Nose mechanism on VQ Race and VR+

The nose mechanism on the latest AIR gliders is beautifully simple. But just like a 5 year old using toilet paper for the first time, without some simple guidance it can get frustrating (apologies for the analogy).

Here is that guidance, with key points highlighted <u>red</u>.



Step 1 – Preparation

- Only undo enough of the glider bags to assemble the A-Frame and join the 2 D Boxes (see photo) so 'sail flap' is prevented
- Join the 2nd restraining cord; see **A.** If you omit this, at step 3 the whole structure can rotate around the nose once you let go of the D-Box!
- Ensure the keel is slanted towards the left i.e. tilted inwards; see B. The tilt is required to encourage the Keel & left wing to stay still when you perform step 3. Omit this, and the glider will move around on the ground and frustratingly you will fail to join the nose
- Ensure the first restraining cord isn't slack; see C (otherwise you won't be able to rotate the D boxes together to join the nose catch during step 3)



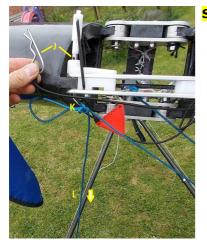
Step 2 – priming the nose catch

- Insert the flexible guiding; see **D.**
- Insert the pin into the top of the nose catch; see **E**
- Insert the plastic stub onto top of pin; see **F** (the black bungee 'primes' the pin for joining)
- Note: whilst the previous 3 points are obvious and don't require special preparation, the 'R' clip (see G) should be aligned fore/aft so that the hole won't conflict with the internal retaining catch (see H) when you eventually release the nose pin in step 4



Step 3 – joining the nose

- Walk out to about ¾ wingspan of the right wing (the left D-box as seen in picture), rotate the D box around the nose pins, and you will hear the resounding 'click' of the pin being shot downwards
- Insert the final retaining clip, see **I**
- Note: you cannot see the mechanism in action from so far away. Practice with a help (or using a mirror) to gain confidence before venturing out flying



Step 4 – releasing the nose

- Remove the R clip from the top of the pin; see J
- Insert the plastic stub onto top of pin (other way up this time); the black bungee 'primes' the pin for release
- Note the pin won't fall out due the weight of the D box against it
- Walk out to about ³/₄ wingspan of the right (left side in picture), and lifting and taking then weight will trigger the pin downwards
- If the pin wasn't fully ejected you may need some help to wiggle and release. To overcome this when by yourself (e.g. a rare out-landing), then beforehand you can tie the blue cord (see K, used for the sail tensioning) to the bottom of the pin, then route around lower upright & cable, and take with you when walking out ¾ span. A quick 'pull' (see direction @ L) encourages the pin to fully release if it didn't the first time.