

STERLING SLIDE RULE

A QUALITY INSTRUMENT FOR
STUDENT OR PROFESSIONAL

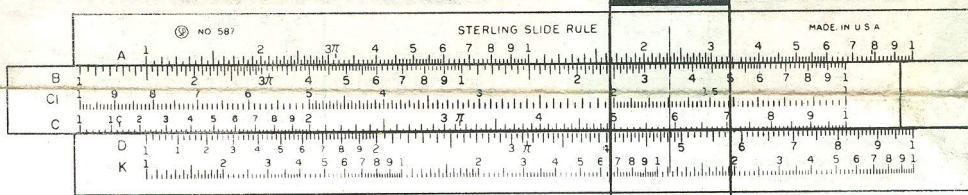
OPERATING INSTRUCTIONS

A complete course in use and operation of slide rule

The Sterling Student Slide Rule is an accurate instrument for use in multiplication, division, proportion, square and cube root problems, as well as sine, tangent and logarithm solutions.

The reading of any slide rule is accurate to the second place in decimal work, therefore, approximation of the third place number can be done by mental calculation, by multiplying the last two numbers together and using the last figure as third number in these calculations. Accurate figures beyond this must be done by actual multiplication on paper.

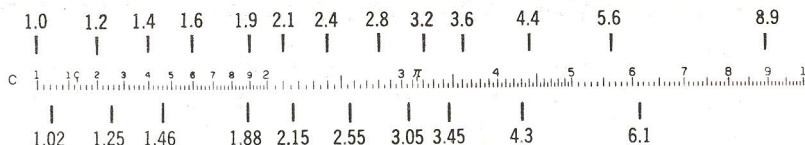
The Sterling Slide Rule has standard A, B, C, D, K scales. The A, D, and K scales are on the body, the B, C, and C scales on the slide. The cursor travels the full length of the body, and the hairline crosses these scales for direct comparison. On the reverse side of the slide, the S, L, and T scales appear, and the slide may be removed and reversed for use in calculating these factors for trigonometry problems.



MULTIPLICATION AND DIVISION

For this work, use only the C and D scales, and in some cases the C₁ scale. The C and D scale start with the unit 1 at the left, thru the unit 10 (or 1) at the right. The space between 1 and 2 has small numbers indicating the "teens" following the left hand 1 or 10. The lines between the figures divide each segment into 10ths. The

markings between 2 and 4 again represent individual numbers following 2 or 20, but the markings between unit numbers are in 5ths, or 2/10ths. From 4 to the right hand 1 or 10, each unit space is divided in halves, or 5/10ths. The diagram below shows these as they appear on the rule, and gives readings as they appear:



MULTIPLICATION:

On a logarithmic scale, the progression of numbers is constant, therefore, the multiple of any unit or number of units can be read only if we place the factor 1 on the line of one of the factors in the problem. The problem of 2×2 is therefore solved as follows:

- 1—move the slide until the figure 1 at the left is over the 2 on the D scale. (Move the slide to the right.)
- 2—move the cursor until the hairline is over the 2 on the C scale on the slide.
- 3—the hair line will be over 4 on the D scale.

Similarly you will note $3 \times 2 = 6$, $4 \times 2 = 8$, $5 \times 2 = 10$ or 10 as you read across the scale.

Bear in mind that this 2 or the 2 on the C scale can represent, 2, 20 or 200. Also remember that the answer to the problem **always** appears on the same scale from which you started, usually the D scale.

DIVISION:

Since division is the reverse of multiplication, we reverse the procedure shown in multiplication, as follows: **Problem:** divide 4 by 2. Start with 4 on the D scale. Move slide to right until 2 is over the 4. Against 1 to the left, read 2.

5 X 2 (1 of C over 5 of D—read 1 or 10 against 2 of C)

3 X 3 (1 of C over 3 of D—read 9 against 3 of C)

8 ÷ 2 (2 of C over 8 of D—read 4 against 1 of C)

5 ÷ 4 (4 of C over 5 of D—read 1.25 against 1 of C) (SEE BELOW)

For numbers which when multiplied are more than 10, it is necessary to achieve the same effect by using the right

hand 1 (or ten) as the factor. For instance, $2 \times 6 = 12$. By placing the right hand 1 over 6 and reading against the 2 on the C scale, the cursor will indicate the 12 on the D scale. (Left hand 1 or 10 plus the small 2 equals 12)

NOW TRY 7 X 4 (right hand 1 on C over 7 on D.

Read 28 on D below the 4 on C)

THESE PROBLEMS 64 ÷ 8 (over 64 on D, place 8 on C.

Against right hand 1 on C, read 8)

Some division or multiplication problems will "run off the rule." In this case, reverse the slide, using the right hand or left hand 1, and read the answer as shown.

EXAMPLE: 4 X 4—put left hand 1 on C against 4 on D. The 4 on C is "off the rule." Slide the slide to the left until the right hand 1 is over 4 on D. Against 4 on C, read 16 on D.

USING THE C₁ SCALE:

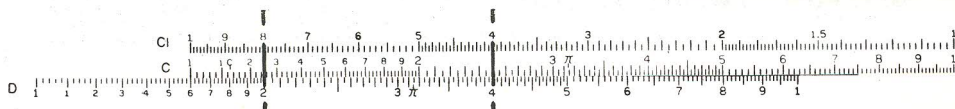
The C₁ scale is the same as the C scale, it reads from right to left. This scale is the RECIPROCAL of the C scale, and can be used to avoid the necessity of moving the slide left or right.

EXAMPLE: 4 X 4—Reading from the RIGHT on C₁, place the 4 above the 4 on D—against the left hand 1 on C₁, read 16 on D. (SEE BELOW)

24 ÷ 4—place left hand 1 on C₁ above 24 on D—Against 4 on C₁, read 6 on D.

The C scale represents the fraction (decimal) of the C₁ scale.

EXAMPLE: 1/8 = .125—Against 8 on C₁, read .125 on C. (SEE BELOW)



USING THE A OR B SCALE:

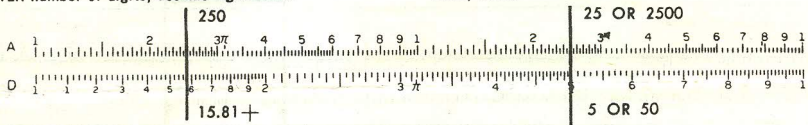
The A and B scales are made up of 2 half size or half length logarithmic scales, therefore they are the SQUARE of the C and D scales. For practice, remove the slide. You now can clearly read A against the D scale. Slide the cursor along, until the hairline is over 3 on D—you will read 9 on the left half of the scale.

The square of 5 on D is 25 on the right scale of A. (SEE BELOW)



SQUARE ROOT:

Since the A scale is the square of the numbers on D, in turn, the numbers on D are the square roots of the numbers on scale A. Of prime importance here is which half of the A scale to use when putting the number to be divided into its square root "into the rule." The rule for this is simple. If ODD number of digits, use the left scale. If EVEN number of digits, use the right scale:



USING THE K SCALE:

The K scale, you will note, consists of 3 log scales instead of 2 as in A. The result is that these figures are the CUBE of the D scale figures. $3 \times 3 \times 3 = 27$, or the cube of 3 can be read directly on K by placing the cursor over 3 on D and reading 27 on the MIDDLE part of K scale. Also, the CUBE ROOT of 64 read on K on MIDDLE scale, is 4 ($4 \times 4 \times 4$). Since there are 3 scales, left, middle, and right, the rule for use of them in determining the number to put "into the rule," the left scale is for numbers of 1 digit, the middle scale for 2 digit numbers, the right scale for 3 digit numbers.

The rule to be learned is as follows: FROM THE DECIMAL POINT, divide the number into groups of 3 digits. Now, skip over the groups of 3 next to the decimal, and deter-

mine the number of digits in the "outside" numbers. If it is only 1 digit—use the left part of the K scale in your computation. If 2 digits, the center part of K, if 3 digits, the right side of K. For instance:

1—125. has three digits left of decimal—use right K — 5 = CUBE ROOT

2—1.25 has 1 digit left—2 digits right of decimal. Since the number is more than 1 (by .25) the answer will be found in conjunction with the left scale (main number from 1 to 10) 12.5 would be read in the middle scale, since it has 2 digits in the whole number. 1250 has 1 digit right of the first set of 3 numbers, so answer would be found in right scale.



THE L SCALE:

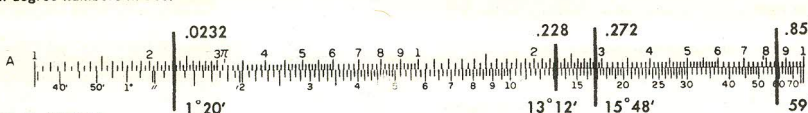
This scale is actually a graduated scale exactly 125 millimeters long. It is graduated into 500ths of this length since this length is the same as the log scale. Therefore, by reading a number on this scale we can find the logarithm of any number on the D scale. Note that the numbers are preceded by a decimal point, reading therefore from 1. to 0.

Place one index of the "L" scale against the log. number on D. Read the answer against the other factor at end of D scale. (SEE BELOW)



THE S SCALE:

This scale is for direct reading of the sines of angles. The scale is divided in degrees, minutes and seconds. The scale is used in conjunction with the A scale to read the answer directly. It must be noted that sines above 60° must be carefully judged, since the scale decreases rapidly. The scale divisions are in minutes (60° EQUAL 1°) with degree numbers in 10s.



THE T SCALE:

The tangent scale starts at 5.7° and increases up to 45° on the right. To find the tangent of 6°45' or 6.75° place the hairline over 6°45' on T and read .1184 on the D scale. (SEE BELOW)

It can be seen here also that multiplication of the sine or tangent is only a matter of finding the sine or tangent of the required angle, then transferring this to the D scale, by reversing the slide, and, putting the 1 of the C scale



In quick review, here is a problem in each of the scales: check your answers with these, and if any question, refer to the proper instruction:

24.5 X 13.7 (C & D scales) Answer: 335.65 (last 2 numbers approximated)

924 ÷ 16 (C & D scales) Answer: 57.75

42 X 42 (42²) (D & A scales) Answer: 1764 (end 2 of each number multiplied together gives last 4)

Square root of 2450. Answer: 49.5 (A scale—right half—answer on D)

9 X 9 X 9 (9³) D and K scale. Answer: 729 (approx. 730 on scale)

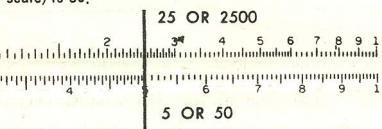
The square of 26 is 676 on the left scale of A.
The square of 19 is 361 on the left scale of A.
The square of 55 is 3025 on the right scale of A.

Note that the products have even and odd numbers of digits. When square root is learned, this factor is most important in determining which scale to use.

The square root of 25 (even number of digits—right scale) is 5 on D

The square root of 250 (odd number of digits—left scale) is 15.81+ on D scale.

The square root of 2500 (even number of digits—right scale) is 50.



mine the number of digits in the "outside" numbers. If it is only 1 digit—use the left part of the K scale in your computation. If 2 digits, the center part of K, if 3 digits, the right side of K. For instance:

1—125. has three digits left of decimal—use right K — 5 = CUBE ROOT

2—1.25 has 1 digit left—2 digits right of decimal. Since the number is more than 1 (by .25) the answer will be found in conjunction with the left scale (main number from 1 to 10) 12.5 would be read in the middle scale, since it has 2 digits in the whole number. 1250 has 1 digit right of the first set of 3 numbers, so answer would be found in right scale.

Be sure to include all decimal points, including the one on the scale in your answer. The mantissa of the logarithm is read directly on the L scale, above the index of D.

EXAMPLE: log. 4 (D scale) is .6021 (L scale)

log. 2 (D scale) is .301 (L scale)

Inversely, set the mantissa over the index of D, and read the answer or base number on D below the index of L.

Mantissa—.6021 is 4.

Mantissa—.301 is 2.

To determine the Sine of an angle, follow this example: Sin 15°48'—Set hairline over 15°48' on S scale—read .272 on A. (SEE BELOW)

(Remember that the left scale on A is .1 of right scale, therefore an additional decimal is required.)

Sin 4°20' is .0756



against the hair line, multiply as required, reading your answer on D.

EXAMPLE: With slide even with scale A, Sin 13.2° or 13°12' reads 228 on A (SEE ABOVE). Remove slide and turn over. Now transfer .228 to D and place left 1 of C on .228. To multiply this by, say 14.6, place cursor over 14.6 on C and read 3.33 on D at hair line.

Cube root of 125 (D & K scales—right side of K because of 3 digits)

Answer is 5 on D scale.

Log 6—(REVERSE SLIDE—Use L and D scale)—.778

Sin 13.4° or 13°24'—S and A scale. Answer: .232

Tangent 6.75° or 6°45'—T and D scale—.1185

ASK FOR AND USE STERLING ARCHITECT AND ENGINEERS SCALE RULES, PROTRACTORS AND TRIANGLES. Accurate and clearly marked for all problems in linear measurement, angle and radial computation. STERLING on the product is its guarantee of QUALITY.



STERLING PLASTICS CO.

MANUFACTURERS OF QUALITY SCHOOL SUPPLIES

MOUNTAINSIDE, N.J.