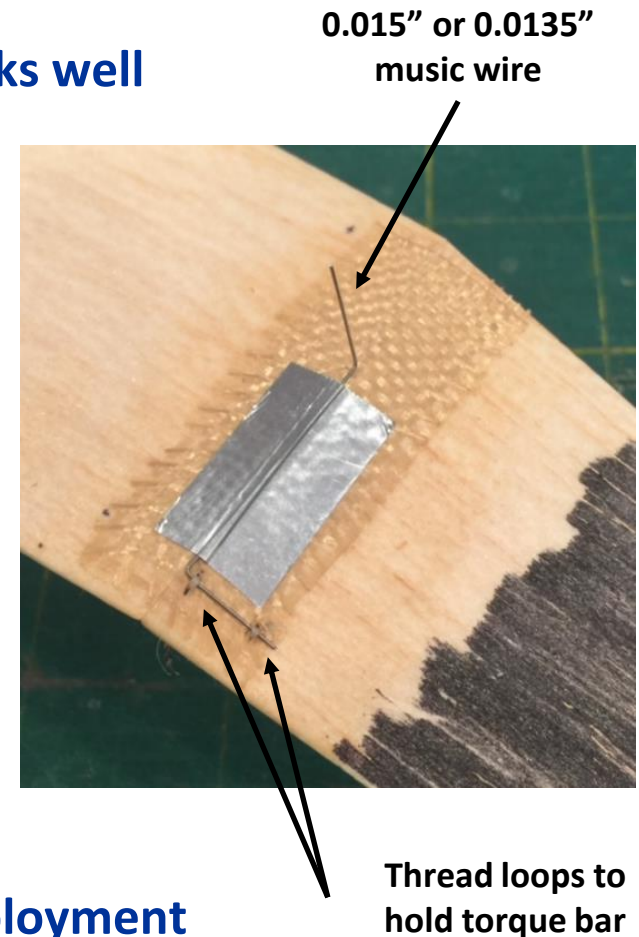
Flop Wing Hinges and Deployment

- **Hinges**

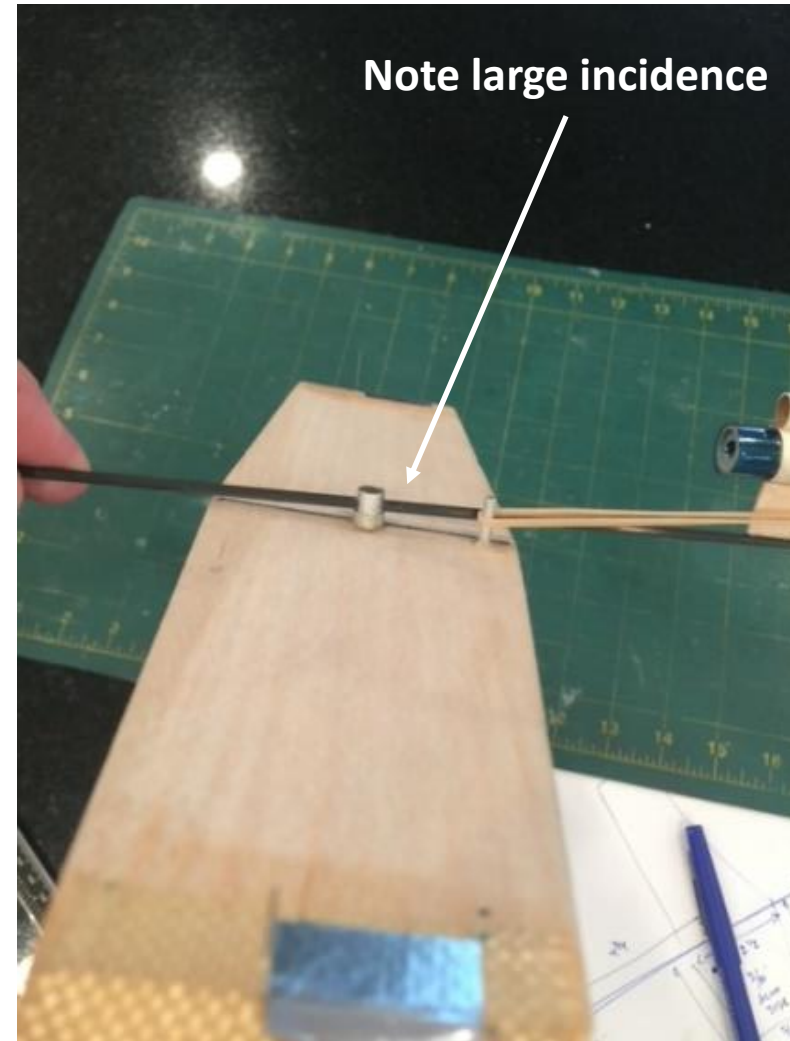
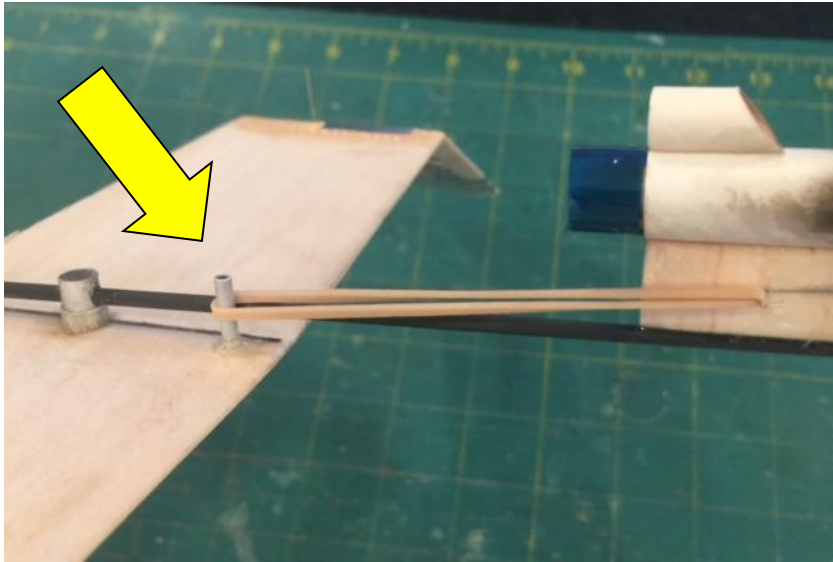
- 1 oz Kevlar fabric* bonded to wing works well
 - Titebond works well
- Tyvek tape
 - Aggressive adhesive
 - Will creep over time

- **Flop wing deployment**

- Rubber bands aren't sufficient for 100% reliable deployment
- Torque bars can work (Don Carson)
- “Belt and suspenders” (Trip Barber)
 - Torque bars for initial ~90°
 - Rubber bands for remainder of deployment



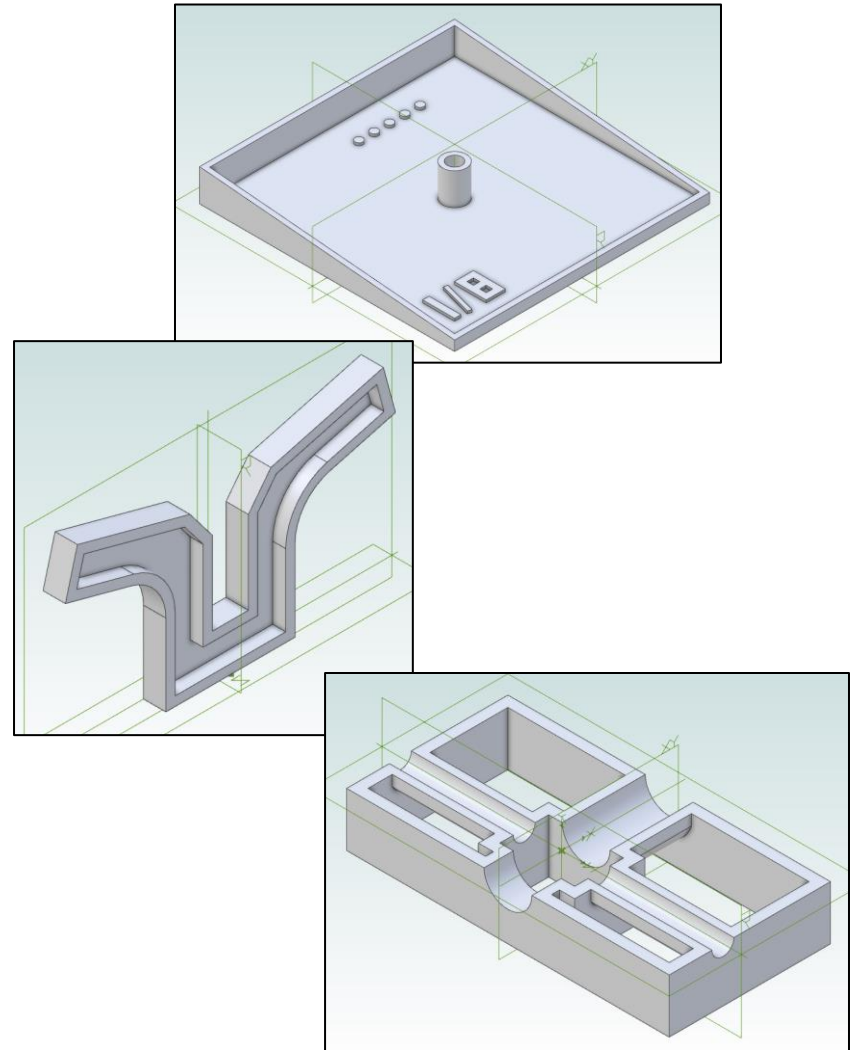
Wing Scissors Rotation



- Need a rubber band to rotate the wing
- Post can serve both the rubber band hook and the wing stop
- Euro designs often place the rubber band anchor far out on wing
 - Why?

Jigs for Accurate Assembly

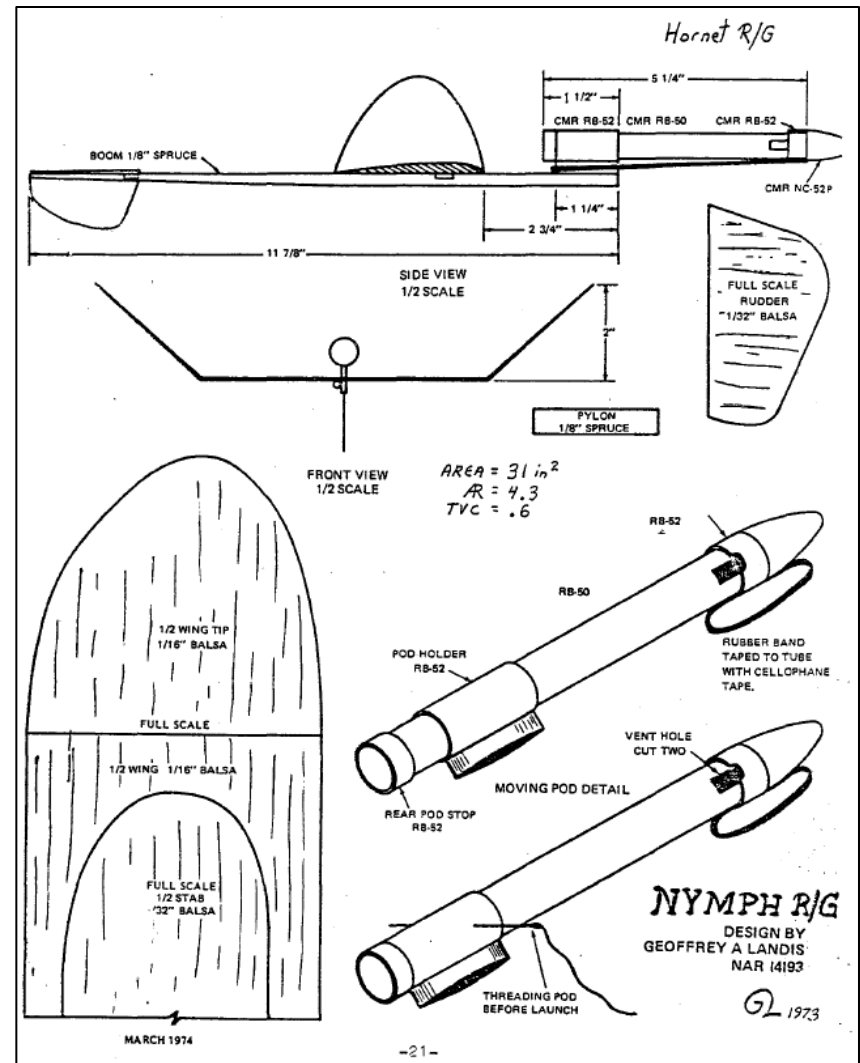
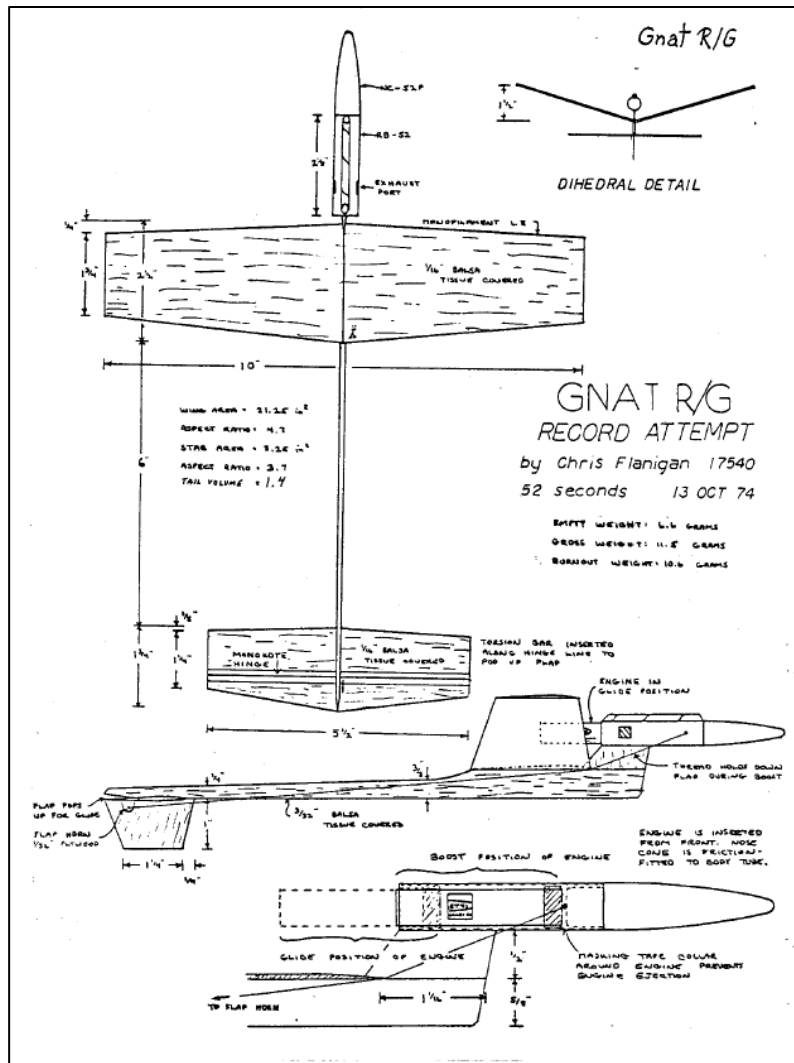
- Wing tube to wing at specified incidence angle
- Axle tube to fuselage (perpendicular)
- Wing-to-wing box
- Motor pylon and motor tube
- 3D-printed or manual



Vintage Designs

FLASHBACK

MIT Competition Design Notebook



NYPH R/G
DESIGN BY
GEOFFREY A LANDIS
NAR 14193
1973

S4 MODELS

<https://www.nar.org/fai-spacemodeling/fai-events-for-wsmc/s4-boost-glider/>

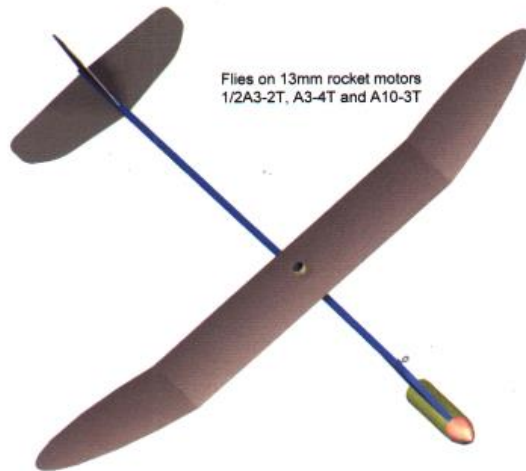
Venus "Gizzard" R/G (OOP)



Venus Model Rocketry
EXPLORING NEW HORIZONS IN MODEL ROCKET DESIGN

GIZZARD

Scissor-Flop Winged Rocket Glider
Almost Ready to Fly



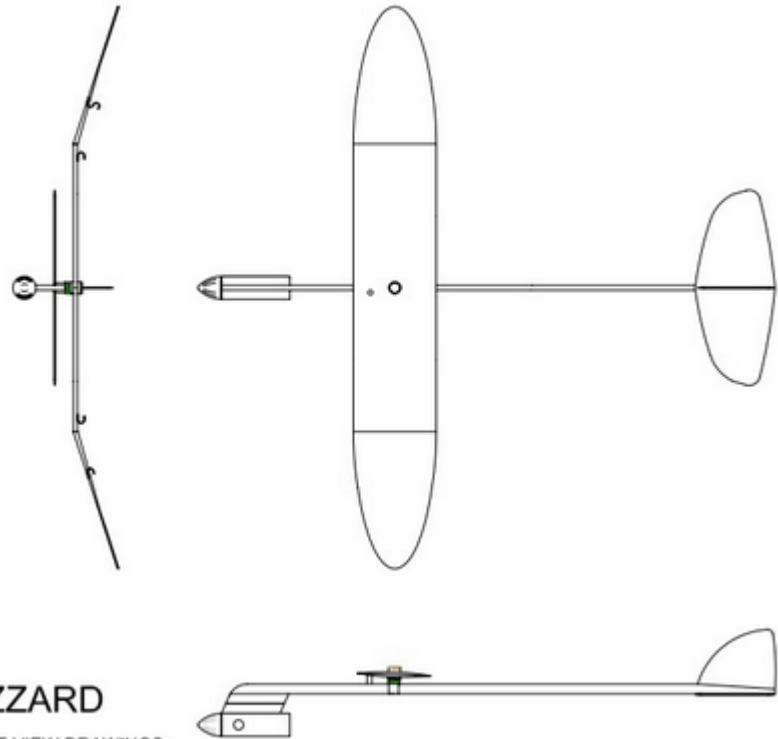
Flies on 13mm rocket motors
1/2A3-2T, A3-4T and A10-3T

SPECIFICATIONS

Wingspan 14.375" (365mm)
Chord 2.125" (55mm)
Length 15.0" (381mm)
Flying Weight 0.53 oz (15 grams)

This model kit requires assembly.
See enclosed instructions for a
list of items needed to complete
the assembly.

Rocket motors and launch
equipment not included.

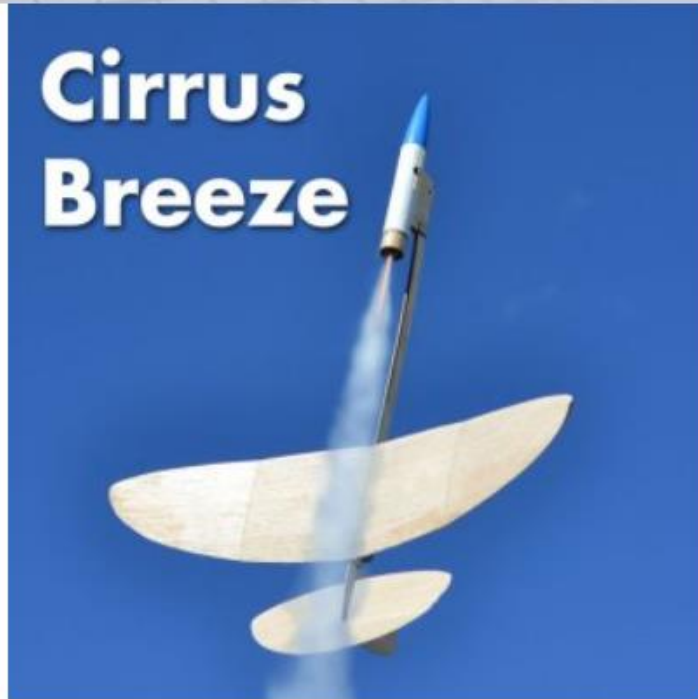


GIZZARD

THREE VIEW DRAWINGS
(DO NOT BUILD FROM DETAILS)
SCALE: 3/8"=1"
12.20.05

Apogee "Cirrus Breeze" Kit

CIRRUS BREEZE ROCKET GLIDER



- ✦ **Model:** 05023
- ✦ **Skill Level 5:** Extremely Challenging
- ✦ **Length:** 13.000" (33.02 cm)
- ✦ **Fin Span:** 11.880" (30.18 cm)
- ✦ **Fin Count:** 3
- ✦ **Motor Size:** 13mm
- ✦ **Recovery System:** Glider
- ✦ **Launch Pad Type:** Low Power
- ✦ **Manufactured by:** Apogee

Additional Info:

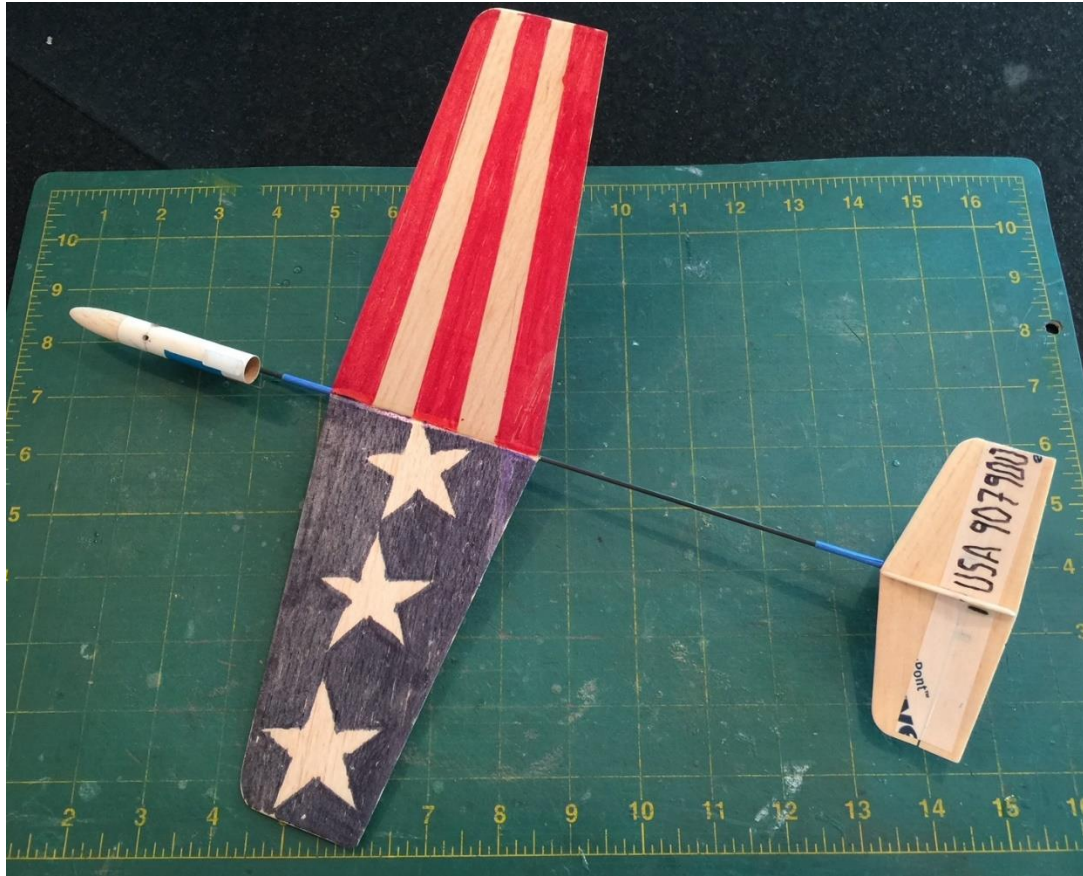
- ✦ Unique curved fuselage for no-hassle trimming
- ✦ Laser-cut balsa wood construction
- ✦ Assembly jigs included for extra precision.
- ✦ Made in USA!
- ✦



\$24.53

Product is
If insufficient or out of stock, c

Slide Wing by Chris Flanigan

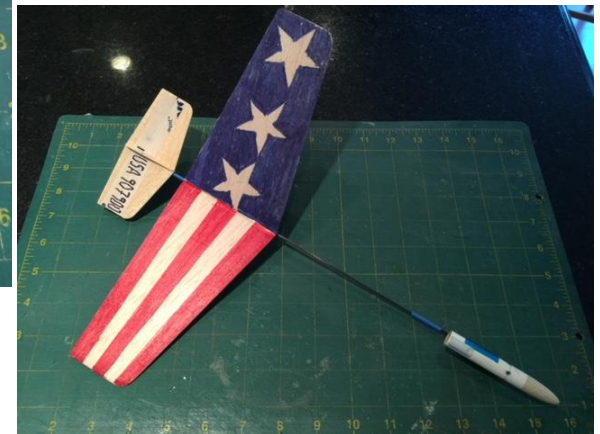


6th place at 2019 ESMC

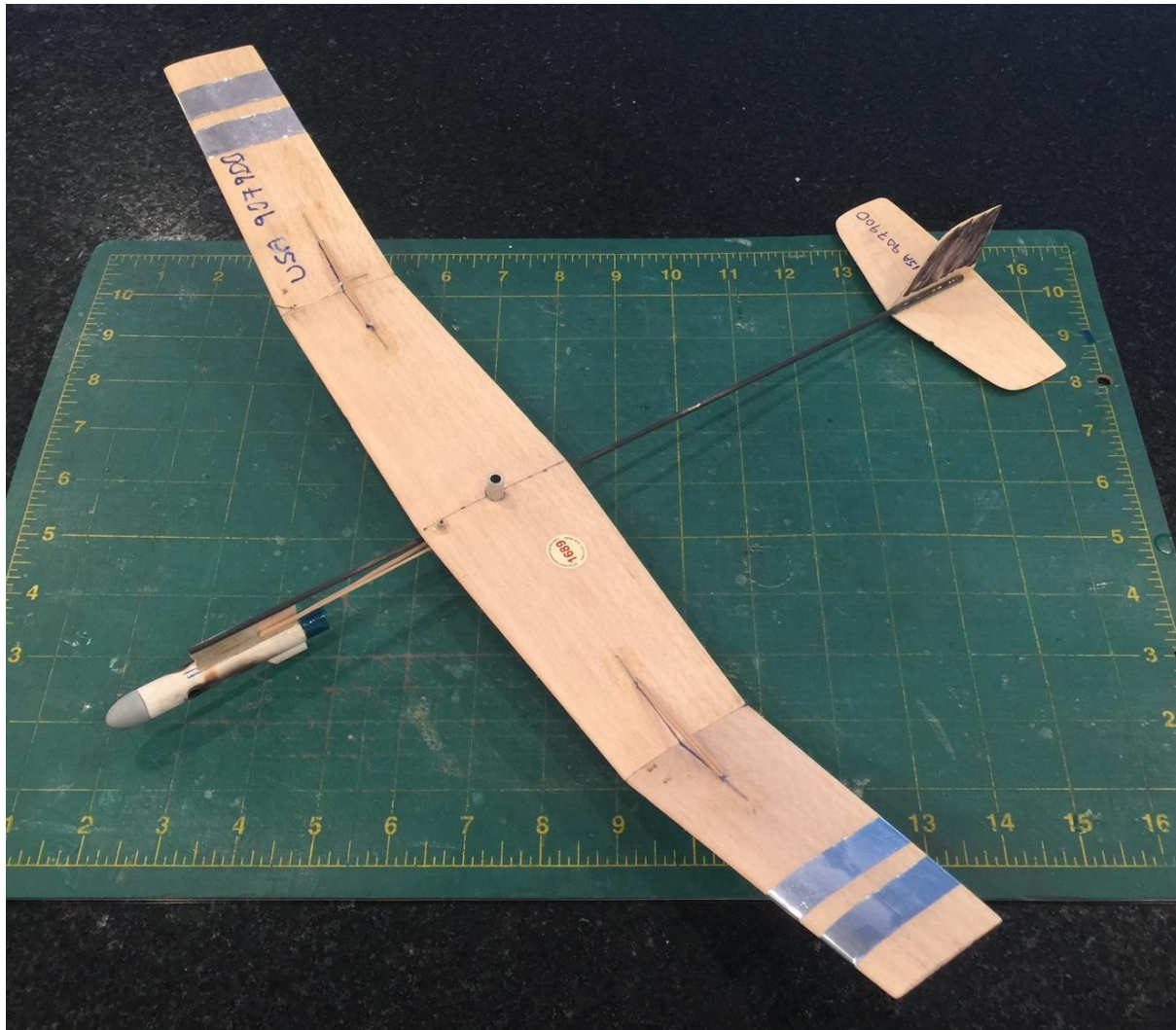


Glide configuration

Boost configuration



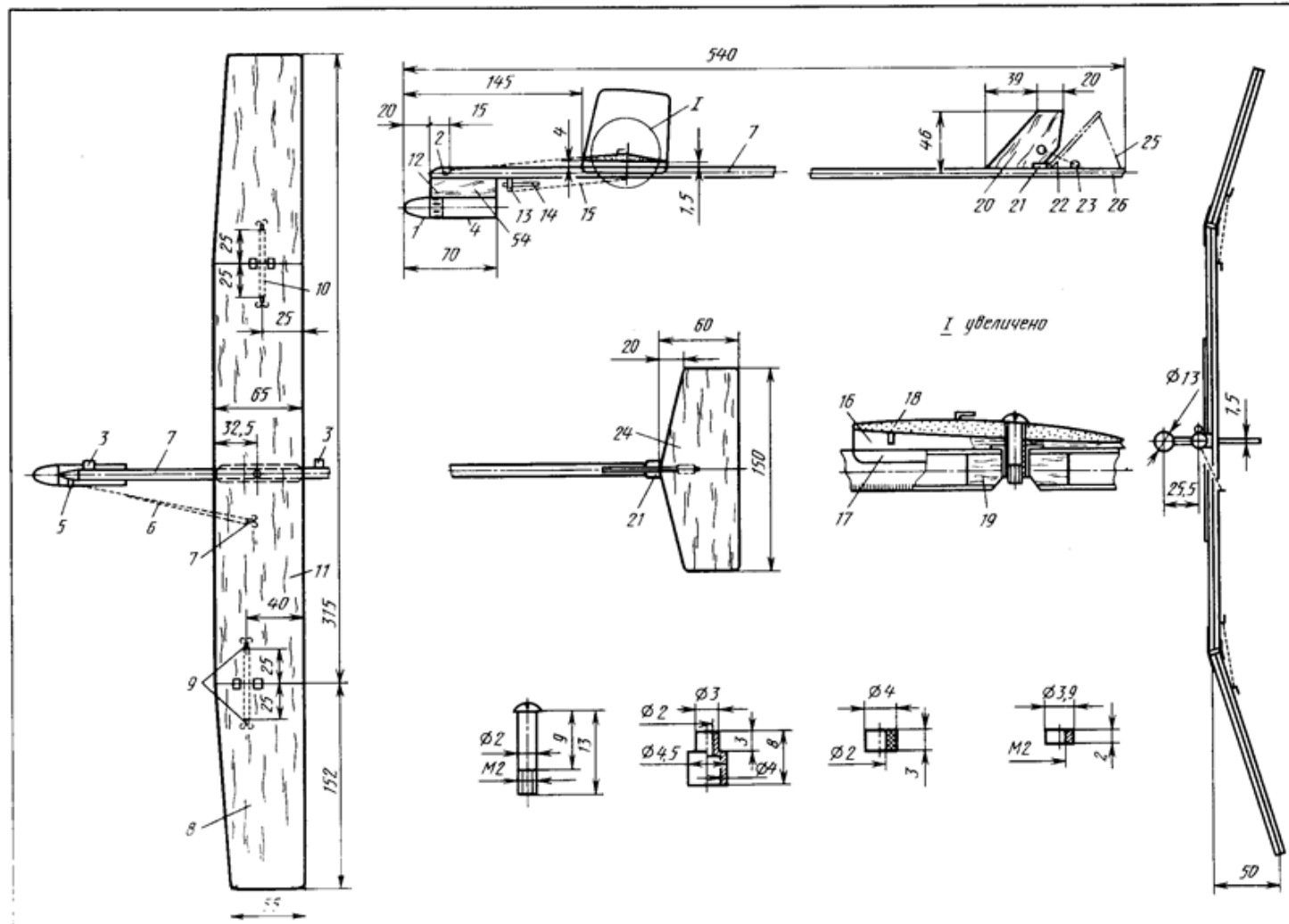
S4A Design by Chris Flanigan



Russian S4A Design

Модели планеров с ускорителем — категория S4

47



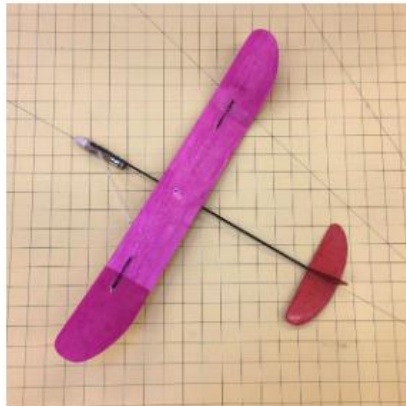
Spanish S4A Design

Swing-Flopper A RG/S4A

Designed by: Jordi Roura

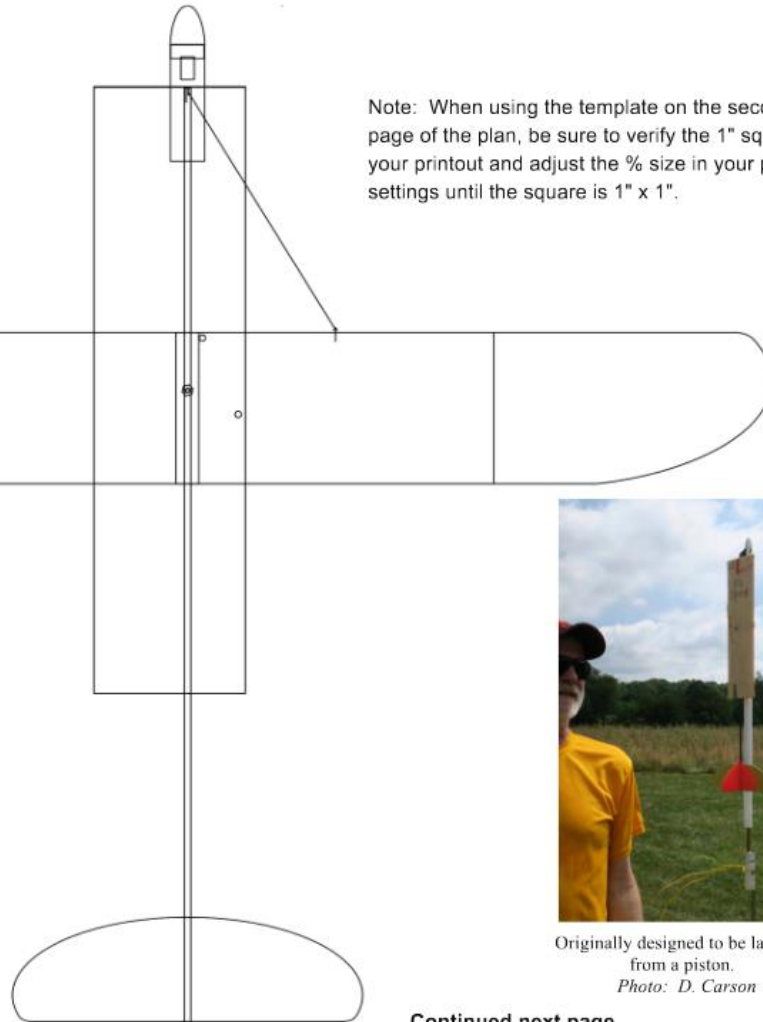
Drawn by: Kevin Johnson

Note: When using the template on the second page of the plan, be sure to verify the 1" square on your printout and adjust the % size in your print settings until the square is 1" x 1".



Glide configuration. Even with the horizontal stabilizer glued on backwards, it still flew great!

Photo: D. Carson



Originally designed to be launched from a piston.

Photo: D. Carson

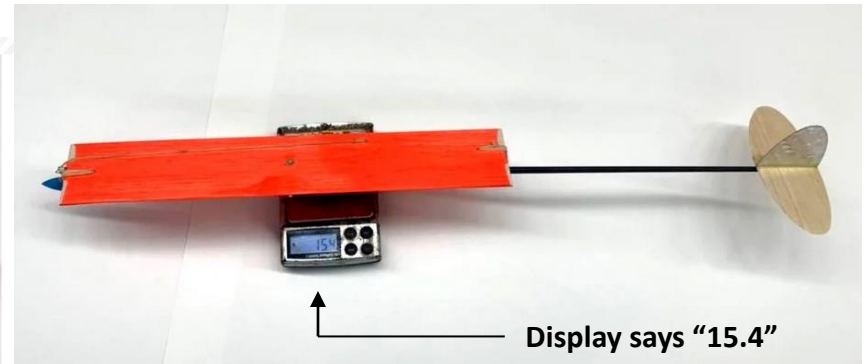
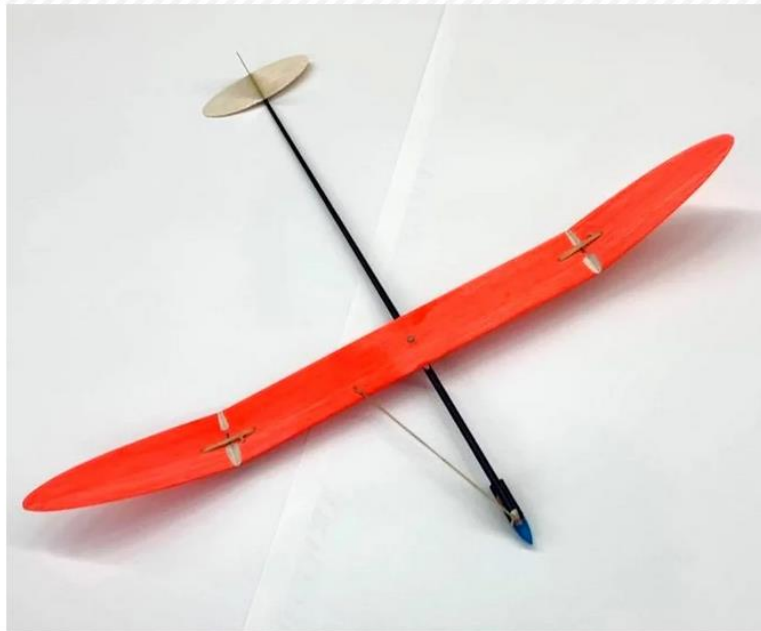
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S4A Models from Poland



Russia (Rocket Craft Master)



Boost/glide duration model S4A

Boost/glide duration model S4A for FAI competition.

€70.00

Диаметр двигательного отсека

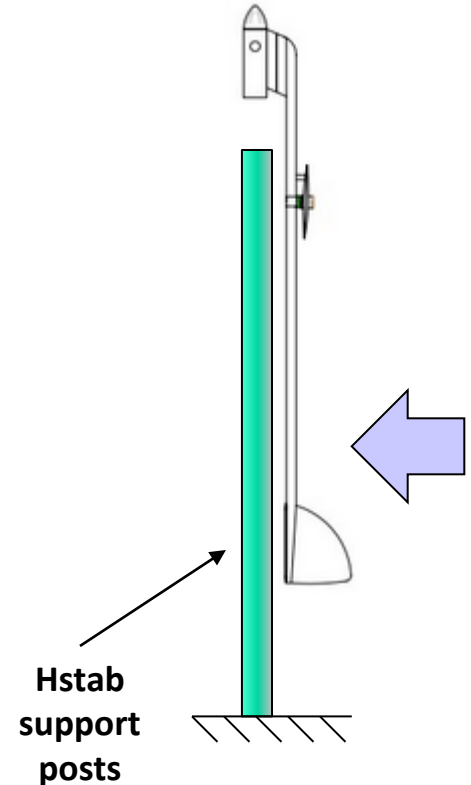
Observations from Local and Intl Contests

- Scissors/flop is very dominant design for S4
 - Occasionally, a unique design or two (slide wing, adjustable flaps)
- Among scissors/flop designs, much similarity with a few variations
 - Sizing
 - Wing aspect ratio
- Some use of composite materials
 - Russian commercial models (Rocket Craft Master)
 - Vacuum bag composite/foam wings (Vinyard, Kuzek, UK)
- Some use of 3D printing
 - Wing slide boxes, thread guides, dihedral stops
 - Assembly jigs

ANCILLARY ISSUES

Additional Issues for S4

- **Launching – in windy conditions**
 - Launch rod – 3/16” for rigidity
 - Piston, or piston with rail
 - Need to support tail in windy conditions
- **Dethermalizers**
 - Fuse, silly putty, electronic, RC, trackers
 - Problems: mass, reliability, “TRL”
- **Boost altitude**
 - Pistons can help increase altitude
 - Pistons can help shred a model (uh-oh)
 - Slide wing models can boost higher than scissors/flop
- **Reliability – use a checklist!**



Additional Issues for S4

- **Improved performance**
 - Glide performance is related to mass and $C_L^{1.5}/C_D$
 - Lighter is better (up to a point)
 - Better airfoils for low R_n (difficult)
 - Don't forget about the C_D part!
 - Higher AR wing, aerodynamically “clean” (torque bars)
- **Thermals – reading “air”**
 - Technology, practice
- **Fly a lot**
 - “Americans build, Europeans fly”
 - Better designs & materials can help – but not if they don't work
 - OTOH, you probably won't win flying a “brick”
 - 100% reliability

Words of Wisdom

Be a good sportsman, though; it does pay. Love thy fellow competitor most of them are pretty good guys. Model rocketry is fun!

Geoffrey A. Landis
Editor

Q&A