

SOARING TECH

BY BILL COLLUM

UNIQUE SOARING TERMS

In any human endeavor involving more than one person it is important to create a shared understanding through the use of a common conceptual language. This is why pilots, engineers, doctors, and others who engage in complex abstract activities develop their own jargon which can be incomprehensible to outsiders.

This month, I'd like to examine the jargon of soaring, and capture some of the terms we all hear around the gliderport. While a few "soaring dictionaries" do exist I have not found one that captures the kind of lively slang that is peculiar to soaring. So, I thought I'd start one. Some of the terms listed below are unique to soaring, some obviously come from other aspects of aviation, some clearly derive from other sports (such as sailing or surfing), and some I just flat-out made up (determining which is which I leave as an exercise for the reader). Italicized terms in the definitions refer to other dictionary entries.

Limited space prevents us from publishing a comprehensive list here, but we're in the process of setting up a "Soaring Tech" website. I'll post an "official" soaring slang dictionary there soon. I hope that this will become a "living document," and will continue to evolve with the sport of soaring. Send me a note at soaringtech@ssa.org with your own soaring slang to add to the dictionary.

See you on the porch,

—Bill

Abort - Discontinue the current *task* and seek a safe landing spot

Action - *Lift*, as in "There's lots of action up there today!"

Alpha - Angle of Attack; the angle at which the wings meet the airstream in flight; when alpha becomes too high, the aircraft stalls

Anti-Smash - Any marking or device, such as a strobe light or bright paint, that

is intended to draw attention to a *ship* and help avoid a *merger*

B & P - Beer and Plumbing; What a *bubba* starts to daydream about after the third hour of a six hour flight

Bad Day - A day spent on the ground, as in "I'm having a bad day, but maybe I'll get to fly tomorrow"

Bad Lands - See *Hostile Ground*

Bail - (1) Bail out; the act of departing an aircraft in flight presumably for some very good reason, as in "The *merger* broke my *spar*, so I bailed around 5K"; (2) To leave, as in "I've got to bail, see y'all tomorrow!"

Ballistic - (1) Following a *zero-G* ballistic arc; an aircraft that has "gone ballistic" is *unloaded*; (2) To become extremely agitated, as in "Bob went ballistic when that *gumby* backed him"

Barley Pop - Beer, an adult beverage occasionally consumed on the *porch* only after *close of business*

Base Ace - The most talented and/or experienced *bubba* on the field; The acknowledged King or Queen *Bubba*

Beer O'Clock - See *Close Of Business*

Beerex - Beer Exercise; see *Porch* and *Close of Business*

Behind the Aircraft - A condition in which a pilot is reacting to what the aircraft is doing, instead of vice-versa; a very bad place to be.

Black Glass - See *Carbon*

Blown Gasket - A medical danger faced by *bubbas* when rigging or pushing an aircraft on a hot summer day, as in "You'd better take a break and *hydro*, or you'll blow a gasket"

Blown Out - The act of being ejected from a *thermal* as in "Man, I just got blown out of that *boomer*!"

Blue Day - A day without any visible clouds

Blue Hole - An area of sky without any *CU*; a blue hole may be full of *blue thermals*, or may just be *dead air*

Blue Thermal - A *thermal* without an identifying *cap cloud*

Boards - *Spoilers* or *airbrakes*

Boomer - Strong *thermal*, as in "That was a real boomer!"

Boresight - The act of fixating on what is directly ahead of the aircraft, and failing to keep your *head on a swivel*; an undesirable state that can lead to loss of *situational awareness*

Brain Button - The little button on top of a baseball cap which is always removed by experienced *bubbas*; see *Head Butt*

Break - (1) An aggressive turn; After release, a sailplane will often break high and right while the *tow plane* breaks low and left to gain maximum *separation*; (2) What happens to a *spar* if a *bubba* pulls a little too aggressively

Bubba - A fellow pilot; one who shares the *stoke*

Bubba Bag - A one-piece flight suit with many pockets that are accessible while seated in the cockpit.

Bubba Rules - The condition under which one is encouraged and required to be responsible for their own safety

Bubba Treats - Any snack item that is carried in the cockpit to sustain a *bubba* during a long flight

Bubbaship - The camaraderie, concern, and respect that all *bubbas* have for each other

Bubbette - A respectful and admiring term for an attractive female *bubba* most often used appreciatively by unattached younger male *bubbas*

Bucket Hat - A floppy short-brimmed bucket-shaped hat that is frequently worn by *bubbas*; The epitome of function over form, their stylishness or lack thereof is a matter of much debate.

Camelback - A drinking bladder usually filled with iced water from which a *bubba* can sip while in flight to avoid dehydration, a dangerous condition which can impair judgment; see *Hydro Camp*

Camp - A gathering of sailplanes and *bubbas*, usually to share a specific local environment or experience, as in "Are you going to the Wave Camp in Marfa this year?"

Camper - A *bubba* who has *landed out* and is awaiting *retrieval*

Cap Cloud - A *CU* that marks the top of a *thermal*; *lift* can often be found directly under or slightly upwind of a cap cloud

Carbon - Carbon fiber composite material; used for its great strength and light weight

CBSIFTCBE - Common pre-takeoff checklist - "Controls, Ballast, Spoilers, Instruments, Flaps, Trim, Canopies, Belts, Emergency Plan"

Chute - Parachute; (1) A device intended to slow the decent of a pilot or aircraft in the event of an emergency; (2) A recreational device used by some people of questionable sanity to *sky dive*.

Clear - (verb) To check the sky around you for traffic before maneuvering

Close of Business - The time at which the last flight of the day has landed and all aircraft have been put away for the night

Cloud Flying - The act of flying a sailplane in or near a CU while *working* a *thermal*; While permitted in Europe, "cloud flying" is prohibited in the U.S. Go figure.

Cloud Street - A linear row of clouds usually aligned parallel to the wind direction; a sailplane can often fly along a cloud street in rising air

Cloudbase - The bottom of the CU layer, where all *bubbas* want to be

Club - A group of local *bubbas* who have banded together in order to share their *stoke*

Cooking - Referring to lots of *action*; an atmosphere with strong *thermal* activity is said to be "cooking"

Counseling - The act of discussing a fellow *bubba's* error with him or her with the intent of eliminating any bad habits; counseling is always given and received in the spirit of *bubbaship*

Crank - (verb) Bank aggressively, as in "He really cranked that ship over"

CU - Pronounced "kyew" - Cumulus clouds, beloved of all *bubbas*

Dead Air - No action, as in "I set out across that *blue hole* but found only dead air, so I turned back"

Delta Sierra - phonetic for the letters "DS" meaning thoughtless, careless, or ignorant, as in "That was a delta sierra mistake, gumby!"; The opposite of *Sierra Hotel*, see *Uncool*

Derig - See *Unrig*

Dirtosphere - See *Terrain*

Dirty - Draggy; An aircraft configured for landing with *gear* down and *boards* out is "dirty".

Dominant Side - The direction, right or left, that a *bubba* may unconsciously prefer to turn when *thermallng*

Dot - Referring to what an aircraft looks like at a distance, as in "That *Obi Wan* just zipped by and dotted me like I was standing still"

Double Plus - A modifier to indicate an extreme condition, as in "Oh man, you nearly *yerked* the *tow plane*, that was double plus *uncool!*"

Down - (1) non-functioning, See *Tango Uniform*; (2) The condition experienced by a sailplane that has run out of *zoot*

Down Among 'Em - See *In The Weeds*

Drift Factor - Predilection to become distracted; nobody wants to be around a *gumby* with a high drift factor

Drive - To lose the feel of the sky, as in "I just started to drive so I *RTB'd*"

Driver - A pilot who has no feel for the aircraft or sky conditions; an untalented pilot

Dullex - An exercise without a point, as in "Washing your *ship* under a tree full of birds is a *dullex*"

Dump - (1) the part of any airfield that is occupied by *bangar queens*; (2) The act of jettisoning water ballast

Engineering Tap - To firmly rap on a device or component that has gone *tango uniform* in an effort to regain its correct function, as in "Give that *bummer* an engineering tap to see if you can get it working again, maybe you'll re-arrange the *fox mike*"

Eyes Out - Keeping your eyes and attention focused outside the cockpit; see *Head On A Swivel*

FAA - The Federal Aviation Administration; the folks that make and enforce *The Rules* (not to be confused with *bubba rules*)

Fangs Out - Flying aggressively, as in "That *bubba* is fangs out chasing the leader!"

Field - Airport or glider port, as in "Sure I enjoy just hanging around the field, but I'd still rather be flying!"

Flatbatting - Aggressive low-level flying, such as buzzing the club house; flatbatting is usually risky, often illegal, and can be downright dangerous

Flugelate - To fly, as in "Let's flugelate!"

Fox Mike - Phonetic for the letters "FM", referring to the mysterious and unknowable force that animates some high-technology gadgets, as in "I have no idea how that *bummer* works, it's fox mike"

Furball - A *thermal* being occupied by a large number of *ships*



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Fuse - Fuseage; the main body of a *ship*

FUSTALL - Common pre-landing

checklist - "Flaps, Undercarriage, Spoilers, Trim, Look, and Land"

Gaggle - A large number of sailplanes flying in close proximity, as often happens at the start of a race.

Glass - fiberglass or composite material

Glass Rain - The results of a *merger*

Glassy - Used to describe atmospheric conditions with no *action*; see *Dead Air*

Glider - An engineless aircraft that is designed to glide back to earth following release; see *Sailplane*

Goop - Bad weather that prevents flying

Good Air - An unstable atmosphere with lots of *action*

Goop - (noun) Sunscreen; (verb) To apply sunscreen, as in "I forgot to goop up and really *roasted* myself"

GPS - Global Positioning System, some type of *bummer* that can be used to precisely locate an aircraft's position using *fox mike* technology

Grampus - A sailplane that is particularly difficult to *rig*; Grampus owners may have difficulty finding help when it's time to *plank up*.

Grid - A line of staged sailplanes waiting for *launch*

Grounder - One who is not yet a *bubba* or a *student*

Gumby - A careless or discourteous pilot; usually only a temporary condition as any gumby will receive *counseling* from fellow *bubbas*

Hacked - To be cut off in a *thermal* by

another sailplane, as in "That *gumby* just hacked me!"

Hair on Fire - Flying very fast; A *bubba* with his hair on fire is traveling at the *speed of beat*

Hangar Flying - The act of trading flying stories; see *Yarnex*

Hangar Queen - Any aircraft that rarely flies

Head Butt - Strong *lift* or *sink* that causes a *bubba's* head to bounce off the inside of the canopy, as in "That last *thermal* was a real head butter, I'm glad I removed my *brain button*"

Head On A Swivel - Keeping your head in motion, scanning the sky to maintain good *situational awareness*

Heads Down - The state of being distracted by something in the cockpit, resulting in loss of *situational awareness*

High Side - The side of the ship towards the wing that has been raised by turb; *lift* can often be found towards the high side.

Hook - (noun) the attachment on a sailplane or tow plane to which the tow rope is attached; (verb) the act of attaching a tow rope, as in "I'm ready to hook"

Hostile Ground - Terrain that offers few locations for a safe *landout*; sailplanes cross hostile ground with great caution

Hot Stick - A particularly talented pilot, as in "Watch out for that *bubbette*, she's a hot stick!"; see *Stick Ninja*

Hummer - Any kind of technical gizmo whose internal workings are beyond human comprehension, as in "This

hummer has just gone *tango uniform* again!"

Hydro - To hydrate; drink water to avoid dehydration, as in "Bubba, it's hot today so don't forget to hydro"

In The Weeds - Very low altitude; an aircraft that is flying very low is said to be in the weeds.

Iron Thermal - The engine of a *motorglider*

K - pronounced "kay," one thousand; most often used to specify altitude in feet, as in "Please tow me up to 3K"

Landout - A forced landing away from your home airport or intended destination, often the result of getting *zorched*

Landout Kit - A survival kit to be used in the event of a *landout* in a remote location

Launch - The act of getting a glider or sailplane into the air, usually assisted by a *wing runner*

Lawn Dart - An aircraft that is very high on final and will have to make a steep decent or catch the *ten wire*.

Layer - A layer of stratus clouds that blocks out the sun and can shut down the *action*

Lennie - See *Lenticular*

Lenticular - A smooth-edged cloud often indicative of a *wave*

Liar - A magnetic compass, as in "Don't put too much faith in the liar"

Lift - (1) The force generated by an aircraft's wings that counteracts the force of gravity; (2) Upward rising air that can be used by a sailplane or glider to gain or maintain altitude

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Load - To put *G* on an aircraft by abruptly changing its vector

Loaded - (1) The condition of being in increased positive or negative *G*, as can happen when an aircraft is maneuvering; (2) A condition which can be experienced by some careless *bubbas* who partake of too much *barley pop* at a *porch party*.

Logger - A type of *bummer* that logs a sailplane's flight path for later review.

Loose Nut - A description of a not uncommon problem that adversely affects a *ship's* performance, as in "The only problem with that *ship* is that there's a loose nut behind the stick"

Lose it - To lose the *zone* and begin to *drive*; (2) to momentarily lose control of an aircraft, as in "I lost it and spun out of the thermal"

Lost Soul - A pilot who, for whatever reason, is not able to fly

Merger - a mid-air collision, often caused by a *bubba* being *heads down*; while rare, mergers are not unheard of but sailplanes often fly within close proximity and the wise *bubba* wears a *prayer cloth* just in case

Mission - See *Task*

Motorglider - A sailplane that is equipped with an engine and is capable of self launching and/or sustained powered flight.

Music - See "Tone"

Navy Turn - A constant descending steep turn to the runway started from pattern altitude when abeam the *touchdown point*

No Joy - Failure to make visual contact, as in "No joy on the traffic"

O.B. - Original Bubba; a *bubba* whose extensive experience and accomplishments have earned the respect of all other *bubbas*

O.D. - Operations Director; in many *clubs*, the person (almost always a *bubba*) who is assigned to coordinate flight operations on any specific day

Obi Wan - An *O.B.* who seems to have an almost mystical ability to make a sailplane do things that appear unbelievable

Off Tow - What a sailplane is after a *release*

Ob Dark Thirty - See *TDE*

Over Develop - To build beyond desirable levels; CUs can "over develop" into rain clouds or thunderstorms

Pattern Tow - A *tow* to *pattern* altitude to enable a *bubba* to practice landing a *ship*

PCC - Positive Control Check; to check the operation of a ship's control surfaces before takeoff, as in "I'd like a PCC, please"

Peacock - A *bubba* who always buys the best equipment, but may not use it to its best advantage

Penetration - The ability of a sailplane or glider to fly upwind; aircraft with poor penetration are more challenging to fly cross-country as they will make less progress against the wind

PIO - Pilot Induced Oscillation; An oscillating flight path induced by the pilot's over-control of the stick

Plank - (noun) Wing; (verb) to attach wings to a *fuse*, as in "Can you give me a hand to plank up?"

Plant - When landing, to force an aircraft onto the runway with excessive force, as in "He really planted that one!"

Porch - The front porch or deck of the local clubhouse; the favorite social center and gathering place of all *bubbas*

Porch Party - A party held on the *porch* (duh!)

Prang - To damage an aircraft, as in "Some *gumby* planted this ship and pranged the tail wheel"

Prayer Cloth - See *Chute*

Press - (verb) Continue; as in "I'm gonna press to the next turnpoint"

PRS - pronounced "priss." Pilot Relief System; Any system or device which enables a *bubba* to relieve internal bladder stress while in flight; sort of the opposite of a *camelback*

Pull - *Load*; Slow down, as in "Pull to thermalling speed"; see *Push*

Pumpkin Drop - A popular fall event common at many *clubs* in which pumpkins are dropped from altitude onto a target

Push - *Unload*; Speed up, as in "Push to cruise speed"; see *Pull*

Red Apple - The canopy jettison knob; if you ever have to pull the red apple in flight, you had better be ready to use your *prayer cloth*.

Release - (1) The cockpit knob that is pulled to disengage the *tow rope*; (2) The act of releasing the *tow rope*, as in "I just released at 3K"

Relight - To *launch* again shortly after landing

Retrieve - The act of finding a *camper* and bringing him or her home

Retrieval Crew - A group of *bubbas* who are in the process of *retrieving* a *camper*; it is customary to reward a retrieval crew with a steak dinner and some *barley pop*

Ridge Running - Flying low along the upwind side of a ridge, taking advantage of the *lift* generated by the wind being diverted upward by the *terrain*.

Rig - To assemble a sailplane

Rigging Apron - An apron worn by some fastidious *bubbas* designed to hold tools and keep grease off a *bubba bag* while rigging.

Rigging Gear - Specialized tools and stands used to assemble a sailplane

Roast - What a *bubba* does on a hot summer day while waiting in the cockpit for a *launch*

Rope Break - The failure of a tow rope or weak link while under *tow*, resulting in an unexpected landing; see *Unintended Release*

RTB - Return To Base; Fly back to the *field* and land

Safari - A cross-country adventure shared by two or more sailplanes, often with overnight stops

Science Occurs - What happens when you turn on a *bummer*; see *Fox Mike*

Scrubbed - Canceled, as in "The *goo* moved in early so we scrubbed today's *task*"

Scud - The wispy mist that sometimes hangs down below the cloudbase

Self-launch - What a *motorglider* does

Separation - The distance between two aircraft; during a *merger*; separation goes to zero

Ship - Aircraft

Sierra Hotel - Phonetic for the letters "SH" meaning a particularly impressive act, condition, or person, as in "That finish was Sierra Hotel!"

Sink - Air that is falling towards the earth; the opposite of *lift* and the bane of *bubbas* everywhere

Situational Awareness - The zen-like state of being aware of everything that is going on in your immediate vicinity.

Sky Dive - To bail out of a perfectly good airplane for no sane reason, as in "You're a sky diver?!? Are you nuts?!?!"

Sled - A glider or sailplane with an unimpressive *L.D.*

Sled Ride - *Zorch* will be found in the October issue of *Soaring*.



SOARING TECH

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UNIQUE SOARING TERMS

Note: We complete Bill's bibliography of Unique Soaring Terms this month, along with some of the interesting mail that he has recently received.

Sled Ride - A flight in which no altitude is gained following *release*

Soaring - The world's premier magazine about *bubbas* and their *ships*; the monthly journal of the *SSA*

Spar - The main beam that stiffens and supports an aircraft's wings; if the spar ever breaks, you'd better pull the *red apple* and *hail*

Speed of Heat - Very fast indeed

Spoilers - Surfaces that a *bubba* can raise perpendicularly from the surface of a wing to destroy lift

Sporty - Referring to a factor that makes a situation more challenging, as in "The

goo moving into the area made my final glide a little sporty"

SRA - Sailplane Racing Association; A nonprofit organization dedicated to the sport of sailplane racing

SSA - Soaring Society of America; the "parent organization" for all *bubbas* in the USA

SSF - Soaring Safety Foundation; a nonprofit organization dedicated to improving the safety of the sport of soaring

Staged - The state of being positioned on the runway ready for takeoff

Step - To leave the *porch* and walk out to an aircraft, as in "I'll let you know when I'm ready to step"

Stepped On - Conflicting radio traffic; two *bubbas* trying to talk at once, as in "Say again, you were stepped on"

Stick Ninja - A very talented pilot
Stick Thermal - A false indication of lift by a *vario* that is caused by *zooming*
Stoke - (noun) The all-consuming passion for soaring experienced by most *bubbas*, as in "That *bubba* really has the stoke!" (verb) To pass along the stoke to *grounders*, as in "I think that demo ride got him stoked!"

Student - A *bubba* in training

SUA - Special Use Airspace; a part of the sky that has been reserved by the *FAA* for some special purpose and through which flight may be restricted or prohibited
SUAF - Pronounced, "swaf" - "Shut Up And Fly." as in "Stop whining and SUAF, *bubba*!"

Tallyho - Positive visual contact, as in "I've got a tallyho on the *tow plane*"

Tango Uniform - phonetic for the letters "TU" meaning broken or nonfunctioning as in "That radio is tango uniform"

Task - A planned flight between a set of two or more defined waypoints

TDE - Too Damn Early; any uncivilized early hour of the morning (that is to say, anytime before noon)

Ten Wire - The act of landing long far



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beyond the customary touchdown point, as in "Geez, That guy really caught the ten wire!"

Terrain - The hard green or brown stuff that you might run into if you spend too much time *beads down*

Thermal - (noun) A rising column of warm air that can be used by a sailplane to gain altitude; (verb) to circle in a thermal

Tone - the noise made by a vario to indicate *lift* or *sink*; "good tone" indicates *lift*, "bad tone" indicates *sink*

Touchdown Point - The point at which a *hubba* intends for an aircraft to touch down onto the runway.

Tow-out Gear - Specialized equipment that is used to tow an aircraft behind a vehicle while on the ground

Trailer - (1) A sailplane's portable hangar that can be towed from soaring site to soaring site; (2) A sailplane behind you in a race that is using you to mark thermals

Turb - Convective turbulence, a good indicator of nearby lift (or sink).

Turbo - An engine installed in a motorglider which is not powerful enough to self-launch, but which can be used to sustain level flight.

Turn point - A *waypoint* that indicates the end of one leg of a *task* and the beginning of the next leg

Uncool - Unlucky; sub-optimal; unpleasant; thoughtless; rude or inconsiderate; careless; as in "Tow rates have increased again? Uncool!"

Unintended Release - (1) A *release* that occurs before one has been commanded by the pilot; often but not always, the result of a *rope break*; (2) What can happen when a *PRS* malfunctions

Unload - The act of taking *G* off an aircraft, often by going *ballistic*

Unloaded - The condition of being in reduced or zero *G* as can happen in a *ballistic arc*

Unrig - To disassemble a sailplane or glider for storage or transport

Vario - Variometer; a very sensitive vertical speed indicator that is used by *hubbas* to help identify areas of *lift* and *sink*

VIM - Vomit Inducing Maneuver, any aircraft maneuver that causes severe gastric distress, first in a passenger and then, as a side effect, in the pilot.

Virga - Rain that evaporates before reaching the ground

Visit the Cows - See *Landout*

Warble - See *Tone*

Wave - Atmospheric phenomenon caused by a strong wind blowing perpendicular to a mountain range; sailplanes have used wave lift to climb to more than 50,000 feet

Waypoint - A defined point along a course

Weak Link - A short section of rope or cable usually installed at the glider end of a *towrope* that is designed to break under extreme load to prevent damage

Weed Eater - An aircraft that is very low on final and may not make it back to the runway

Weedisphere - See *Terrain*

Wheels Up - In flight, as in "I was wheels up at 2:15"

White Plane - A glass *ship*

Window - Special dispensation to engage in otherwise prohibited flight operations at a specific place and time; for example, a "wave window" may be opened by the FAA to permit VFR flight in a specific area to take advantage of wave lift at altitudes above 18,000 feet.

Wing Runner - A person who assists in a *launch* by running alongside a glider or sailplane and stabilizing a wing tip for the first few yards; usually, but not always, a *hubba*

Working - The act of manipulating a sailplane to take optimal advantage of the available *lift*, as in "That *hubba* is really working that *thermal*"

Yap - The act of excessively using the radio, as in "That *hubba* sure is yappy today"

Yarnex - Yarn Exercise; A *hangar flying* session

Yerk - (1) To yank a *tow plane's* tail up with the *tow rope* forcing its nose down, a very dangerous condition; (2) A warning of any dangerous situation, as in "Yerk! Yerk! Check your *boards!*" shouted to a *gumby* who is attempting to take off with the *spoilers* deployed.

Zone - To be in harmony with your aircraft and the sky around you, as in "I was really in the zone today."

Zooming - (1) the act of trading airspeed for altitude by abruptly pulling back on the stick; (2) The act of skimming along the bottom of a cloud at high speed then pulling back abruptly to "zoom" up the side in clear air

Zoot - The mystical energy that powers a sailplane, zoot is gained as a sailplane increases speed or altitude; A sailplane that is high and fast has more zoot than a sailplane that is low and slow; a high level of zoot usually provides a *hubba* with more options than does a low zoot level; a sailplane at rest has no zoot at all.

Zorch - To be unable to find *lift*, as in "I got zorched, ran out of *zoot*, and had to *visit the cows*."



FIGHTER PILOT FANTASY

I'm always a little behind in my recreational reading, so you've probably had plenty of comments about your Top Gun Glider column. First of all, being an engineer and not a competition pilot, I enjoy reading your soaring tech column immensely. I'm already trying to figure out how I'm going to reinforce our club's 1-26 so I can make strafing runs on the airfield while the club does its annual Halloween pumpkin bombing.

My fighter pilot fantasy aside, you really took the wind out of my sails when you mentioned the noise footprint of these small jet engines. I'm also a power plane pilot, and from reading the AOPA magazine for years I can tell you that small general aviation airports are becoming an endangered species for a number of reasons. One that local residents frequently use to close us down is the noise. While everybody reading our magazine looks skyward to find the source of the music whenever we hear an airplane pass overhead, we're in the minority. I'd argue that the Cessna / Cherokee / Bonanza / Cirrus / etc. isn't any louder than a delivery truck (let alone the neighborhood teenaged gear head with a loud stereo), all it takes is one local busybody looking for an excuse to get in somebody's business and the airport can find itself mired in at best bad publicity, and at worst red tape. With our glider field (here in the Midwest) often located in rural areas, I worry about the local residents complaining about "Them rich city folk with their expensive toys."