



TMRK9803 TRIPLE ZIP

Thank you for purchasing a TRUE MODELER'S model rocket kit. Our kits are for the hobbyist that enjoys building and displaying their rockets as much as they do flying and recovering them. If you have any questions or comments, we'd love to hear from you! Contact us at TruModelr@aol.com; or write to us at 605 East Fourth Street; Laurel, DE ;19956-1508. Address it to the attention of Mark Henning.

PARTS LIST

BODY TUBES

1 - BT05 1 - BT20
1 - BT50

FIN STOCK

1 - 1/16" Basswood 1 - 3/32" Basswood
1 - 1/8" Balsa

NOSE CONES

1 - NC05A 1 - NC20A
1 - NC50A

MISCELLANIOUS PARTS

3 - Launch Lugs 1 - Tube & Fin Template Guide

SUPPLIES REQUIRED TO CONSTRUCT THIS KIT

White (*Or Yellow) Glue - Hobby Knife - Pencil - Sanding Sealer
Small Paint Brush - Fine Sandpaper

TIPS AND HINTS

* Unless otherwise noted, regular white glue will work fine in most cases. However, we find it more durable to use a yellow carpenters glue for paper and wood construction. Lay out all of the parts and compare them to the parts list. This will help avoid any confusion during construction.

Read through all of the instructions, test-fitting pieces, prior to actually starting on the kit. This will help to familiarize you with all of the construction techniques that will be required, to ensure the best possible results. Though not at all necessary, we do recommend that you finish wood parts such as fins and nose cones before beginning the actual construction (several coats of sanding sealer, sanding with fine sandpaper between each coat). This usually makes a better finished model.

STEP 1 - TUBE PREP

A) Carefully cut out the three tube alignment guides. Wrap them around their respective body tubes and tape in place. Using a pencil, mark the tube where the arrows are.

B) Now use a ruler, or the door jamb method, and draw lines the entire length of the body tube where the fins will go.

STEP 2 - FIN CUTTING

A) Carefully cut out the fin patterns from the pattern sheet. For the Mini ZIP fins, use the thin basswood fin stock. Carefully trace out three fins using a pencil and the smallest fin pattern. For the Mighty Zip fins, use the medium basswood fin stock. Trace out three fins using the medium size fin pattern. For the Maxi Zip fins, use the thick balsa fin stock. Trace out three fins using the largest fin pattern.

B) Now carefully cut out the fins from the fin stock using a sharp hobby knife. We recommend that you finish the fins and nose cones at this time (several coats of sanding sealer, sanding between each coat when thoroughly dry). Be sure not to apply sanding sealer to the root edges of the fins.

The remaining steps are identical for all three ZIPS; keeping in mind that the smallest fins, nose cone, and body tube make up the Mini ZIP rocket; the medium fins, nose cone, and body tube make up the Mighty ZIP rocket; and the large fins, nose cone, and body tube make up the Maxi ZIP rocket.

STEP 3 - FIN AND LAUNCH LUG ATTACHMENT

A) Apply a bead of glue to the root edge of a fin and line it up on one of the guide lines marked on the body tube for the fins. Apply the fin and hold it in place momentarily until set. Sight down the tube and adjust the fin as necessary to ensure straight and even alignment. Repeat this procedure for the other fins.

B) Set the tube, inverted, aside to dry thoroughly. When dry, apply a moderate glue fillet on each side of each fin.

C) Once the glue fillets have dried thoroughly, apply a bead of glue to one of the launch lugs (all 3 are the same). Attach the launch lug in a corner of where one of the fins and tube meet. Apply a glue fillet to both sides of the launch lug.

STEP 4 - NOSE CONE ATTACHMENT

A) Apply a moderate bead of glue around the inside the top of the body tube and insert the appropriate nose cone until seated evenly. Prop the rocket up, inverted, to allow the glue to dry thoroughly.

FINISHING RECOMMENDATIONS

We recommend that you use only fast-drying enamel paints. Spray paints give better results than brush-ons do. We recommend you apply several coats of a grey primer (and sand lightly in between each coat) prior to applying the final coats of colored paint. We also recommend that you use bright, high contrasting colors for the ZIPS. Once the paint has dried thoroughly, go over the entire rocket with one or two coats of either a clear dull or clear satin finish.

FLYING THE TRIPLE ZIPS

Do NOT use masking tape to secure the engine. You want it to pop out upon ejection, as these rockets employ feather weight/tumble recovery. These rockets have the potential for extremely HIGH ALTITUDES! Just about Any mini-engine will work fine in the Mini ZIP, and just about any standard engine will do fine in the Mighty ZIP. We do recommend, however, that you do not use a booster engine with zero delay. We suggest using a D12-5 or D12-7 for the Maxi Zip.

Maxi ZIP

Mighty ZIP

Mini ZIP

BT05 Fin Guide

BT20 Fin Guide

BT50

Fin Guide



300
DPI

Mini-Zip

- 1 BT-5 2.25" long
- 1 BNC-5V 0.6" shoulder
- 1 Basswood Sheet 1/16" x 3-1/2" x 1-3/8"

Mighty-Zip

- 1 BT-20 3.25" long
- 1 BNC-20A 0.6" shoulder
- 1 Basswood Sheet 3/32" x 4-1/4" x 1-3/4"

Maxi-Zip

- 1 BT-50 3.75" long
- 1 BNC-50J 0.5" shoulder
- 1 Balsa Sheet 1/8" x 5-5/8" x 2-1/4"
- 1 E to D Adapter 3/4" long

*This adapter is included but not mentioned in the instructions. The Maxi-Zip body tube length is actually sized to fit an 'E' engine. In order to use a 'D' engine, this adapter should be glued to the base of the BNC-50J nose cone before gluing it into to the body tube. Because there is no mention of using an 'E' engine in the Maxi-Zip, it is assumed that stability for this configuration has NOT been verified.

Common

- 3 Launch Lugs 3/8" long
- 1 Pattern Sheet

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NOSE CONES

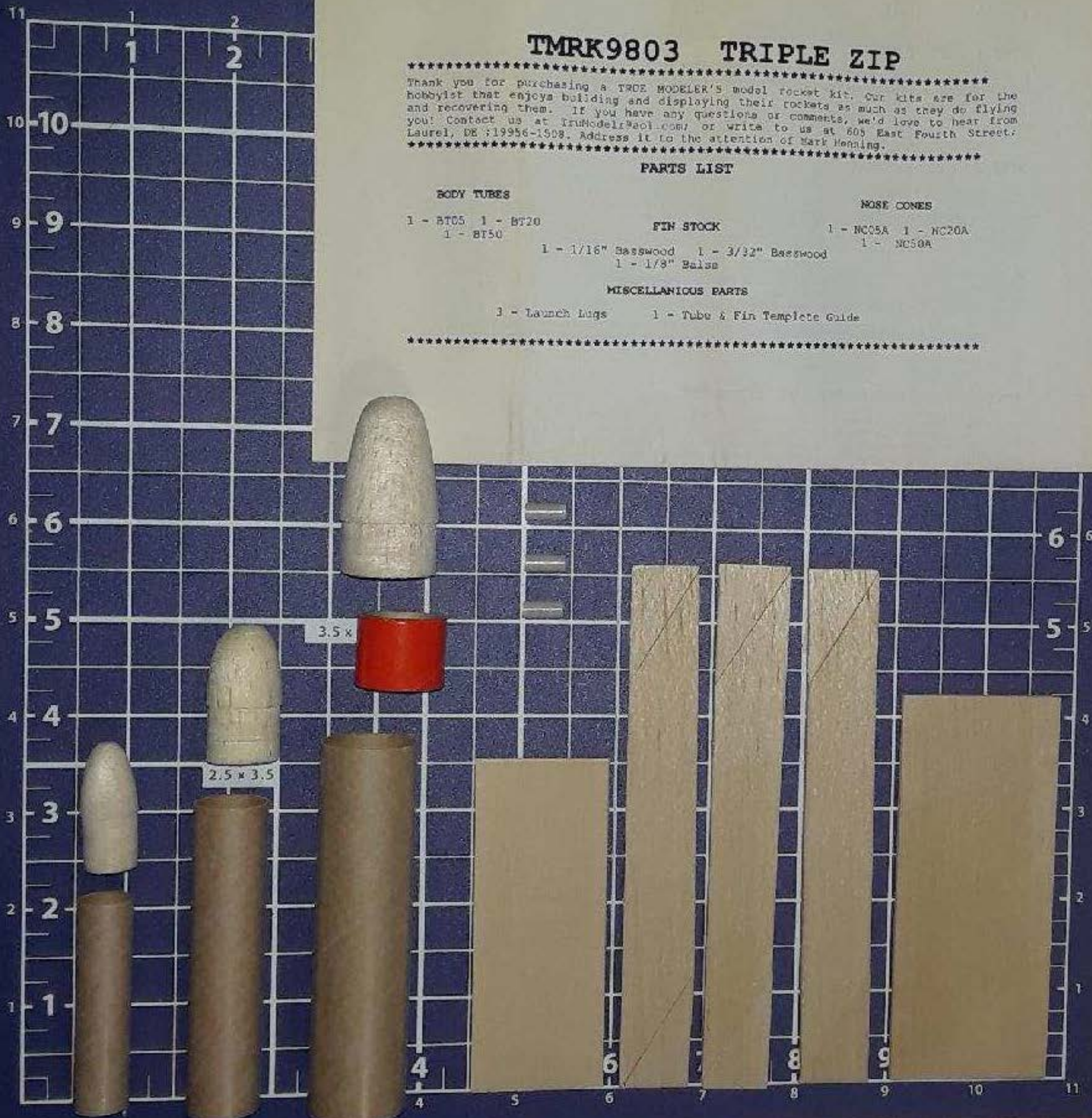
1 - NC05A 1 - NC20A
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FIN STOCK

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MISCELLANEOUS PARTS

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THRK9883

3 KITS FOR THE PRICE OF 1

TRIPLE ZIP

Tumble Recovery
Skill Level 1

Mini ZIP

Length: 5.68"
Diameter: .544"

Mighty ZIP

Length: 6.75"
Diameter: .736"

Maxi ZIP

Length: 9.68"
Diameter: .976"