

# Rocket Times

OFFICIAL CENTURI MAGAZINE OF FACTORY DIRECT NEWS

SPRING 1976 NO. 7



MERCURY ATLAS  
SEE STORY ON PAGE 2

Special  
Contest Issue  
SEE EDITORIAL PAGE 2

Photo courtesy of National Aeronautics & Space Administration

Includes mail-order info for 1976 catalog

MAIL ORDER INFO: INSIDE BACK COVER

# Rocket Times News

## Rocket Times

The official Centuri magazine of factory-direct news. "Rocket Times" is published now and then as a free service to Centuri's friends. "Subscriptions" are not available, but a current issue is packed in each mail-order shipment. Special issues accompany the Centuri catalog or are mailed to Aero-Space Team Members.

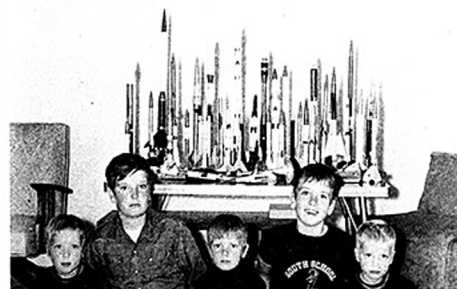
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## Photo contest

Send in your best photos about model rocketry. We'll select one for the next issue. We're looking for lift-off scenes, weird rocket designs, humorous shots. As long as it concerns model rocketry. Prizes of \$5 merchandise certificates are awarded for each photo published.

Here are a few tips: Have good contrast for our printing reproduction, make your subject fill out the frame, and stick to black & white prints. It's impractical for us to return the photo, so be sure you can spare them. Send entries to "Rocket Times" editor.



This issue's Photo Contest winner is the Breikreutz family of Castle Rock, Colorado. The flight crew in their photo above: (left to right) Keith, Tim, Steve, Ron and Kevin. Mom and Dad are also very active rocketeers, who help build and launch when the boys let them! Their collection of nearly 50 rockets includes many Centuri kits, and even more own-designs.

## Editorial

Grant Boyd,  
Editor

### FROM YE OLDE EDITOR'S DESK

Greetings, Gang, from Rocket Headquarters in downtown Phoenix. Winter is here—the temperature went down to almost 60 above zero yesterday.

By now you should have seen our newest catalog (No. 762-R) featuring the fabulous SUPER KITS, FIGHTER FLEET, and SPACE:1999. If not, then drop us a line and chew us out for not having you on our mailing list!

This is our special Contest issue... we have four (that's 4, count them, four) completely different kinds of contests.

Our old stand-by, the ever-lovin' Cartoon Contest is below at the right. This has been one of our most popular contests ever... so many entries that it's hard to pick a winner each issue!

Now off to the left on this page is the rather new Photo Contest, with its first winner. Can your shutterbug skills make you a winner in this one? Try it; maybe you'll become famous... even notorious!

Page 5 is devoted solely to the Rocket Times Design Contest. Our current winner's design is spread all over the page. Could it be your rocket next issue?

The back cover explains the brand new Contest "X". This is the one for you aviation history buffs. Guessing each plane's name is a toughie, so we've also included an easier version of the contest. Check it out, Faithful One!

Yours, until the moon falls out of the sky. Wait a minute! That could happen, according to the SPACE:1999 television show... Heads Up!

## About the cover

This particular modified Atlas was launched from Cape Kennedy (then called Canaveral) by NASA on April 25, 1961. It tested the Mercury spacecraft which was later used to carry John Glenn as America's first man in space. A Redstone rocket was used with the Mercury capsule for Glenn's famous sub-orbital flight.



## Book review

HANDBOOK OF MODEL ROCKETRY, 4th Edition, by G. Harry Stine. 352 pages, over 200 illustrations, Follett Publishing Co., Chicago. Paperbound: \$5.95, hardcover: \$7.95. (Prices approximate; to be published in the Spring of 1976).

This is the Bible of Model Rocketry. It's not the only book on the hobby, but it's the best, and still the best. We've just had the privilege of seeing the publisher's proof sheets of the new revised 4th edition.

This is a handbook, in every sense of the word. Each chapter covers a specific aspect of model rocketry. It starts with the fundamentals, and works right up into areas of the hobby which you may never have heard of before.

G. Harry, as he is known by thousands of rocketeers, can write with authority. Not only did he design and produce the first commercial model rocket kits; he practically invented the hobby. G. Harry is a founder and past president of the NAR as well.

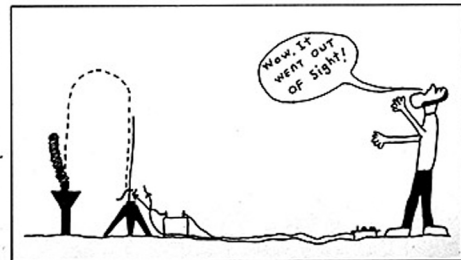
A book review tries to point out a book's weaknesses, as well as its strengths. However in the case of "The Handbook," it's been revised and upgraded so many times that it is basically flawless.

If you think we like this book, you're right. Every serious rocketeer gradually builds a library... the cornerstone of your library should be the HANDBOOK OF MODEL ROCKETRY.

Books reviewed in this column may be found in school and public libraries. Major bookstores also stock them, or will order them for you if you request it.

## Cartoon Contest

This issue's winner is KENT SCHNETZLER, of Jenks, Oklahoma. Kent's mystery prize is a Professional Flying Panel... a \$15 value. It really became obsolete... In fact, Kent gets the very last one! Want to see your cartoon published? Just draw what you think is a funny cartoon about model rocketry and send it to me, ye Olde Editor, "Rocket Times". Each issue will we pick the one most suitable for publication, and award an interesting "Mystery Prize".



## Letters

Welcome to the Rocket Times Letter Column. You can air your views about the magazine, Centuri products, model rocketry in general, or ask technical questions. We sometimes edit letters to save space.

We regret that we can not publish or always reply to non-business letters we receive, except thru this column. Address letters to:

Editor, Rocket Times  
Centuri  
P.O. Box 1988  
Phoenix, Ar. 85001

Dear Sirs:  
Please let me know if the ENERJET series is still available; and send me a catalog if it is.  
Steve Erickson, Troy, Idaho

Thanks for your letter, Steve. We no longer have an Enerjet catalog available.

Enerjet Incorporated, a subsidiary of Centuri Engineering Company, was founded over six years ago to produce high-performance products for advanced rocketeers. Production was halted about a year ago due to rising costs and manufacturing considerations. Our stock of all Enerjet products except "E" motors has been depleted. We have a reasonable quantity of E24-10 Enerjet motors left, but supplies are limited. Enerjets are recommended for older Rocketeers, who have experience with standard power engines (A, SA, A, B, C & D). Enerjets require special home-made engine mounts because the official Enerjet engine mounts being kits are discontinued.

The "E" motors are still \$4.00 each, or two for \$7.50. Include 85¢ for handling on each order. All orders and mail should be addressed to:  
Enerjet, Inc.  
P. O. Box 1988  
Phoenix, AZ 85001

## Club news

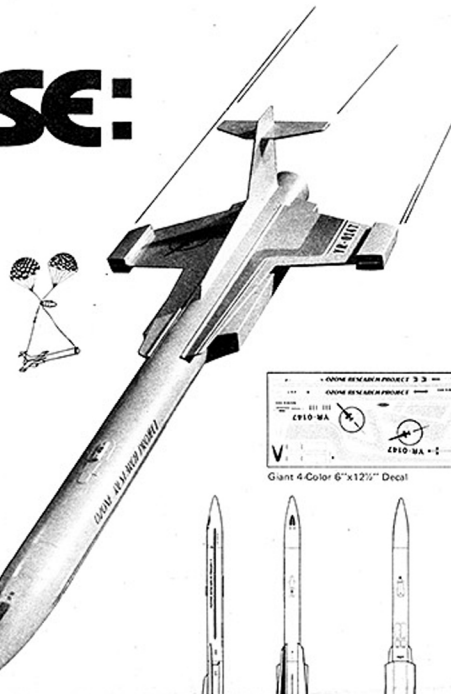
We recently started including rocket clubs in the press-release mailings we send to hobby magazines. So far, many clubs (such as Standard H.O. in Hawaii, and NAR Buffalo, NY Section) have printed this information in their club newsletter.

Is your club newsletter included? If not, then send a sample copy and a note to the "Rocket Times" editor for our next press release.

# Rocket Times Showcase:

WHAT'S SO SUPER ABOUT "SUPER KITS" . . . ? READ ON!

# SUPER KITS

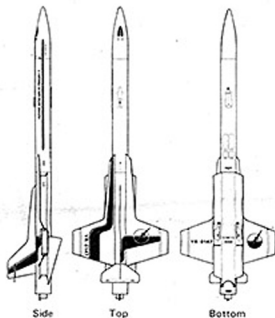


- Each Super Kit includes these deluxe features:
- Long length and impressive size.
  - Patented Baffle/Chute Ejection system.\*
  - Dual Chute Recovery . . . 2 big parachutes.
  - Rocket-Rack display stand.
  - Big 6" x 12 1/2" four-color decal.
  - Quick-change engine lock.
  - Sturdy molded nose cones with cockpits.
  - Richly illustrated instructions.
  - Pre-shaped fins.
  - "Exploded-View" plan.
  - Decal Guide.

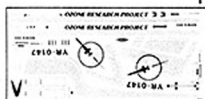
\*U.S. Pat. No. 3,719,145

Length 30.5"  
Net Wt. 5.3 oz.  
Fin Span 10.5"  
Diam. 1.6"

Recommended Engine C6-3



Side Top Bottom



Giant 4-Color 6"x12 1/2" Decal

PROD. NO. 5312  
**E.S.S. Raven**  
SKILL LEVEL 3

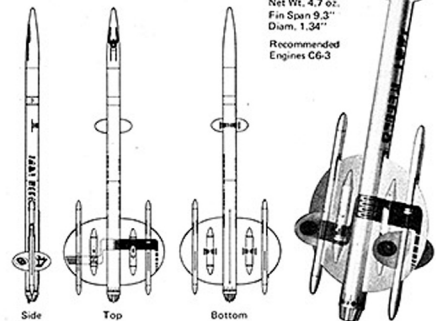
Shipping Wt. 1lb., 8 oz. **\$8.00**  
Engines not included.



Giant 4-Color 6"x12 1/2" Decal

Length 30"  
Net Wt. 4.7 oz.  
Fin Span 9.3"  
Diam. 1.34"

Recommended Engines C6-3



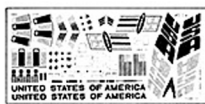
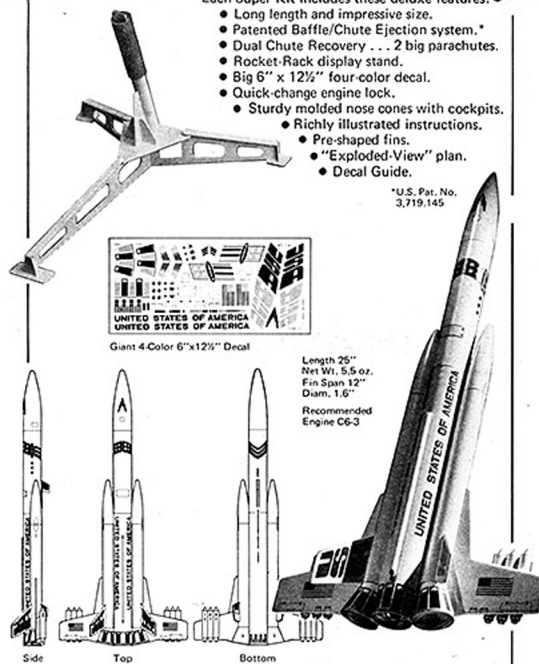
Side Top Bottom

PROD. NO. 5308  
**U.F.O. Invader**  
SKILL LEVEL 3

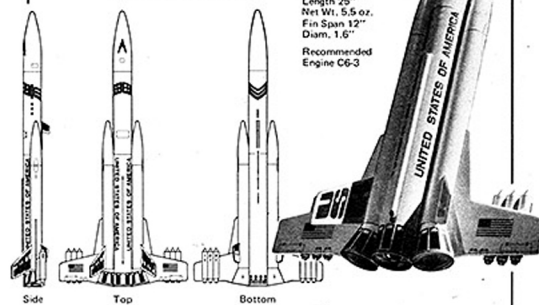
Shipping Wt. 1lb., 8 oz. **\$8.00**  
Engines not included.

Length 25"  
Net Wt. 5.5 oz.  
Fin Span 12"  
Diam. 1.6"

Recommended Engine C6-3



Giant 4-Color 6"x12 1/2" Decal

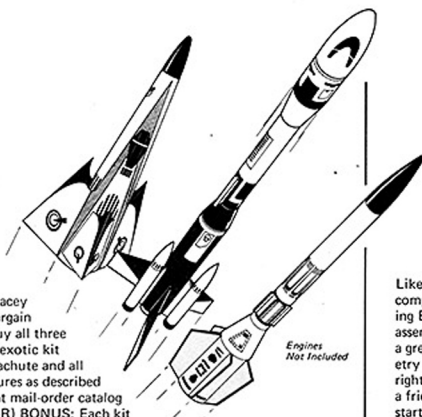


Side Top Bottom

PROD. NO. 5310  
**U.S.S. America**  
SKILL LEVEL 3

Shipping Wt. 1lb., 8 oz. **\$8.00**  
Engines not included.

# Rocket Times Useful Goodies



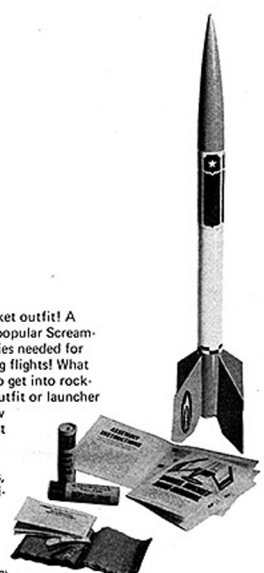
Three great space designs at a bargain price if you buy all three at once. Each exotic kit includes a parachute and all the other features as described in your current mail-order catalog (Cat. No. 762-R) BONUS: Each kit includes a free illustrated Science Fiction storysheet about the rocket's "Planet of Origin". Write FANTASY FLEET in the description column of your order form, rather than the kit names

Kit	Cat. Pg.	Price
Vulcan	12	2.25
Taurus	8	4.00
Vector V	13	2.25
<b>TOTAL VALUE</b>		<b>\$8.50</b>
		<b>YOU PAY \$6.95</b>

PROD. NO. 5461 (formerly RT-1)

**Fantasy fleet**  
**\$6.95** **\$8.50 VALUE**  
Ship. Wt. 2lb.

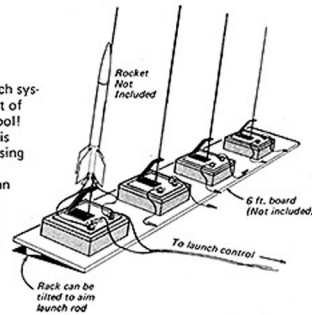
Like getting half of a rocket outfit! A complete kit of the ever popular Screaming Eagle, PLUS all supplies needed for assembly and two thrilling flights! What a great way for a friend to get into rocketry without buying an outfit or launcher right away. . . Just borrow a friend's launcher and get started now! Includes Screaming Eagle kit, two powerful engines, igniters, glue, chute wadding, Mini-Manual and complete instructions.



PROD. NO. 5462 (formerly RT-2)

**Starter pack**  
**\$3.50** **\$4.50 VALUE**  
Ship. Wt. 1lb. 6oz.

At last! A group launch system within the budget of most any club or school! This low-cost system is more practical than using separate launchers. . . successive launches can be controlled by one person. Runs off any 6 or 12 bolt battery. Pads can be mounted to a board (not included) for simple set-up.



Rocket Not Included

6 ft. board (Not included)

Rack can be tilted to aim launch rod



- Here is what you get:
- 4 Launch bases
  - 4 Steel deflectors
  - 4 Asbestos pads
  - 4 Launch rods
  - 4 Sets of igniter clips
  - 4 Sets of hardware
  - 1 Power-Control with 2 large battery clips
  - 1 Complete instructions and tips for having group launches.

PROD. NO. 5468 (formerly LIA-450)

**Group launcher**  
**\$10.95** **\$13.00 VALUE**  
Ship. Wt. 5lb.



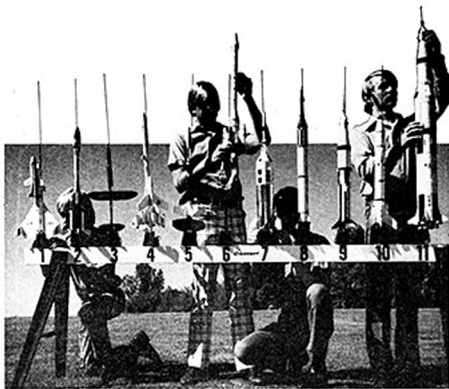
Rockets Not Included

Typical Assortment

PROD. NO. 5464 (formerly RT-4)

**CPT assortment**  
**\$2.00 VALUE**  
**\$ .95** Ship. Wt. 1lb.

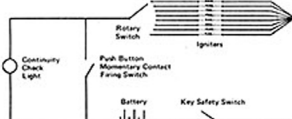
# Centuri Rocket Times Club Launch System



A launch control center allows your club to operate in a safe, smoothly organized manner. It is a must for conducting contests and also useful for staging impressive demonstrations for spectators.

Countless types of Club Launch Systems have been designed and constructed by individuals, over the years. The one explained here is a practical type which has been used by many clubs. (NOT available as a Centuri Kit.)

## THE IGNITION CIRCUIT & HOW IT WORKS



Eight rockets are placed on the launch rack at one time, and the micro-clips hooked up to their igniters. By turning the Rotary Switch in the Firing Panel, one specific igniter circuit is chosen. The Key Safety Switch is closed, allowing current to flow through the outside circuit loop which includes the continuity check light and the igniter. Due to the high resistance of the continuity light, very little current is permitted to flow through this particular circuit. Of course, if the light glows, there is "continuity" in the circuit which means that the micro-clip attachments to the igniter are making good contact.

Now, when you're ready to launch you press the Firing Switch. The current takes the line of least resistance and flows full strength through the igniter. The igniter quickly heats up to the temperature which ignites the rocket propellant. After this launch, simply click the Rotary Switch to the next number and you're ready to fire the next rocket. You will note that unless the appropriately named Safety Key was inserted and turned ON, that the firing circuit could not be completed.

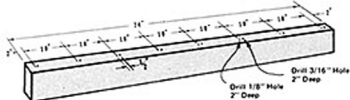
## BUILDING THE LAUNCH RACK

There are many ways to build a club launch rack. Our plan is for a 8-rod unit on sawhorse legs which will be sturdy enough to last a long time and can handle all types of model rockets. The sawhorse legs raise the rockets high enough for spectators to see easily and also provide an additional safety factor; the rod tips are always above eye level.

An 8-rod launch rack will allow very efficient operation for clubs up to about 15 members. As your club grows in size you will eventually have to construct another 8-rod launcher. This will greatly increase launch rate efficiency since the two units can be kept a short distance apart. This allows safe loading of rockets on one rack, while launchings are simultaneously occurring on the other. This is called "DUAL AREA LAUNCHING" and is quite popular with large clubs.

## LAUNCH RAIL LAYOUT AND DRILLING

The launch rail is made from a 74" long wooden 2 by 4. So that you'll be able to also launch rockets requiring the larger 3/16" diameter rod, it is suggested that holes for both 1/8" and 3/16" size rods be drilled as shown. Using a drill press rather than a hand drill will help insure vertical alignment of all rods.



## SAWHORSE LEGS

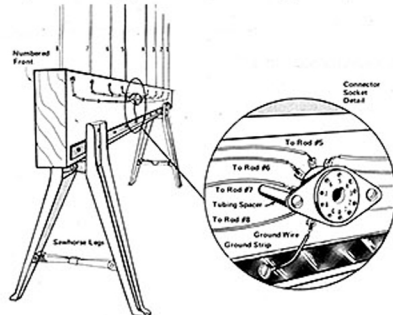
The "all steel" set of sawhorse legs used on the launch rail shown in our photos can be found in hardware and lumber stores. These have a built-in self-locking clamp to grip the 2 by 4 rail. A cheaper, though not as sturdy, alternative is to use the type into which you insert your own wooden 2 by 4 legs.

## PAINTING AND NUMBERING

To protect the rail from warping, cracking, and getting dirty, paint the entire 2 by 4 with two or more coats of high-gloss enamel paint. Then, so that both contestants and spectators can identify the rocket about to be launched, number each rod position 1 through 8. Either use the pressure-sensitive metal house numbers available at most hardware stores or paint the numbers on by hand.

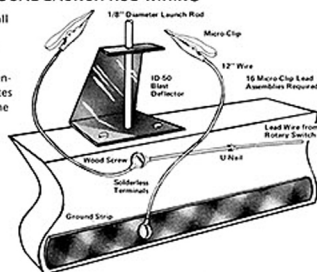
## LAUNCH RAIL MAIN WIRING

Install the connector socket in the center of the 2 by 4. Solder the lead wire from each launch rod to the identically numbered socket lug as shown. Obtain a 1/32" thick strip of aluminum (or copper) which is 72" long and about 3/8" to 1/2" wide from a local metal shop. Use an electric drill and a 1" long wood screw to fasten this aluminum (or copper) ground strip in place. Connect and solder a short wire from any of the remaining spare socket lugs to the metal ground strip.



## TYPICAL INDIVIDUAL LAUNCH ROD WIRING

At each position install a launch rod, #1D-50 blast deflector, and a pair of micro-clips as shown. Firmly tightening all screws completes the construction of the launch rack.



## ASSEMBLING THE FIRING PANEL

The Firing Panel is the most essential part of the launch complex system. It means that the control of all launches is the sole responsibility of just one person. The disorganized random launchings common to many individual launchers is prevented. Both rocketeers and spectators are always aware of exactly which rocket is being launched and the panel itself has internal safety devices which prevent the unintentional firing of a rocket. In keeping with this safety philosophy the launch rack and panel, of course, should be roped off from spectators.

The panel we have chosen to illustrate is quite basic and only includes absolutely necessary devices. Some clubs will like to add a voltmeter and ammeter for occasionally checking battery power.

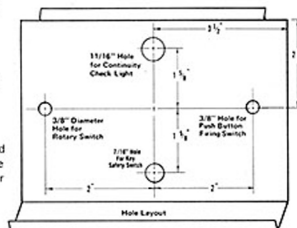
## A COMPLETED FIRING PANEL



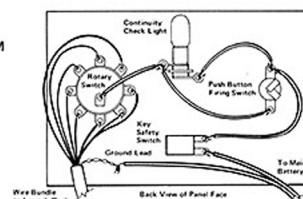
## FRONT PANEL ASSEMBLY

First, lay out and punch (cut or drill out) the holes in the panel face as shown here. A local sheet metal shop can do a perfect job of punching these holes for you, but they may charge \$5.00 or more.

Next, mount the indicated components onto the face using a crescent wrench or pair of pliers.



## PANEL WIRING DIAGRAM



## WIRING THE ROTARY SWITCH

First, strip the insulation from all 12 leads in the wire bundle. Then solder one lead each to the first 8 rotary positions as shown.

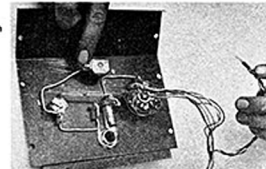
The remaining 4 wires are braided together and their exposed ends are twisted together to form the "ground" lead as shown in the photo below.

Next, the Continuity Light, Push Button Firing Switch, and Safety Key Switch are wired into the circuit.



## COMPLETING THE PANEL FACE WIRING

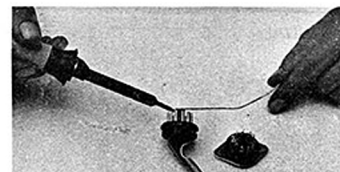
Finally, connect the ground lead and key switch point shown to the two battery power leads. This completes the firing panel wiring. The face can now be attached.



## CONNECTOR PLUG WIRING

Slip the plug cover over the wire bundle, then strip 1/4" of the insulation off each of the 12 wires. The wires are color coded and both the Rotary Switch and connector pin plug terminals are numbered. For example, if the red wire is connected to position #1 of the Rotary Switch, then the red wire at the other end has to be soldered into pin #1 of the connector plug. The four ground leads are then soldered into the pin number which corresponds to the socket hole used for the launch rail "ground strip connection". Lastly, the plug cover should be snapped onto the pin plug and the screws thoroughly tightened.

## SOLDERING CONNECTOR LEADS INTO PINS



## OBTAINING A POWER SUPPLY

The best source of strong current for your launcher is a 12 volt car battery. Hooking up directly to a car guarantees a battery which will be in a good state of charge, and requires no additional money. Even if the launch site is inaccessible to a car, it is a simple process to remove the battery and carry it to the desired spot along with all the other equipment. The alternative is to spend the money for a car battery and a tricky charging device to keep power up between launchings -- or you can take the battery to your local gas station for a quick pre-launch charge which usually costs one or two dollars.

## PARTS LIST

This launch system and most of its parts are not available from Centuri. We suggest you patronize a well equipped electronic supply house, or one of the many chain stores which cater to electronic hobbyists. The lumber and much of the hardware is available at lumber, hardware and home-building supply stores.

\*These parts are available from Centuri:

ID-50 Deflector (20¢ each)  
LR-125 Two-piece 1/8"x36" launch rod (75¢ each)  
EMC-34 Micro clips (two for 60¢)

We list all the other parts you will need below.

Cabinet Parts  
Metal Cabinet (Bud #C1584GH)  
Chrome carrying handle  
Clamp for wire bundle strain relief

Panel Face Components  
Safety Key Switch  
Continuity Check Light and 12 Volt Bulb  
Push Button Firing Switch  
Rotary Switch (Maitory #521123) and numbered face

Wire Bundle Assembly  
25 feet of 12 conductor cable (Belden #8427)  
Plug, Socket, and Cover (11 pin) (Amphenol #M1P11)  
Two 1 1/2" long wood screws to attach socket to launch rail  
2 one-inch metal tubes to support socket.

Launch Rail Parts  
20 feet of #18-2 conductor wire (1/2" 9 solderless terminals)  
72" long aluminum (or copper) ground strip  
8 pressure sensitive numbers, 5 metal blast deflectors  
8 one piece launch rods (1/8" diameter by 36" long) welding rod or "piano wire"  
25 insulated U-nails (to tie down and arrange lead wires)  
74" long wooden 2 by 4, sawhorse legs, paint

Micro-Clip Lead Assemblies  
16 micro-clips, 16 ft. of #18-2 conductor wire (separate the conductors and cut to 12" lengths)  
16 solderless terminals, 16 one inch long round-head wood screws

Main Battery Leads  
15-20 feet of battery cable, 2 heavy duty battery clips  
(these may be salvaged from an old set of jumper cables)



# Centuri Rocket Times Kits.

**STELLAR**  
FLYING ROCKETS

YOU WOULD BE "HARD-PUT" TO FIND THESE STAR PERFORMANCE BIRDS IN YOUR NEARBY HOBBY STORE! FOR NOW, WE SELL THIS EXPERIMENTAL LINE OF "STELLAR" KITS ONLY TO MAIL ORDER CUSTOMERS

## EXPERIMENTAL TESTING ROCKET

- Drogue Streamer Recovery
- Altitudes to 1800 Feet
- "Sounding Rocket" Decals
- Ideal Beginner Kit
- Pre-Cut Balsa Fins
- Molded Nose Cone
- Engine Lock

**SPECIFICATIONS:**  
Weight..... .75 oz.  
Length..... 12.5"  
Diameter..... .750"

**RECOMMENDED ENGINES:**  
1/4A-4 AB-5  
B4-6 B6-6 C6-7

PROD. NO. KD-1

**Lancer**  
SKILL LEVEL 1 \$1.75



Ship. wt. 10oz.

## LARGE IMPRESSIVE DEMONSTRATION ROCKET

- Biggest "Stellar" Kit
- Parachute Recovery
- Large 2-Color Decals
- Pre-Cut Balsa Fins
- Molded Nose Cone
- Engine Lock

**SPECIFICATIONS:**  
Weight..... 2.0 oz.  
Length..... 24.1"  
Diameter..... 1.34"

**RECOMMENDED ENGINES:**  
A8-3 B4-4  
B6-4 C6-5

PROD. NO. KD-13

**Hercules**  
SKILL LEVEL 2 \$3.50



Ship. wt. 12oz.

## ADVANCED SPACE CRUISER

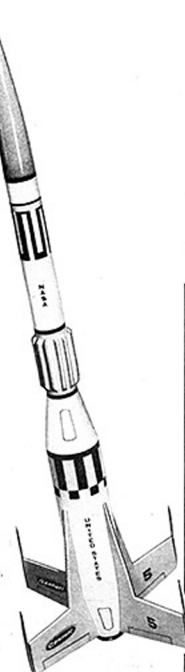
- Highly Detailed
- Chute Recovery
- Giant Decal Sheet
- Pre-Cut Fins
- Engine Lock

**SPECIFICATIONS:**  
Weight..... 2.15 oz.  
Length..... 19.2"  
Diameter..... 1.64"

**RECOMMENDED ENGINES:**  
A8-3 B4-4  
B6-4 C6-5

PROD. NO. KD-16

**Photon Probe**  
SKILL LEVEL 3 \$3.95



Ship. wt. 14oz.

## TWO-STAGE SOUNDING ROCKET

- Altitudes to 2200 Feet
- Drogue Streamer Recovery
- Passport Staging\*
- 6 Pre-Cut Balsa Fins
- Molded Nose Cone
- 2-Color Decals

\*U.S. Pat. No. 3,721,193

**SPECIFICATIONS:**  
Weight..... .95 oz.  
Length..... 18.5"  
Diameter..... .750"

**RECOMMENDED ENGINES:**  
1st Stage A8-0 B6-0 C6-0  
2nd Stage A8-5 B4-6 C6-7

PROD. NO. KD-11

**Lance Corporal**  
SKILL LEVEL 3 \$2.50



Ship. wt. 11oz.

## HI-ALTITUDE RESEARCH PROBE

- Altitudes to 1/4 Mile
- Parachute Recovery
- Decal Sheet
- Pre-Cut Balsa Fins
- Molded Nose Cone
- Engine Lock

**SPECIFICATIONS:**  
Weight..... 1.15 oz.  
Length..... 16.3"  
Diameter..... .908"

**RECOMMENDED ENGINES:**  
1/4A-4 AB-5  
B4-6 B6-6 C6-7

PROD. NO. KD-3

**Spartan**  
SKILL LEVEL 1 \$1.95



Ship. wt. 12oz.

## PAYLOAD CARRIER

- Clear Plastic Capsule
- Parachute Recovery
- 2-Color Decals
- Pre-Cut Balsa Fins
- Molded Nose Cone
- Pre-Shaped Reducer
- Engine Lock

**SPECIFICATIONS:**  
Weight..... 1.0 oz.  
Length..... 17.0"  
Diameter..... .908"

**RECOMMENDED ENGINES:**  
Empty: Same as Spartan  
Payload: Same as Hercules

PROD. NO. KD-7

**Starlifter**  
SKILL LEVEL 2 \$2.95



Ship. wt. 10oz.

# BONUS Offer

# FREEBIE STARS

# ALL-STAR PART TWO

Use this coupon if your order qualifies.

FREEBIE STARS ALL-STAR PART TWO

My order is for \$ \_\_\_\_\_

I have earned \_\_\_\_\_ stars. Please send the free \_\_\_\_\_ on the form and checked below.

Order total	Stars earned	Freebie	Value
\$10.00	★	Freebie	\$2.25
\$15.00	★★	Freebie	\$3.00
\$20.00	★★★	Freebie	\$3.75
\$30.00	★★★★	Freebie	\$5.00

Rocket Rank	MX-774	Freebie	\$2.25
Escalibur	Moonsaver	Freebie	\$3.00
9" Engines	Transfer	Freebie	\$3.75
9" Engines	Sky Cycle	Freebie	\$5.00
9" Engines	Arrow-300	Freebie	\$6.00
9" Engines	Shuttle 622L	Freebie	\$1.25
9" Engines	Javelin	Freebie	\$2.25
9" Engines	Freebie	Freebie	\$3.00
9" Engines	Freebie	Freebie	\$3.75
9" Engines	Freebie	Freebie	\$5.00
9" Engines	Freebie	Freebie	\$6.00

Performable only thru mail order to Centuri, Inc. Co.

FREE! CHOICE OF 15 PRODUCTS WHEN YOUR ORDER QUALIFIES!

HERE'S HOW IT WORKS

Simply order all the Centuri products you need, using your current catalog. Add up the product cost in the "Total for Merchandise" on the form and checked below.

\$10.00 order earns 1 star  
\$15.00 order earns 2 stars  
\$20.00 order earns 3 stars  
\$30.00 order earns 4 stars

With a \$20.00 order you can have any three-star item, or any three one-star items, or a one star FOCUS two star. Lots of choices!

Print your check at the bottom of your order form, and print the right, to qualify. Offer expires June 30, 1976.

EXTRA BONUS!

You can earn more than four bonus stars. If your order total goes well beyond \$30.00. Example: A \$50.00 order earns SEVEN stars... three for the \$30.00 part, and four for the \$20.00 part. You can divide the bonus prizes among yourselves when you receive them.

# "X" Kits

ROCKET TIMES CONTEST "X"

Name \_\_\_\_\_ Zip \_\_\_\_\_

Address \_\_\_\_\_ State \_\_\_\_\_

City \_\_\_\_\_

28 WINNERS!

NEW CENTURI CATALOG!

CENTURI, P.O. Box 1988, Phoenix, Arizona 85001

PRIZES

You have two ways to win prizes! Guess the names of these experimental rocket/jet aircraft, or guess the types.

**PRIZES FOR GUESSING THE NAMES:**  
The first three people to correctly give the official name of each aircraft (example: Bell X-1A) will each win this assortment of Centuri kits with gliding features: MACH-10, X-24 BUG, SPACE SHUTTLE, and HUMMING-BIRD... nearly a \$20 value!

**PRIZES FOR GUESSING THE TYPES:**  
The first twenty-five people to correctly state which is a rocket and which is a jet free rule 3! will each win a MACH-10 Kit!

## CONTEST RULES

1. Entries must use the above coupon (or facsimile) with either the names or types printed in, along with your complete address.
2. Entries cannot be accepted after this deadline: JUNE 30, 1976.
3. For those who choose to guess the type (jet or rocket): one or more of the jets may have also been partially rocket-powered; in that case, call it "jet".
4. Only one entry per person is allowed. Entries become the property of Centuri and cannot be returned or acknowledged.
5. Employees of model rocket companies and their families are not eligible to enter.
6. Winners will be notified by mail within one month after the deadline. Their names will be published in a future issue of Rocket Times.

Send to: Contest "X"  
Centuri  
P.O. Box 1988  
Phoenix, AZ 85001

Centuri Rocket Times  
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