


Tweaking Paper Airplanes

→ The planes wing have to be Symmetrical
(identical)

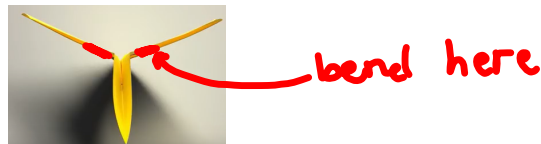
→ From behind  -wings tilt up

→ If your plane is turning, and you want it to fly straight
→ turning to left, make a "bend" on the vertical stabilizer (Rudder) on the right



→ Do opposite for turning Right

→ If your plane (nose)dives, then make a slight bend up on the wing (closest to the vertical stabilizer)



→ If your plane is rolling (Loop-d-loop") and you want it to fly level, you must bend you outer part of the winds slightly up

