

# TYING A LUBRICATED RUBBER MOTOR

By George White

One of the best features of attending the FAC Nationals in Geneseo is the opportunity to see and learn about new ideas. Since my models and flying skills aren't competitive with at least half the people there, that's my justification of driving that long distance, I also failed to mention that those are probably the youngest, most friendly and fun-loving group of modelers anywhere.

Anyhow, I stumbled upon a small group of guys huddled around **Don DeLoach** watching him tie knots in a rubber motor. I couldn't imagine what could be so exciting about that, so I walked over to watch. Don was tying a knot in a heavily lubricated rubber motor, and swore it would not come loose. I was sure he was in the league with snake-oil salesmen with that idea, but after watching, I'm now convinced it can be done. The days of throwing away a motor because of a broken strand are over. The FAC types caught in a mass launch where motor changes are verboten can use this to repair and keep going. The photos below, crude as they are, show the steps.

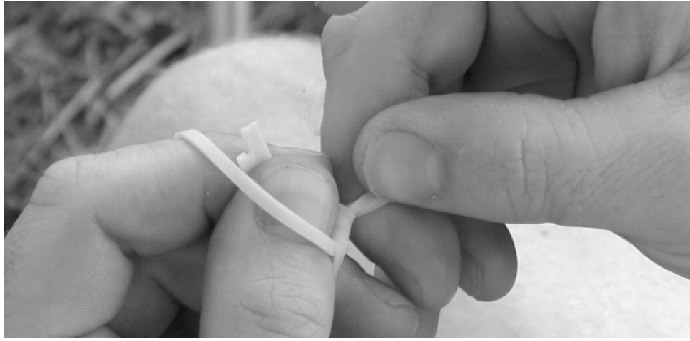
Step 1. Take the two broken ends and fold them back over each other, holding the broken ends between the fingers of the right hand and leave a loop into which you place two fingers.



Step 2. After making sure you have at least a short length of the broken ends loose, twist the loop three times.



Step 3. While keeping your two fingers spreading the loop, reach your thumb through the loop and grab both ends of the broken strand, keeping the rest of the motor in your right hand. Pull the broken strands of the broken motor through the loop.



Step 4. Pull the broken strands through the loop and with the right hand pull the rest of the motor. Pull the knot very tight using the main motor strands only — do not pull the tag ends separately, it will untie the knot. Incidentally, you will not be able to pull it very tight unless the motor is indeed lubricated. Once the knot is pulled really tight, you will not be able to get the knot to come undone again, no matter how slick you've made the motor. Put it back in the model and start your winds. You've just salvaged a motor.

