

Trimming Step	Maneuver to Perform	What to Look For	How to Fix It
1 Center of Gravity	Crosswind, 45° up-line, roll inverted	<input type="checkbox"/> Nose rises towards the sky	Add nose weight, C.G. is aft
		<input type="checkbox"/> Nose gently falls	Your in the zone
		<input type="checkbox"/> Nose falls too quickly	Add tail weight, C.G. is forward
Notes:			
2 Lateral Balance	Vertical down-line and pull to level flight	<input type="checkbox"/> Wings are not level	Add weight to the high wing tip
3 Thrust Angle	Upwind, vertical up-line	<input type="checkbox"/> Model drifting to the left	Add right thrust
4 Aileron Differential	Upwind, 45° up-line , apply full Right aileron	<input type="checkbox"/> "Walking" to the Right	Decrease downward travel on left aileron
		<input type="checkbox"/> "Walking" to the Left	Decrease upward travel on right aileron
	Upwind, 45° up-line, apply full Left aileron	<input type="checkbox"/> "Walking" to the Left	Decrease downward travel on right aileron
		<input type="checkbox"/> "Walking" to the Right	Decrease upward travel on left aileron
5 Throttle → Aileron	Upwind, vertical down-line Horizontal line, slow from a high speed	<input type="checkbox"/> Rolls to the Right	Use left aileron at low throttle (2% to 5%)
6 Throttle → Rudder	Upwind, vertical down-line	<input type="checkbox"/> Yaws to the right	Correct with mix at 1/2 throttle or less
7 Rudder → Aileron	Flat Rudder Turn to the Left	<input type="checkbox"/> Rolls Left (proverse roll)	Correct with a linear mix (2% to 5%)
		<input type="checkbox"/> Rolls Right (adverse roll)	
	Flat Rudder Turn to the Right	<input type="checkbox"/> Rolls Right (proverse roll)	
		<input type="checkbox"/> Rolls Left (adverse roll)	
8 Rudder → Elevator	Flat Rudder Turn	<input type="checkbox"/> Pitches Up	Correct with a curve mix (2% to 10%)
		<input type="checkbox"/> Pitches Down	