Undt zo! You is now der proudt owner uff der RED MAX. Never before haff ve disclosed der existence uff it. You may tink der Astronauts iss bringen back only moon rocks. Ha! Nein, lst nodt zo. Day iss alzo bringen back der photographischer uff das mysterious rockutt in der crater. Ya! Undt it vas nun udder den der RED MAX! Ach, Himmel! Vitch vas explaining vere it landed, Ach, doze dummkofs! Mein crew kudt neffer getting nodding to verken right.

Zo now ve is bringen you das RED MAX vitch iss zo secret iss even forgatting vat is for. Ver-r-ry interesting!

Undt now, you vill built itt und you vill like it. Yavoh! Dat ist an order!

In addition to der materials includen in der kit, you will also be needen der follow-ing: Sharp modeling knife, scissors, white glue, plastic cement (tube or liquid), soft pencil, fine und extra fine grit sandpaper, sanding sealer undt paints as der specified.

GENERAL CONSTRUCTION NOTES:

GLUE: WHITE GLUE is best. You may use balsa model airplane cement.

You will read der instructions carfully before beginning der building it, and you vill be careful. Goodtt!
1. Cut a 1/8" slit in the engine mount tube (part A) and insert engine holder end (part B). Glue mylar retainer ring (part C) and engine mount rings (part D) onto tube as shown.

2. Do not glue here. Hook must be free to move.

3. Slip the marking guides (part D) onto the rocket body tube (part E) and mark tube for fin and launch lug alignment lines. Very good!

4. Rotate pencil in each notch to marken der tube.

5. Connect der matchen frunt undt rear marks.

6. Cut out the shock cord mount (part F). Pre-fold on dotted lines and glue shock cord end (part G) as shown. Glue completed mount into body tube. (Hold mount in place until glue sets.)

7. Spread glue here fold forward.

8. Spread glue here fold.

9. Set back at least 1-1/2" to allow for nose cone.

10. Leadering edge sand round.

11. Glue fin even with tube rear.

12. Trailing edge sand round.

13. Completed engine mount.

14. Slide mount into tube, position as in rear view.

15. Glue rear ring joint.

16. Note: Hook end is even mitt der body tube end.
The parachute (part I) as directed.

Apply a 1/4" wide band of glue around the inside of the rocket body tube approximately 3" from the rear. (This may be done easily with a dowel, or paint brush.) Slide the engine mount into the body tube until the engine holder end is even with the body tube rear. Glue the rear engine ring-body tube joint.

Tie the shock cord (part G) and parachute shroud lines (part J) to the nose cone.

Glue the launch lugs (part M) to the rocket directly upon the launch lug alignment line exactly as shown.

Sand all fin sides (part L) smooth. (You may wish to do this before removing them from the die-cut sheets.) Sand the fins' leading and trailing edge round. Sand other edges square. Glue the fins (one at a time) to the body tube directly upon the fin alignment lines as shown. BE SURE that all fins project straight away from the body.

When the fin joints are completely dry, apply a glue fillet to each side of the fin-body tube joint. Apply a narrow bead of glue along the joint and wipe smooth with finger as in Fig. 9. Allow glue to set and repeat for next fin. (Support rocket horizontally while drying.)

Wunderbar! You will now be allowed to rest while the glue dries and then continue with finishing and painting.

COLOR SCHEME
BLACK — NOSE CONE
ORANGE — FINS, ROCKET BODY

- Color scheme for parts of the rocket.
A FILLET IS...
A smooth joint - built, up between body and fin by applying glue along the joint and smoothing the glue with a finger.

Figure 9

☐ 10 Allow all glue joints to dry completely. YAVOHL! Apply sanding sealer to balsa surfaces, fine sand and repeat until smooth.

☐ 11 Give the rocket a light base coat of white spray paint. Follow with a light coat of orange (or desired finish color), allow to dry and sand lightly. Follow with a final coat of the finish color. NOTE: The nose cone may be left white, unpainted. If you paint the nose DO NOT use dope paints. Dope will "craze" the plastic. Use only enamel specifically for plastics.

☐ 12 A camouflage finish is an interesting optional paint scheme for the RED MAX. Use a light earth finish color and apply irregular black (or white) trim as indicated in photo. When all paint is dry, apply decals (part N). The photograph shows one suggested decal pattern. To apply decals, cut out a decal section, dip it in lukewarm water for 10 to 25 seconds, and hold it until it starts to uncurl. Slip the decal off the backing sheet and onto your model. Blot excess water away. For best results, let the model dry overnight and apply a coat of clear spray to protect the decals.

COUNTDOWN CHECKLIST

Be sure to follow the HIAA-NAR Model Rocketry Safety Code when carrying out all your model rocketry activities.

T-14 Pack seven (7) squares of loosely crumpled recovery wadding into the main body parachute compartment.

T-13 Fold the parachute into a triangular shape. Fold 'chute again as shown and wrap shroud lines loosely around it. If 'chute is too large, unroll and repack it until it slides easily into rocket. A very tight fit may prevent parachute from ejecting properly.

NOTE: DO NOT pack parachute until you are actually ready to launch. For maximum parachute reliability, lightly dust the 'chute with ordinary talcum powder before each flight, especially in cold weather.

T-12 Pack parachute, shroud lines, and shock cord neatly into the body tube. Slide nose cone into place. Nose cone should separate easily from rocket body tube, but should not be extremely loose. If it is too tight, sand inside of body tube end and shoulder of nose cone with extra fine sandpaper. If nose cone is too loose, add a wrapping of transparent tape or masking tape to the shoulder of the nose cone.

T-11 Select an engine and install an igniter as directed in the engine instructions.

Estes engines recommended for use with this rocket are the B4-2, B6-2, B6-4, and C6-5. Use a B4-2 engine for your first flight.

T-10 Insert engine into rocket engine mount. Engine hook must latch securely over end of engine.

T-9 Disarm the launch panel—remove safety key.

T-8 Slide launch rod through rocket launch lug and place rocket on launching pad. Make sure rocket slides freely on launch rod. Clean the micro-clips and attach them to the igniter leads. Arrange clips so they do not touch each other or the metal blast deflector.

T-7 Clear the launch area, alert recovery crew and trackers. Check for low flying aircraft and unauthorized persons in the recovery area.

T-6 Arm the launch panel—insert safety key.

-5-4-3-2-1-LAUNCH!!

MISFIRE PROCEDURE

Occasionally the igniter will heat and burn into two pieces without igniting the engine. This is almost always caused by a failure to install it correctly. Disarm the launch panel, remove the model, clean the igniter residue from the nozzle, and install a new igniter. Follow the launching procedure again.
DER RED MAX
FLYING MODEL ROCKET
SKILL LEVEL 2


Specifications:
Length: 24" Width: 3.5" Weight: 1 lb. 10 oz.

Recommended Engines: 1 B, A, F, E, C-6, C-4, C-2, D, B-4, B-3, B-2.