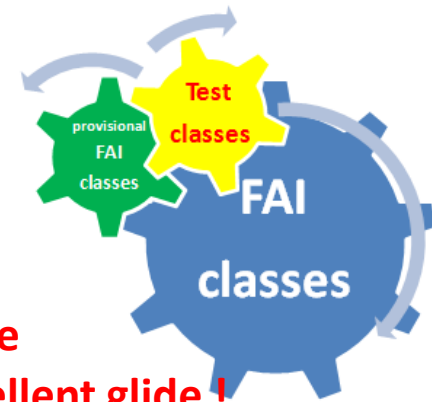




# VSM class overview



one of the key factors of high performance in *VSM* is the altitude of the model after start, but there are other factors like best trimming for excellent glide !



height in m ↑

## VSM regular

Actual classes  
with high performance  
and long, long flights

## regular FAI classes ...

| glider | motor | rubber |
|--------|-------|--------|
| F1A    | F1Q   | F1B    |
| F1H    | F1S   | F1G    |
|        | F1C   | P 30   |

## or try something new ...

## VSM new

| glider |
|--------|
| F1A 50 |
| F1H 50 |

lower height by launch w/o acceleration after start with 50m or reduced line (25, 30 or 40 m)  
→ therefore shorter flights and retrieval

can be flown on smaller fields and in shorter time

Performance = time in sec



# VSM categories



## glider

**F1A**

**F1H**

**new**

**F1A50**

**F1H50**



Launch your model without gaining height by acceleration at start



# VSM categories



## rubber

**F1G**

**F1B**

**P30**







# VSM categories



*motor*



**F1S**

**F1Q**

**F1C**

