



COUNTDOWN CHECKLIST

13 Insert your selected engine into the aft section. Use masking tape around the engine to assure a snug fit. Insert igniter into the engine nozzle per the instructions which came with the engines.

12 Pack one square of wadding into the aft section over the engine.

11 Roll up the streamer and insert it into the upper body, slip the two body segments together.

10 Remove the safety interlock key from the launch control panel. (If a simple spring switch is used, install the protector around the spring.) Carry the key or interlock on the person of the launch control officer.

9 Place the rocket on the launcher. Check to be sure the panel is disarmed. Clean the micro-clips and attach them to the igniter.

8 Clear the launch area, alert the recovery crew and trackers.

7 Check for low flying aircraft and unauthorized persons in recovery area.

6 Arm the launch panel.

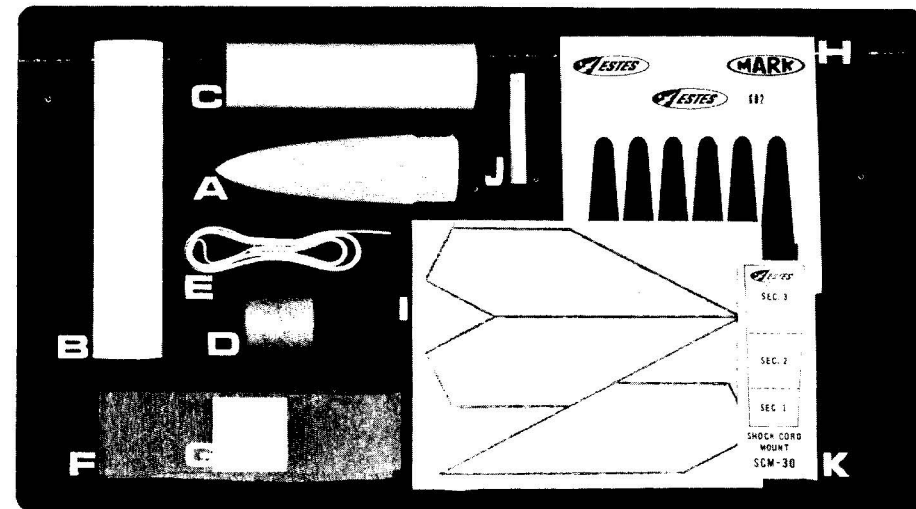
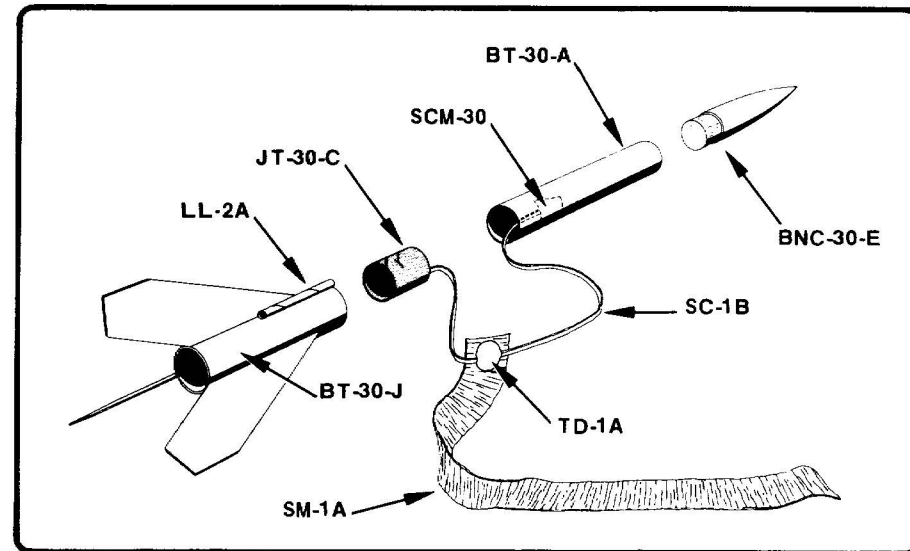
T minus

5
4
3
2
1

LAUNCH!

Your Astron Mark II is designed for high performance. For best results we recommend making your first flights with 1/2A engines to minimize the chance of losing the model. Because of its high altitude performance, fly the Mark II on calm, clear days. Launch your model using a standard electrical launching system with a 1/8" diameter guide rod at least 18" long.

Astron MARK II K-2

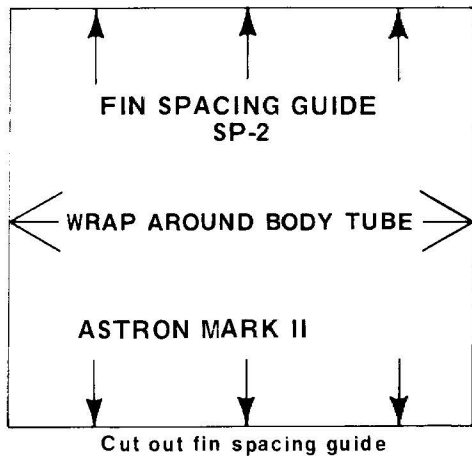


PARTS LIST

A	BNC-30-E	Nose Cone	I	BF-2	Die Cut Fins
B	BT-30-A	3.5" Tube	J	LL-2A	Launch Lug
C	BT-30-J	2.75" Tube	K	SCM-30	Shock Cord Mount
D	JT-30-C	Coupler			
E	SC-1B	Shock Cord			
F	SM-1A	Streamer			
G	TD-1A	Tape Disc			
H	KD-2A	Decal Sheet			

In addition to the parts listed, you will need, white glue, sandpaper, scissors, pencil or pen and sanding sealer and paint.

ASSEMBLY INSTRUCTIONS

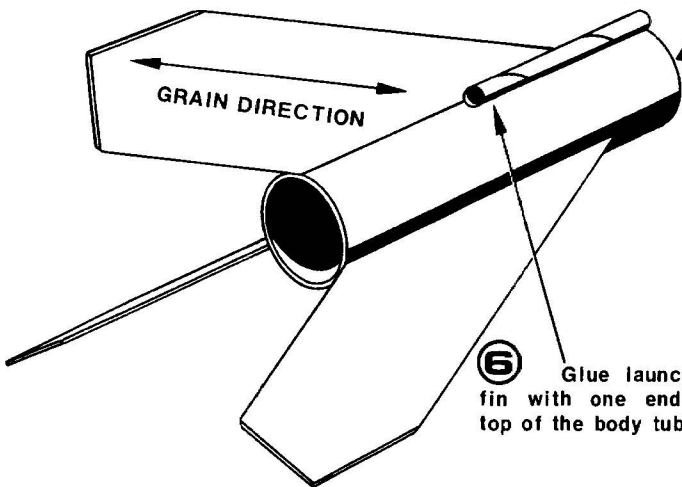


⑤ Push out the die-cut fins. Sand the leading edges and tips round. Glue fins to the body next to the alignment lines.

② Mark coupler, JT-30C 1/4" from one end and glue into BT-30J up to mark.

③ Use marking guide to mark lines for fins on BT-30J.

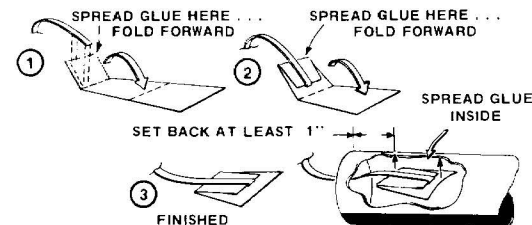
① Glue Nose cone into BT-30A.



⑥ Glue launch lug next to a fin with one end even with the top of the body tube.

⑦ Tape streamer across shock cord 2" from rear section.

④ Connect the two halves with shock cord using SCM-30 mounts inside forward tube and stage coupler.



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FINISHING TOUCHES

⑧ Before finishing let all the glue dry so it is hard and clear. Sand fins and nose cone smooth with fine sandpaper. Paint the balsa parts with sanding sealer, let dry and sand lightly. Repeat until all grain pores disappear.

⑨ Spray the entire rocket with bright yellow paint. Use several light coats. Spray the aft tube gloss black after masking the fins.

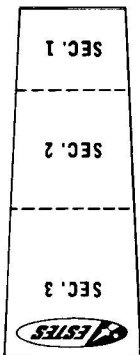
⑩ Cut out the decals from decal sheet KD-2A. To transfer dip the decal in lukewarm water for about 30 sec. or until it slides easily on the backing paper. Slide the decal off the paper onto its desired location and blot carefully. Allow the decals to dry for about 24 hours then spray entire model with clear enamel. (Do not use model dope.)

1 Inch

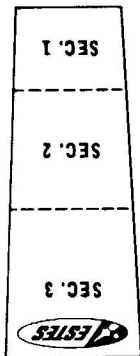
1 Inch

1 Inch

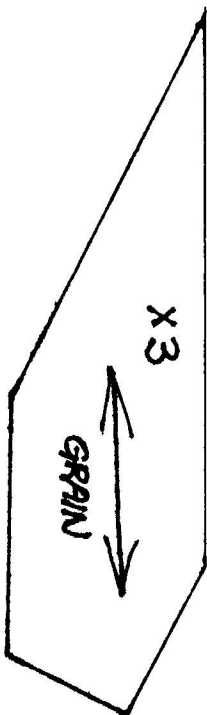
SHOCK CORD
MOUNT
SCM-30



SHOCK CORD
MOUNT
SCM-30



ATTENTION KIT # II



1 Inch

1 Inch

1 Inch

1 Inch

1 Inch

1 Inch

1 Inch

1 Inch



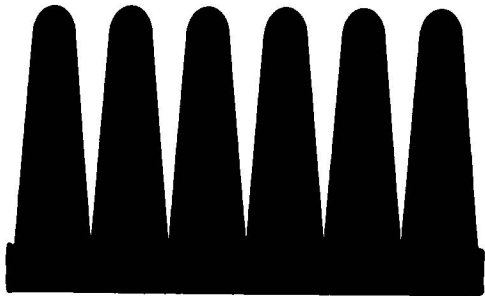
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1 Inch



KD2



1 Inch

1 Inch

1 Inch

1 Inch



A DAWSON COMPANY

Recommended for Ages 10 to Adult.
Adult Supervision Suggested for Those Under
12 Years of Age When Flying Model Rockets.

1 MODEL KIT. Fuel and Glue not included.
1 MODEL & RECIPT. Features of Dolly not comprised.

Flying Model Rocket

MARK II



- REAR EJECTION SYSTEM
- GREAT PERFORMANCE
- COMPETITION MODEL

SKILL LEVEL: 1

1—Beginner 2—Intermediate 3—Craftsman 4—Advanced Expert

SPECIFICATIONS

Length 9.1" (23.1 cm.)

Weight 0.762 (20 g.)

Body Dia. 0.785" (19.9 mm.)

Streamer Receiver

RECOMMENDED ENGINES

1/2A5-2 A8-3 B5-4 C6-6

Use 1/2A5-2 for first flights.

Engines and launcher not included.

K-2

#1202

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