C-THRU POCKET SLIDE RULE NO. 27
Description And Uses Of Slide Rule

This slide rule is a precision made instrument of the well known C-Thru laminated construction. This insures more efficient and durable service.

The engineer, architect, businessman, student, teacher and scientist will find this ever-ready pocket companion of incalculable service in solving rapidly problems involving multiplication, division, squares, square roots, cube, cube roots, proportions, combinations of these processes and logarithmic and trigonometrical functions.

Added features to be found on this slide rule are the decimal equivalents, equivalents-settings and a rule with both inch and metric scales.

The ability to read the proportions of the slide rule rapidly and correctly, which can be accomplished by actual practice, make this a practical and indispensable instrument.

Scales C and D are identical and are numbered from 1 to 10, the spaces between the whole numbers decreasing steadily toward the right. The C and D scales are used in multiplication, division and their combinations. On scales C and D if 1 at the extreme left is taken as unity then 1 at the extreme right of these scales is 10.

Scales A and D are used for squaring and finding the square roots of numbers.

The C1 scale gives the reciprocal of any number on the scale C. The C1 scale is the C scale in reverse direction.

A and B scales are identical. On scales A and B, if 1 at the extreme left is taken as unity, then 1 in the middle of the scale is 10 and at the extreme right is 100.

Simple Examples And Directions For Using Slide Rule

TO READ SCALES: Graduations on the slide rule represent figures and not measures of length. To find a number always read the first figure to the left on the prime line, the second figure of the number on the secondary line to the right thereof, and the third figure on the subdivision. Thus to read 356, prime 3 secondary 5 and subdivision 6.

TO LOCATE DECIMAL POINT: In most cases round numbers should be substituted for those appearing in the problem and determine the correct position of the decimal point by approximation. Where this is not practical a rough arithmetical calculation will locate the decimal point.

TO MULTIPLY 2 × 4: Opposite 2 on scale D set 1 on scale C. Then move the indicator so that the hair line is over 4 on scale C. Directly below this 4 you will find 8, the answer.

TO DIVIDE 8 ÷ 4: Opposite 8 on scale D, set 4 on scale C. Look along C to left until you come to 1 at the end of the slide. Under this 1 you will find 2, the answer on scale D.

TO SQUARE 9: Set the hair line of runner at 9 on scale D and read 81 under hair line on scale A.

TO FIND SQUARE ROOT OF 25: Set hair line of runner to 25 on scale A. Under hair line on scale D you will find the answer which is 5.

TO FIND CUBE OF 3: Set 1 of scale C over 3 on scale D. Opposite 3 on scale B read the result 27 on scale A.

On the back of the slide is shown an S (Sine) scale, an L (Logarithmic) scale and a T (Tangent) scale. These are used in solving trigonometrical problems. Logarithms of numbers on the D scale can be read to three figures with the aid of the hair line of the runner, on this scale.

The greatest use of a slide rule is confined to multiplication and division. If the beginner will master this phase of its operation he will have no difficulty in solving the many other intricate problems.

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