

A. Mark the red engine mount tube 1/4," 11/4," and 11/2," from one end.

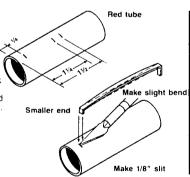
B. Cut a 1/8" slit in the tube at the

" mark

C. Put a slight bend in one of the

engine hooks.

Make a note that the engine hook has one end larger than the other. Insert the smaller sized end of the hook into the slit as shown.



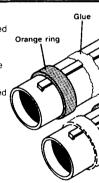
Make 1/8" slit

A. Slide the orange ring onto the red tube just far enough to hold the

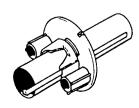
engine hook in place.

Apply a bead of white glue around the red tube between the 1/4," and 11/2" marks.

C. Slide the orange ring into the bead of glue so that it is centered between the two marks. Wipe away any excess glue



FX Engine Mount



STEP ONE.

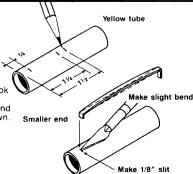
A. Mark one of the yellow engine mount tubes 1/4," 11/4," and 11/2," from one end. **B.** Cut a 1/8" slit in the tube at the

/4" mark.

C. Put a slight bend in one of the

engine hooks.

D. Make a note that the engine hook has one end larger than the other. Insert the smaller sized end of the hook into the slit as shown.



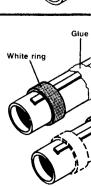
STEP TWO

A. Slide one of the white rings onto the yellow tube just far enough to

hold the engine hook in place. **B.** Apply a bead of white glue

around the yellow tube between the 11/4" and 11/2" marks.

C. Slide the white ring into the bead of glue so that it is centered between the two marks. Wipe away any excess glue.



SAFETY INSTRUCTIONS

For the safe and reliable performance of your model rocket PLEASE NOTE:

- 1. Model rockets are not "toys" that they are capable of causing personal injury to you and to others as well as property damage.
- 2. That you and you alone are responsible for the safe operation of your rocket.
- 3. That you must properly build and operate your rocket with a clear sense of that responsibility; that means taking no chances or risks which might endanger yourself or others.
- 4. Read and observe the rules of the Model Rocket Safety Code printed on this sheet.

HELPFUL HINTS

Before building this kit gather the necessary tools and materials and read all instructions thoroughly. In addition, keep the following points in mind.

- 1. Read and understand each step and study the drawings before beginning any part in that step.
- 2. Always test fit the parts before putting glue on them.

TOOLS REQUIRED

- 1. Modeling knife
- 400 grit sandpaper
- 3. Pencil
- 4. Ruler

2 x 2

Prod. No LS-102

Skill Level One: Beginner

GLUES REQUIRED

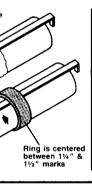
Proper glue joints are vital for the safe operation of your model rocket. Use these recommended glues or glues of similar qualities where indicated in these instructions.

White Glue - Aliphatic resin glues work best such as PACTRA TUBE O'PHATIC," or TITEBOND!"

Cyanoacrylate - Medium or slow viscosity.

Liquid Solvent Plastic Cement - Solvent cements that chemically bond the plastic together such as WELD-ON™ Acrylic plastic cement, MICRO-WELD,™ or TESTORS™ liquid plastic cement.



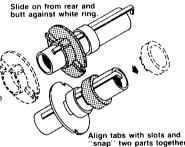


- Apply a small ring of white glue around inside of yellow tube as
- B. Insert one of the green engine block rings until it is flush with the end of the yellow tube. Wipe away any excess glue.



- A. Slide the plastic single engine mount plate onto the yellow tube from the rear as shown until it butts up against the white ring.
- B. Slide one of the plastic single engine snap rings on from the front of the yellow tube.
- C. Align the two snap tabs with the corresponding slots in the engine mount plate and snap the two plastic parts together centering them over the white ring.

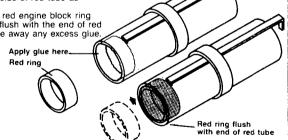
For maximum strength and safety re-inforce all plastic to plastic and plastic to paper joints with Cyanoacrylate type glue.



If engine mount plate fits too tight - sand inside edges to loosen fit.



- A. Apply a small ring of white glue around inside of red tube as
- B. Insert the red engine block ring until it is flush with the end of red tube. Wipe away any excess glue

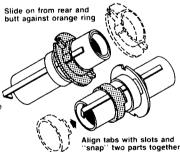


STEP FOUR.

- A. Slide the plastic D engine mount plate onto the red tube from the rear as shown until it butts up
- against the orange ring.

 B. Slide the plastic D engine snap ring on from the front of the red
- C. Align the two snap tabs with the corresponding slots in the D engine mount plate and snap the two plastic parts together center-ing them over the orange ring.

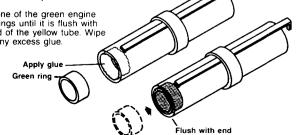
For maximum strength and safety re-inforce all plastic to plastic and plastic to paper joints with Cyanoacrylate.



If D engine mount plate fits too tight - sand inside edges to loosen fit



- A. Apply a small ring of white glue around inside of yellow tube as
- Insert one of the green engine block rings until it is flush with the end of the yellow tube. Wipe away any excess glue.

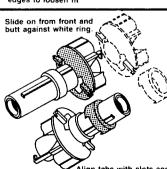


STEP FOUR

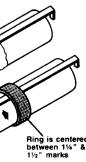
- A. Slide the plastic FX engine mount plate onto the yellow tube from the front as shown until it butts up against the white ring.

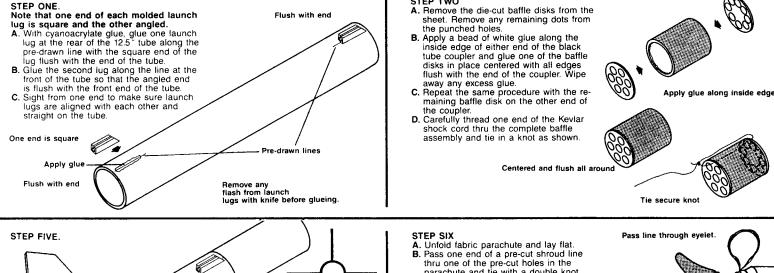
 B. Slide one of the plastic single
- engine snap rings on from the
- rear of the yellow tube. Align the two snap tabs with the corresponding slots in the FX engine mount plate and snap the two plastic parts together center-ing them over the white ring.

For maximum strength and safety re-inforce all plastic to plastic and plastic to paper joints with Cyanoacrylate type glue. If engine mount plate fits too tight—sand inside edit



Align tabs with slots and "snap" two parts together too tight-sand inside edges to loosen fit.





Apply liquid solvent plastic cement Right A. Remove all flash from molded fins with a knife or sandpaper. Apply a small amount of liquid solvent plastic cement into one of the fin positioning slots. C. Insert one of the molded fins into the slot and sight from rear for correct positioning. Repeat procedure for remaining three fins. Allow liquid solvent plastic cement to set for a few minutes. Remove any flash from fin tabs with knife F. Use cyanoacrylate glue to form a fillet between each fin/tube joint for strength. before glueing.

Rocket Assembly Instructions

parachute and tie with a double knot.

C. Tie the remaining loose end of the shroud line thru one of the holes to either side forming a "loop."

D. Repeat this procedure for the remaining three shroud lines.

E. Pass the 4 shroud line loops through the molded eyelet in the nose cone. Pass the parachute through the 4 loop ends and

pull shroud lines tight against the eyelet. F. Tie free end of the Kevlar shock cord to the nose cone eyelet.



Tie shock cord to eyelet securely.

Flying Your Rocket

Pre-flight preparation

A. Always inspect your rocket before each flight for any damage that may have occured from its previous flight or during storage.

B. The ejection baffle system in your rocket eliminates the need to use any recovery

C. Carefully pack the parachute into the rocket and replace the nose cone. Check fit of nose cone to be sure it is loose.

Engine Mount Installation

The three interchangeable engine mounts included in this kit allow you the optimum choice of engine types used based on your available flying area, altitude desired, or visual effect you are looking for.

To insert any of the mounts, make note that there are two molded tabs on each engine mount plate. These tabs lock over two corresponding ridges inside the plastic engine mount plate. These tabs lock over two corresponding rieges inside in plats in fin mount ring. The parts may fit very tightly the first few times you attempt installation. Gently work the parts back and forth a few times to loosen them up. For maximum safety do not attempt to alter the fit by sanding or removing any plastic with a knife. The fit should remain fairly tight to prevent the engine's ejection charge from blowing the mount out the rear of the rocket.

NOTE: The mounts have more strength and are easier to grip with an engine installed. Install an engine without the igniter in place during insertion or removal of mount.

A. Simply insert the engine mount with the tabs aligned and twist clockwise firmly.

Mount should travel about ¼ " to fully lock.

B. Pull on the mount gently to be sure it is seated properly.

C. Install the igniter as per the instructions included.

To remove:

A. Wait until the engine is cool enough to touch by hand (usually two or three minutes)

B. Twist engine mount counter-clockwise and pull

WARNING: Do not attempt to remove engine mount with pliers while engine is still hot. This can result in permanant damage to your engine mount.

RECOMMENDED ENGINES

First flight: C6-3

Large flying area: D12-7

Special visual effect: 2 FX Engines with C6-3

Launch

Pass parachute

1. Disarm th in your po 2. Slide the

rocket slid

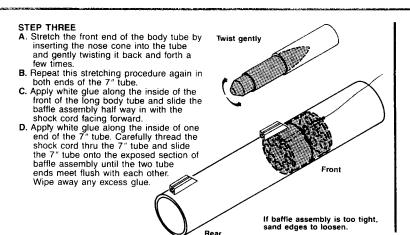
each other

Move bac Clear the

Arm the I

8. Remove s

Always for vour rock



Carefully familiarize yourself with the plastic fin mount ring. Note that there is a slight tick mark molded on the outside between two of the fin positions. Note that one

end is solid and one end has four slots.

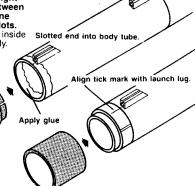
A. Apply cyanoacrylate glue along the inside

rear edge of the body tube assembly.

B. Slide the four-slotted end of the fin mount ring into the tube and align the tick mark with the launch lug.

Wipe away any excess glue.

C. Apply cyanoacrylate glue along inside edge of the 1.5" long body tube and glue it in place on rear of plastic fin mount ring.



Painting your rocket

A good paint job on your model will greatly enhance the way it looks and add to the realism of the *FX System* pre-lift-off smoke.

Priming your rocket with a spray primer and then sanding before painting will fill the seams on the body tube and produce a very professional looking finish on your rocket.

The paint pattern for this rocket is body gloss white, upper tube, nose cone and four fins are gloss blue.

We recommend the following colors:

Pactra Astro Color™ Rocket Paint: AC511 DELTA WHITE AC515 METALLIC NOVA BLUE AC524 CLEAR GLOSS Follow the instructions on each can for best results.

Applying Decals

Let paint dry overnight before applying decals. Refer to the front panel of this package for proper placement. To apply decals, cut each out, dip in lukewarm water for 30 seconds or until it uncurls. Slip decal off backing sheet and onto model. Blot away excess water. For best results, let decals dry overnight and apply a coat of clear gloss paint to protect decals.

NOTE: Extra fin customizing decals are included.

Procedure

e launch system by removing the safety key. Always be sure the key is assession when hooking the igniter leads up. rocket down the guidance rail or rod of your launcher. Make sure the les freely

micro-clips to the igniter wires. Arrange the clips so they do not touch r or the metal blast deflector.

k from your rocket as far as the launch wire will permit (at least 15 feet) launch area and follow all range safety procedures. aunch system by inserting the safety key. n to launch!

safety key from system after successful launch.

bllow the Model Rocket Safety Code when flying

National Association of Rocketry MODEL ROCKET SAFETY CODE

- 1. Construction-My model rockets will be made of lightweight materials such as paper, wood, rubber, and plastic, without any metal as structural parts
- Engines—I will use only pre-loaded factory-made NAR Certified model rocket engines in the manner recommended by the manufacturer I will not alter or dismantle model rocket engines or their in-
- recommended by the manufacturer I will not alter or dismantle model rocket engines or their in-gredients in any way or attempt to reload these engines.

 Recovery—I will always use a recovery system in my rockets that will return them safely to the ground so that they may be flown again. I will use only flame-resistant recovery wadding in my rockets.

 Weight Limits—My model rocket will weigh no more than 1500 grams (53 ozs.) at lift off, and the engines will contain no more than 125 grams (44 ozs.) of propellant. My model rockets will weight no more than the engine manufacturer's recommended maximum lift off weight for the engines used or will use the engines recommended by the manufacturer for my rocket.
- Stability—I will check the stability of my model rockets before their first flight, except when launching models of already proven stability
- Payloads—My model rockets will never carry live animals or payloads that are intended to be flammable or explosive
- Launch Area—I will launch my model rockets outdoors in a cleared area, free of tall trees, power lines, and buildings. I will ensure that people in the vicinity are aware of the pending rocket launch and are in a position to see the rocket's lift-off before I begin my audible 5-second countdown
- and are in a position to see the rocket's lift-off before I begin my audible 5-second countdown Launcher—I will launch my model rockets from a rod or other device which provides rigid guidance until the rocket has reached a speed adequate to ensure a sale flight path. To prevent accidentail eye injury, I will always place the launcher so that the end of the rod is above eye level or will cap the end of the launch rod when approaching it. I will cap or disassemble my launch rod when not in use and will never store it in an upright position. The launch device will have a jet deflector to prevent the enging exhaust from hitting the ground directly. I will always clear the area around my launch device of brown grass. Gry weeds, and other easy-to-burn materials.

 Ignition System—The system I use to launch my model rockets will be remotely controlled and electrically operated and will contain a swintch that will return to "off!" when released. The system will contain a removable safety interlock in series with this firing switch. When launching, all persons will remain at least 15 feet away from any model rocket when igniting engines totalling 30. N-sec of total impulse or less and at least 30 feet when igniting engines totalling ore than 30.N-sec total impulse. I will use only electrical igniters which will ignite my rocket engine within one second of actualing the office of the propose approach a model rocket on a launcher until I have made
- 10. Launch Safety—I will not let anyone approach a model rocket on a launcher until I have made sure that the safety interlock has been removed or the battery has been disconnected from my launcher. In the event of a mislire, I will wait one minute before allowing anyone to approach the
- Flying Conditions—I will launch my model rocket only when the wind is less than 20 miles per hour, and under conditions where the model will not fly into clouds, fly near aircraft in flight, or pe hazardous to people or property.
- 12. Launch Area—When conducting research activities with unproven designs or methods I will, when possible, determine their reliability through pre-launch tests. I will conduct launchings of unproven designs in complete isolation from persons not participating in the actual launching.

 13. Launch Angle—I will not launch rockets so their flight paty will carry them against targets. My launch device will be pointed within 30 degrees of vertical. I will never use model rocket engines to propel any device horizontally.
- Recovery Hazards—If a model rocket becomes entangled in a power line or other dangerous place, I will not attempt to retrieve it.



Model Rectifier Corporation 200 Carter Drive Edison, New Jersey 08817

