

# THE BUDD-KICKER

by Stan Buddenbolm

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What does a Budd-Kicker do? Both hand launched and catapult gliders have tremendous launch speeds requiring only a small amount of angular difference between the wing and the stab. This reduces glide time, stability and thermaling ability. The Budd-Kicker allows the CG to be moved forward with the incidence increased for level glide. At launch speed, 1/16" incidence would normally cause the model to loop like crazy, but with the Budd-Kicker you get a nearly vertical launch with a beautiful stable transition, a bouncy improved glide, and a model that loves too thermal. The technique also simplifies construction. No longer do you have to take the time and trouble to get the wing and stab near zero incidence (think of all the bent wood you've rejected).

Simply glue the Budd-Kicker equipped stab on with more than the normal incidence (I use 3/64" to 3/32") and move the CG forward from its usual position. If the model is too zero on launch, add a little incidence or remove a little Budd-Kicker; if it's too loopy add a little Budd-Kicker. It's not hard to get that perfect transition.

So far I've tested this technique on 16" span catapult gliders and 24" span HLG's with good results. The famous glider designer, Lee Hines, said, "Hey you've really got something here," while flying one of my Budd-Kicker equipped HLG's. I would like to give credit to my good friend Dick Baxter for the original design inspiration.

