ASSEMBLY TIP
Read all instructions before beginning work on your model. Make sure you have all parts and supplies. Test-fit all parts together before applying any glue. If any parts don’t fit properly, sand as required for precision assembly.

PARTS AND SUPPLIES
Locate the parts shown below and lay them out on the table in front of you. In addition to the parts included in the kit you will also need:

- Scissors
- Ruler
- Pencil
- Sandpaper
- White glue
- Paint brush
- Modeling knife
- Saw
- Enamel spray paint (Gloss White, Gold, Silver)
- Enamel bottle paint (Black, Gold)
- Plastic cement
- Masking tape
- Sanding sealer
- Launch lug
- Body tube
- Engine mount tube
- Payload tube
- Booster tubes
- Decal
- Nose cone
- Adapter and satellite
- Die-cut balsa
- Centering rings
- Engine hook
- Booster nose cone engine shrouds
- Tape discs
- Shroud line
- Parachute
- Shock cord
ROCKET ASSEMBLY

1. Mark engine mount tube 1 inch and 2½ inches from one end.
2. Cut 1/8 inch long slit at 2½ inch mark.
3. Insert one end of engine hook into slit.
4. Wrap masking tape around assembly twice at 1 inch mark.
5. Slide slotted adapter ring onto rear of tube and up to masking tape. Slot fits over engine hook. Glue both sides of ring/tube joint.
6. Slide remaining ring over front of tube and down to end of engine hook. Glue both sides of ring/tube joint. Set assembly aside to dry.

2. Fine sand die-cut sheet. Carefully remove fins and stand-offs by freeing edges with sharp knife.

3. Using a piece of scrap balsa, smear glue inside body tube 2 inches from one end.
4. Push engine mount in until tube ends are even. Engine hook must extend from end of body tube.

4. Cut out body tube marking guide from back of panel.
5. Wrap guide around the tube and tape. Mark tube at arrows. Remove guide.
6. Draw straight lines connecting each pair of marks.
7. Extend launch lug line full length of tube.

5. Lay fins on pattern to find gluing (root) and front (leading) edges.
6. Position and glue fins on alignment lines one at a time. Let each dry several minutes before applying the next one.
7. Adjust fins to project straight out from tube.
8. Do not set rocket on fins while glue is wet.

FINS MUST BE ATTACHED CORRECTLY FOR STABLE FLIGHT!
6. Cut out booster tube marking guide from front of instructions.
   C. Draw straight lines connecting each pair of marks and extend lines forward the length of the tubes.

7. A. Position and glue booster stand-off on alignment line of each of the two booster tubes.
   B. Adjust each stand-off to project straight out from tube.

8. A. Cut two 9 inch long pieces from wood dowels.
   B. Cut the front of each wood dowel at a 45° angle as shown.
   C. Glue one dowel to each booster tube with non-beveled end of dowel even with rear edge of tube.

9. A. Cut launch lug into two equal 1/2 inch lengths.
   B. Glue one launch lug to each launch lug stand-off. Be sure to center launch lug on stand-off.

10. A. Glue one launch lug stand-off centered on launch lug line on rocket body with end of stand-off even with rear edge of body tube.
    B. Glue other launch lug stand-off 10 inches from rear of rocket body tube.
    C. Be sure stand-offs are centered on launch lug line so they are in alignment with each other.
    D. Position and glue boosters to rocket body on their alignment lines. Let first one dry several minutes before adding the second one.
11
A. Apply a glue reinforcement to each fin/body tube joint and each side of launch lug stand-offs and booster stand-offs.
B. Support rocket as shown until glue dries.

12
A. Cut apart the two tail cones and nose cones. Cut off end piece and discard.
B. Sand rear edges of tail cones flat and clean.
C. If excess plastic at rear of tail cone exists, remove it with a modeling knife.

13
A. Run a bead of tube-type plastic cement around inside front of booster tubes.
B. Slide nose cones into tubes with smooth motion until nose cones are seated against tubes.
C. Cement tail cones to rear of booster tubes in same way.

14
A. Cut shock cord mount from booster tube marking guide from front of instructions.
B. Crease on dotted lines by folding. Spread glue on section 1 and lay end of shock cord into glue. Fold over and apply glue to back of first section and exposed part of section 2. Lay shock cord as shown and fold mount over again.
C. Clamp unit together with fingers until glue sets.

15
A. Apply glue to inside front of body tube to cover an area no less than 1 inch to 2 inches from end. The glued area should be same size as shock cord mount.
B. Press mount firmly into glue as shown.
C. Hold until glue sets.

16
A. Apply sanding sealer to all wood parts with small brush.
B. When sealer is dry, lightly sand all sealed surfaces.
C. Repeat sealing and sanding until wood grain is filled and smooth.
17
A. When sanding sealer and glue are completely dry, paint model with gloss white enamel.
B. Follow instructions on spray can for best results.
C. Let dry overnight. Mask off rocket and paint top 2 inches of rocket with gold enamel. Paint nozzles as shown.
D. Remove mask from rocket as soon as paint has set.

18
A. Remove any excess plastic with modeling knife or fine sandpaper.
B. Sand both ends of clear payload tube flat.

19
A. Cut off end of nose cone and discard.
B. Sand end of nose cone flat and smooth.
C. Trim or sand any excess plastic from around sides of nose cone.
D. Wipe nose cone inside and outside with damp cloth to remove oil and dirt.
E. Paint outside of nose cone silver enamel and inside of nose cone black.

20
A. DO NOT CUT ADAPTER AND SATTELITE APART.
B. Trim and sand any excess plastic from around the sides of adapter and satellite.
C. Use a sharp knife to remove any excess plastic from the inside of the molded eyelet at rear of adapter.
A. Wipe adapter/satellite with a damp cloth to remove oil and dirt.
B. Paint adapter/satellite with gloss white enamel.
C. Allow paint to dry overnight before continuing.
D. Mask satellite and adapter and paint as shown.
E. When paint is thoroughly dry apply decals as shown. Trim all excess clear from around decals. SEE “FINISHING YOUR ROCKET” SECTION FOR INSTRUCTIONS ON HANDLING DECALS.

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A. After decals and paint are completely dry, assemble satellite, clear payload section, and nose cone together.
B. Make sure nose cone and adapter are a tight fit with clear payload section. Apply tape to adapter or nose cone shoulder for a tight fit.
C. As an optional step, paint clear payload section as shown to cover “joints” with nose cone and adapter sections.

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A. Cut out parachute on edge lines.
B. Cut three 36 inch lengths of shroud line.
C. Form small loops with shroud line ends and press onto sticky side of tape discs.
D. Attach tape discs with line ends to top of parachute as shown.
E. Firmly press tape discs into place until both tape discs and parachute material are molded around shroud line loops.
F. Pass shroud line loops through eyelet on payload/adapter. Pass parachute through loop ends and pull lines against the adapter.
G. Tie free end of shock cord to adapter eyelet.
FINISHING YOUR ROCKET

Apply decals in the positions shown. Cut decals apart, trimming excess clear as close to detail as possible. Dip one decal in lukewarm water for 20 seconds and hold until it uncurls. Slip decal off backing sheet and onto model. Move decal into exact position. Carefully blot away excess water. Smooth out any wrinkles or air bubbles with a soft cloth. When decals are completely dry, spray a coat of clear gloss over model to protect the model's finish and decals.
ROCKET PREFLIGHT

CRUMPLE AND INSERT 2 SQUARES OF RECOVERY WADDING

PREPARE ENGINE

SEPARATE THE IGNITERS

ENGINE

INSERT IGNITER

IGNITER TIP MUST TOUCH PROPELLANT DEEP INSIDE NOZZLE OPENING

FOLD PARACHUTE

APPLY AND FIRMLY PRESS TAPE DISC OR MASKING TAPE IN PLACE

INSTALL ENGINE IN ROCKET

HOOK MUST LATCH OVER END OF ENGINE

LAUNCH SUPPLIES

To launch your rocket you will need the following items:
—Estes Electrical Launch System and Launch Pad
—Estes Recovery Wadding (No. 2274)
—Recommended Estes Engines: B4-2, B6-2, C5-3, or C6-3
Use a B4-2 engine for your first flight to become familiar with your rocket’s flight pattern.
Use only Estes products to launch this rocket.

FLYING YOUR ROCKET

Choose a large field away from power lines, tall trees, and low flying aircraft. Try to find a field at least 250 feet square. The larger the launch area, the better your chance of recovering your rocket. Football fields and playgrounds are great.

Launch area must be free of dry weeds and brown grass.

Launch only during calm weather with little or no wind and good visibility.

Don’t leave parachute packed more than a minute or so before launch during cold weather [colder than 40° Fahrenheit (4° Celsius)]

MISFIRES

Failure of the rocket engine to function properly is nearly always caused by a failure to install the igniter correctly. This failure permits the igniter to heat and burn into two pieces without igniting the engine.

FOR YOUR SAFETY AND ENJOYMENT

Always follow the NAR-HIA® MODEL ROCKETRY SAFETY CODE while participating in any model rocketry activities.

*C National Association of Rocketry-The Hobby Industry of America