

Slot Car Racing Tipstricks Track Plans

GarageBand For Dummies
Racing and Collecting Slot Cars
Race Car Aerodynamics
Speed Secrets
Trigger Happy
Loser Model Racing
Model Cars
The Slot Car Handbook
Pinewood Derby Speed Secrets
Made by Dad
Trash
The R/C Car Bible
SAS Tracking Handbook
Formula One Racing For Dummies
How to Win Games and Beat People
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The Art of Racing in the Rain
Seabiscuit
Deep Learning for Coders with fastai and PyTorch
The Physics of Nascar
Pinewood Derby Designs & Patterns

GarageBand For Dummies

Over the past three years slot cars have become one of the fastest-growing segments of the hobby industry. Slot cars have also become so fashionable they have received exposure in automotive and general interest magazines. The time is

right for a meaty, loaded follow-up to the highly successful 2002 MBI release, Slot Car Bible. In this new title, Bible author and Model Car Racing magazine publisher Robert Schleicher provides enthusiasts with more tips, tricks, and track plans for 1/32-scale and HO slot cars. This title will offer a wealth of tuning, maintenance, and driving technique information and will include chapters on snap-together raceways and building cars from kits. It will also have performance tests of new products and plans for creating NASCAR replica cars and tracks.

Racing and Collecting Slot Cars

Covers slot racing cars and tracks, how to duplicate real race tracks in scale, troubleshooting and performing maintenance on slot cars, racing terms, and how to organize a race event.

Race Car Aerodynamics

The Snail Soup Can Decoy to keep the candy stash safe. The Customizable “Keep Out” Sign to deter meddlesome siblings and parents. A Bunk Bed Communicator made from cardboard tubes (“Psst! Can you keep the snoring down?”). Clever, whimsical, and kind of genius, here are 67 unique projects that will turn any dad with DIY leanings into a mad scientist hero that his kid(s) will adore. No screens, no

hi-tech gadgetry. Made by Dad combines the rough-edged, handmade ethos of a Boy Scout manual or *The Dangerous Book for Boys* with a sly sense of humor that kids love. Scott Bedford, a creative director by day and Webby Award-winning blogger by nights and weekends, wields an X-ACTO knife, magic marker, and prodigious imagination to create endlessly delightful projects for his two sons. He knows that kids like contraptions and gadgets, things that are surprising—a chair that appears to be balanced on eggshells. Things that are complex—a multilevel city, with buildings, tunnels, and roads, built from old boxes around the legs of a table. And especially things with humor—the Snappy Toast Rack, made to resemble a crocodile’s gaping mouth. The projects are shown in full-color photographs, and the instructions are illustrated in detailed line drawings that exude personality. Some are quick and simple enough to be done in a coffee shop; others are more of an afternoon project—yielding hours and hours of rich, imaginative playtime.

Speed Secrets

In an unnamed Third World country, in the not-so-distant future, three “dumpsite boys” make a living picking through the mountains of garbage on the outskirts of a large city. One unlucky-lucky day, Raphael finds something very special and very mysterious. So mysterious that he decides to keep it, even when the city police offer a handsome reward for its return. That decision brings with it terrifying

consequences, and soon the dumpsite boys must use all of their cunning and courage to stay ahead of their pursuers. It's up to Raphael, Gardo, and Rat—boys who have no education, no parents, no homes, and no money—to solve the mystery and right a terrible wrong. Andy Mulligan has written a powerful story about unthinkable poverty—and the kind of hope and determination that can transcend it. With twists and turns, unrelenting action, and deep, raw emotion, *Trash* is a heart-pounding, breath-holding novel.

Trigger Happy

#1 NEW YORK TIMES BESTSELLER • From the author of the runaway phenomenon *Unbroken* comes a universal underdog story about the horse who came out of nowhere to become a legend. *Seabiscuit* was one of the most electrifying and popular attractions in sports history and the single biggest newsmaker in the world in 1938, receiving more coverage than FDR, Hitler, or Mussolini. But his success was a surprise to the racing establishment, which had written off the crooked-legged racehorse with the sad tail. Three men changed *Seabiscuit's* fortunes: Charles Howard was a onetime bicycle repairman who introduced the automobile to the western United States and became an overnight millionaire. When he needed a trainer for his new racehorses, he hired Tom Smith, a mysterious mustang breaker from the Colorado plains. Smith urged Howard to buy *Seabiscuit* for a bargain-basement price, then hired as his jockey Red Pollard, a failed boxer

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who was blind in one eye, half-crippled, and prone to quoting passages from Ralph Waldo Emerson. Over four years, these unlikely partners survived a phenomenal run of bad fortune, conspiracy, and severe injury to transform Seabiscuit from a neurotic, pathologically indolent also-ran into an American sports icon. BONUS: This edition contains a Seabiscuit discussion guide and an excerpt from Unbroken. Praise for Seabiscuit “Fascinating . . . Vivid . . . A first-rate piece of storytelling, leaving us not only with a vivid portrait of a horse but a fascinating slice of American history as well.”—The New York Times “Engrossing . . . Fast-moving . . . More than just a horse’s tale, because the humans who owned, trained, and rode Seabiscuit are equally fascinating. . . . [Laura Hillenbrand] shows an extraordinary talent for describing a horse race so vividly that the reader feels like the rider.”—Sports Illustrated “REMARKABLE . . . MEMORABLE . . . JUST AS COMPELLING TODAY AS IT WAS IN 1938.”—The Washington Post

Loser

A physicist explores the science of speed racing and the #1 spectator sport in America in the perfect gift for both NASCAR and science fans. Every NASCAR fan—at one time or another—asks the same question: Why isn’t my favorite driver winning? This is your chance to discover how much more there is to NASCAR than “Go fast, turn left and don’t crash.” If you’ve ever wondered why racecars don’t have mufflers, how “bump drafting” works, or what in the world “Let’s go up a

pound on the right rear and add half a round of wedge” means, *The Physics of NASCAR* is for you. In this fast-paced investigation into the adrenaline-pumping world of NASCAR, a physicist with a passion uncovers what happens when the rubber hits the road and 800-horsepower vehicles compete at 190 miles per hour only inches from one another. Diandra Leslie-Pelecky tells her story in terms anyone who drives a car—and maybe occasionally looks under the hood--can understand. How do drivers walk away from serious crashes? How can two cars travel faster together than either car can on its own? How do you dress for a 1800°F gasoline fire? In simple yet detailed, high-octane prose, this is the ultimate thrill ride for armchair speed demons, auto science buffs, and NASCAR fans at every level of interest. Readers, start your engines.

Model Racing

1/32 scale slot racing, made popular by Scalextric, is enjoyed by all ages. Half the fun of the hobby is taking apart, tuning, upgrading and reassembling the cars, but until now this has been a black art. For the first time, this complete guide to tuning and racing gives step-by-step instructions on how to set up the cars and the track to give the best performance.

Model Cars

The book received the Emme Award for Astronautical Literature at the March 20 2000 luncheon of the Goddard Memorial Symposium, sponsored by the American Astronautical Society. Named in honor of the first NASA Historian, Eugene Emme, the Emme award was created in 1982 to annually recognize an outstanding book that increases public understanding of the past and potential impact of the field of astronautics.

The Slot Car Handbook

The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

Pinewood Derby Speed Secrets

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Packed with cycling tips, tricks, facts, and history, plus inspirational profiles of top riders, this is the ultimate portable companion for bike-crazy kids. It's all here, from fixing a puncture, to learning a BMX stunt, to buying your next bike. There's a write-in logbook to record personal cycling achievements, a handy guide to bike maintenance, safety advice, a mountain bike board game, and a fun quiz.

Made by Dad

The Slot Car Evolution - COVERED! 1960's Golden Years of Model Racing - COVERED! American Model Car Racing Congress - INVESTIGATED! Bowling Killed Slot Car Racing - DEBUNKED! Exclusive Interviews with slot car companies - EXCITING & INFORMATIVE!

Trash

BUILD - RACE - WIN - REPEATThe Rise & Fall of the Golden Years of Slot Car Racing Explained. Text includes articles from the main magazines of the period. Also includes a Worldwide Racing Directory, listing active slot car raceways from different countries in 5 continents! By 1966, model-car racing was so popular that it threatened to replace bowling as the nation's favorite indoor sport. For as grand as the outcome, the force that propelled slot-car racing into a national pastime was

a simple one: the realism of the original slot cars. The builders and racers of these models knew that the quest for speed should not come at the cost of the way a car looked. Their design was at the heart of their very integrity. In this new effort, author, researcher and slot-car racer Carlo Tonalezzi charts the meteoric rise of this hobby-sport and photographs classic model racing cars in their natural habitat: The commercial racing tracks. Models made by Russkit, AMT, COX, MPC, Monogram, and more are captured on vintage tracks from the American Model Car Raceways. These realistic beauties were made during the Golden Years of Model Racing. True pieces of Americana, they are today as magnificent as ever. Read all about what really happened during this exciting period of model racing bliss!

The R/C Car Bible

This nostalgic history looks back at vehicles, tracks, packaging and racing memorabilia from such popular slot-car manufacturers as Aurora/AFX, Tyco, Scalextric, Strombecker and Cox, as well as dozens of smaller toymakers.

SAS Tracking Handbook

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the

procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Formula One Racing For Dummies

There is no secret to creating a winning Pinewood Derby car; all racers need is a great design and an understanding of these tips that trick their cars out for maximum speed. In three sections, this handbook takes builders from the beginning of car construction to ultimate derby-winning modifications. The "basic car" section addresses broad building concerns such as cutting the design, attaching and lubricating the wheels, and balancing the weight. "Winning car" secrets include extending the vehicle base, polishing axles, and modifying and aligning the wheels. Finally, the championship techniques of the "ultimate car" are

revealed, allowing builders to shave those last tenths of a second off their times and go home with the trophy.

How to Win Games and Beat People

Destroy the competition on game night with this seriously funny guide packed with handy strategy, tricks, and tips from the experts Games are way more fun to play when you win—especially when you crush your friends and family! In *How to Win Games and Beat People*, Times science editor Tom Whipple explores inside tips, strategy, and advice from a ridiculously overqualified array of experts that will help you dominate the competition when playing a wide range of classic games—from Hangman to Risk to Trivial Pursuit and more. A mathematician explains how to approach Connect 4; a racecar driver guides you through the corners in slot car racing; a mime shares trade secrets for performing the best Charades; a Scrabble champion reveals his secret strategies; and a game theorist teaches you to become a real estate magnate, recommending the Monopoly properties to acquire that will bankrupt and embarrass your opponents (sorry, Mom and Dad). Funny, smart, and endlessly useful, this is a must-read for anyone who takes games too seriously, and the bible for sore losers everywhere.

The R/C Car Bible

Lay down some tracks—no garage required! GarageBand has become the default musical sketchpad for both well-known artists and hobbyists musicians who want a simple way to record, edit, and share their own tunes. GarageBand For Dummies is your go-to guide to navigating the interface and making the tweaks to create your own songs. Look inside to discover how to lay down a beat with the virtual drum kits, layer on sweet sounds with built-in virtual instruments, and attach simple hardware to record vocals or live instruments on a Mac, iPad, or even an iPhone. Use built-in instruments to create a song Attach your guitar or mic to record live sounds Export your final product or individual tracks Add effects and edit your song GarageBand is the simplest way to create basic tracks without investing in costly hardware and learning a complex digital audio workstation software package—and this book shows you how.

A Day at the Slot Car Races

Slot Car Racing: Tips, Tricks & Techniques

FOREWORD by Philippe de Lespinay (Los Angeles Slot Car Museum Curator). Thingies stand proudly as slot-car rebels in this newest work by author and slot-racing enthusiast Carlo Tonalezzi. Vibrant photos of these classic model cars adorn

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the pages as a brief history explains how they helped to propel the hobby into a global phenomenon. Enjoy images of the BZ Banshee, Classic Industries ASP, Dynamic Bandit, Cox La Cucaracha, and many more. All photos taken on American Model Car Raceways vintage tracks. "Coffee Table" style photo book with over a hundred big size color pictures. As model car racing refined itself and became more competitive, enthusiasts started to make their own chassis, wire their own motors, and pursue faster and faster cars. But with this heightened spirit of serious competition came a decrease in the number of fans who could keep up. The pool of racing enthusiasts who had the time and money to keep pace with slot racing technology was shrinking. Hobby companies, themselves competing against one another for the highest profits, were spitting out chassis, gears, and kits faster than the average racer could put them together; and by the time they did, an even faster car had made their new model obsolete again. To the newcomer who wanted to be competitive on the racetrack but didn't have the time or means to build a model from scratch, enough was enough. The hobby industry knew something had to be done. The void was filled by an industrial designer named John Power. His efforts materialized as a Ready-to-Run slot car released by Classic Industries. The Manta Ray was extremely well received, and other "rebels" soon joined the gang: the BZ Banshee, Classic Industries ASP, Dynamic Bandit, and Cox La Cucaracha, to name a few. So the futuristic dream cars, or Thingies, were born. Ready to race right out of the box, they were aggressive looking--and, most importantly, they were fast!

Vintage Slot Cars

Get to know what Formula One racing is all about This book delves into the strategy, technology, and spirit needed to win a Formula One race. Every angle of a race weekend is covered in detail, from scrutineering to pitstops to podium. You'll also read about the rivalries and politics that have turned the sport into a global televised drama. Illustrated with black and white photographs, Formula One Racing For Dummies will serve the die-hard spectator or armchair fan alike. Discover how to: Identify race strategies Understand the role of each team member Master the latest rules and regulations Appreciate a Formula One car's cutting-edge design Enjoy Formula One from the stands and on TV The Dummies Way Explanations in plain English "Get in, get out" information Icons and other navigational aids Tear-out cheat sheet Top ten lists A dash of humour and fun

Scalextric Collectibles

I. Initiation: Now you can start in the restoration of your old slot models: Scalextric and other well-known brands, in addition to obtaining information about anecdotes, the author's personal collection and other topics about this passionate hobby.

The Brilliant Bike Book

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Provides a brief history of the Boy Scouts' Pinewood Derby as well as diagrams, templates, and tips to help parents and children gain a competitive edge in a Pinewood Derby race.

Tracks

NOW A MAJOR MOTION PICTURE FROM FOX 2000 STARRING MILO VENTIMIGLIA, AMANDA SEYFRIED, AND KEVIN COSTNER MEET THE DOG WHO WILL SHOW THE WORLD HOW TO BE HUMAN The New York Times bestselling novel from Garth Stein—a heart-wrenching but deeply funny and ultimately uplifting story of family, love, loyalty, and hope—a captivating look at the wonders and absurdities of human life . . . as only a dog could tell it. “Splendid.” —People “The perfect book for anyone who knows that compassion isn’t only for humans, and that the relationship between two souls who are meant for each other never really comes to an end. Every now and then I’m lucky enough to read a novel I can’t stop thinking about: this is one of them.” —Jodi Picoult “It’s impossible not to love Enzo.” —Minneapolis Star Tribune “This old soul of a dog has much to teach us about being human. I loved this book.” —Sara Gruen

How to Restore Your Slot Cars. I. Initiation.

The volume addresses the matter of participatory media practices as playful appropriations within current digital media culture and artistic research. The aim is to explore and trace the shifting boundaries between media production and media use, and to develop concepts and methodologies that work within participatory media cultures. Therefore the articles explore and establish nuanced approaches to the oftentimes playful practices associated with the appropriation of technology.

Thingies

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms

from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

The Car Hacker's Handbook

This sensational slot car salute presents a wealth of information on beginning and advanced techniques for collecting, building, tuning, and duplicating the amazing little cars that were at the peak of their popularity in the 1960s and '70s. All the rage among youngsters and adults alike, slot cars and more than 50 track layouts duplicating famous circuits like Daytona, Indy and Monaco, are featured here in photographs that vividly recount the enthusiasm surrounding this popular hobby. Follows Schleicher's popular Racing and Collecting Slot Cars 0-7603-1024-6.

Slot Car Racing in the Digital Age

Robert Schleicher wrote the book on slot car racing—literally. In the three short years since Schleicher's Slot Car Racing: Tips, Tricks & Track Plans was published, the hobby has been virtually transformed by new products and technologies. This new volume, a perfect complement to its predecessor, brings readers and racers up to date, offering a concise, comprehensive overview of slot car racing's developments, along with expert, practical guidance for putting this information to

good use. A primer on the latest digital and analog developments for both 1/32 and HO scales, Schleicher's book delivers the lowdown on building cars from individual components on ready-to-race chassis, as well as popular tune-up tips to get even more speed and better handling out of today's cars. Schleicher also provides track tests of 70 cars and a slot-car shootout featuring 23 more vehicles. Finally, Schleicher includes nearly 50 track plans: 14 tabletop-size plans for Scalextric, Classic, Carrera, Sport, SCX, and Ninco brand track; 14 plans modeled on real circuits like Watkins Glen, Monaco, Spa-Francorchamps, Sears Point, and the Bahrain and Shanghai F1 courses; and 17 4x8-foot HO scale plans. Illustrated throughout with color photography and track plan line art, this is the book that no serious slot car racer can afford to be without.

Building the Fastest Pinewood Derby Car

The Glass Castle

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Challenge to Apollo

Captioned illustrations and diagrams explain how to build and paint model kits and set up a slot-car racetrack. Also explains how radio-controlled cars work.

How to Restore Your Slot Cars

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

Data Structures and Algorithms in Java

I. Initiation: Now you can start in the restoration of your old slot models: Scalextric and other well-known brands, in addition to obtaining information about anecdotes, the author's personal collection and other topics about this passionate hobby.

Slot Car Racing in the Digital Age

Jon Mountfort explores the iconic British toy, and offers hints and tips that will delight current and prospective collectors, as well as the general Scalextric enthusiast.

Slot Car Bible

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to:

- Build an accurate threat model for your vehicle
- Reverse engineer the CAN bus to fake engine signals
- Exploit vulnerabilities in diagnostic and data-logging systems
- Hack the ECU and other firmware and embedded systems
- Feed exploits through infotainment and vehicle-to-vehicle

communication systems –Override factory settings with performance-tuning techniques –Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make *The Car Hacker's Handbook* your first stop.

Playful Participatory Practices

Shave lap times or find a faster line through your favorite set of S-curves with professional race driver Ross Bentley as he shows you the quickest line from apex to apex! With tips and commentary from current race drivers, Bentley covers the vital techniques of speed, from visualizing lines to interpreting tire temps to put you in front of the pack. Includes discussion of practice techniques, chassis set-up, and working with your pit chief.

The Art of Racing in the Rain

Tracking originated with man's need for food; he needed to understand what he was following and what the rewards would be if he was successful. Little has changed over time about the terms of tracking. We still track game for sport and food, but we have also found other uses for tracking. Border police patrol to stop illegal immigrants from entering their country; the military tracks down wanted

terrorists or enemy forces. Tracking has become a military skill. In the SAS Tracking Handbook, former SAS soldier and British Empire Medal (BEM) award-winner Barry Davies teaches not only how to survive in the outdoors with the skills of tracking, but how to use these skills from a military standpoint. Included in this book are many helpful tips on topics including: The types of dogs used for tracking. Traps for catching wild animals. Modern military tracking. Using your surroundings to your advantage. And much more. The success or failure of the modern tracker is dependent on the personal skills of the individual tracker. Training is vital in learning tracking skills, and continuous exercise the best way to interpret signs. These skills are rarely found, but they remain hidden deep within all of us. So whether you're already a skilled tracker or a novice in the field, the SAS Tracking Handbook will be your guide to mastering this old and respected art.

Seabiscuit

Learn the secrets to crafting cool cars for the Pinewood Derby. Includes designs, detailed measured drawings and cutting patterns, tips and techniques for peak performance and safety.

Deep Learning for Coders with fastai and PyTorch

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From renowned Newbery-winning author Jerry Spinelli comes a powerful story about how not fitting in just might lead to an incredible life. This classic book is perfect for fans of Gordon Korman and Carl Hiaasen. Just like other kids, Zinkoff rides his bike, hopes for snow days, and wants to be like his dad when he grows up. But Zinkoff also raises his hand with all the wrong answers, trips over his own feet, and falls down with laughter over a word like "Jabip." Other kids have their own word to describe him, but Zinkoff is too busy to hear it. He doesn't know he's not like everyone else. And one winter night, Zinkoff's differences show that any name can someday become "hero." With some of his finest writing to date and great wit and humor, Jerry Spinelli creates a story about a boy's individuality surpassing the need to fit in and the genuine importance of failure. As readers follow Zinkoff from first through sixth grade, it becomes impossible not to identify with and root for him through failures and triumphs. The perfect classroom read.

The Physics of Nascar

The first book to summarize the secrets of the rapidly developing field of high-speed vehicle design. From F1 to Indy Car, Drag and Sedan racing, this book provides clear explanations for engineers who want to improve their design skills and enthusiasts who simply want to understand how their favorite race cars go fast. Explains how aerodynamics win races, why downforce is more important than streamlining and drag reduction, designing wings and venturis, plus wind tunnel

designs and more.

Pinewood Derby Designs & Patterns

The author recounts her almost two-thousand mile journey across Australia with nothing but a dog and some camels for company.

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