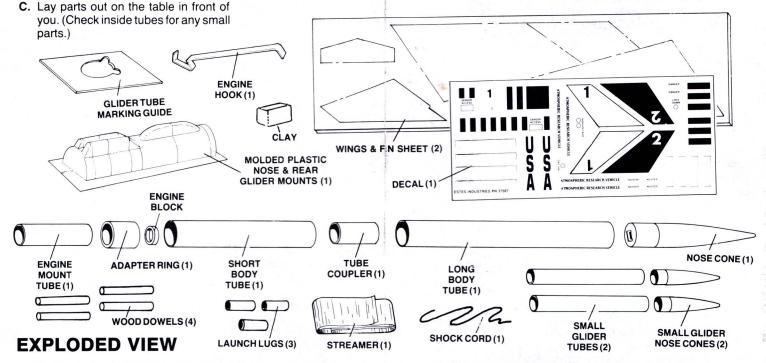


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HOW TO USE THESE INSTRUCTIONS: READ ALL INSTRUCTIONS BEFORE STARTING WORK ON THIS MODEL

- A. This rocket, incorporating basic model rocketry construction techniques, will help you in the development of your rocketry modeling skills.
- B. Read each step first and visualize the procedure thoroughly in your mind before starting construction.
- D. Use exploded view to match all parts contained in kit.
- E. Collect all construction supplies that are not included in the kit.
- F. The tube marking guide is printed in the instructions and will be found on page 2.
- G. Test fit parts before applying any glue.
- H. Sand parts as necessary for proper fit.
- The construction supplies required for each step are listed at the beginning of each step.
- Check off each step as you complete it.



EXTREMELY IMPORTANT: THE EXPLODED VIEW IS FOR REFERENCE ONLY! DO NOT USE THIS DRAWING ALONE TO ASSEMBLE THIS MODEL.

The exploded view is only intended to assist you in locating the parts included in this kit. Refer back to this exploded view as you build your model step by step. This method will help you to put the parts into perspective as you progress through the construction.

CONSTRUCTION SUPPLIES

In addition to the parts included in your kit, you will need these construction supplies. Each step shows which supplies will be required.

















SANDPAPER (#400 and #600 grit) CEMENT

PLASTIC

PENCIL

PAINT

HOBBY **SCISSORS KNIFE**

GLUE (white or yellow)

MASKING TAPE

PART ONE: GLIDER ASSEMBLY

1. WING AND FIN PREPARATION



NOTE: Each balsa sheet contains the components for a single glider. Build one glider at a time.

A. Identify the components on the die cut sheet.

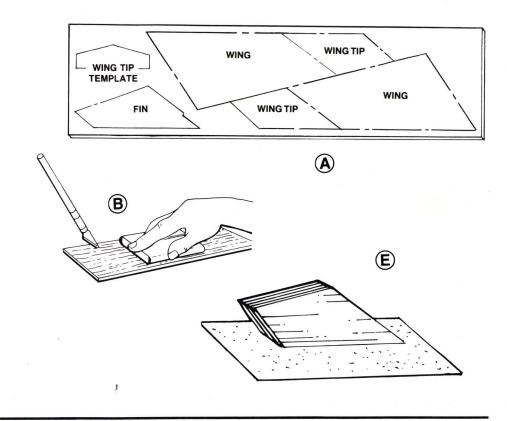
B. Lightly sand both sides of the die cut sheets with fine sandpaper.

C. Carefully remove wings, fins and wing tip templates from one of the balsa sheets. Use hobby knife if necessary.

Use die cut pieces to trace wing and fin patterns. These patterns can be used to make replacement parts. Keep in your A.R.V. Condor™ "Project File".

Stack sand the edges of all wing sections. Repeat for wing tips and rudders.

NOTE: Do not sand tip angle template.



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2. WING ASSEMBLY



NOTE: You should work on flat surface covered with waxed paper. This will ensure proper wing construction and will prevent your wings from sticking to the work surface.

Stronger glue joints can be made on your wings by sanding the correct angles on the edges to be glued. (See example diagram) Use the wing tip template to check the angle. Test fit the joint several times to avoid sanding too great an angle. **Remember** you are building one left and one right wing per glider. The sanded angles will be opposite for left and right wings.

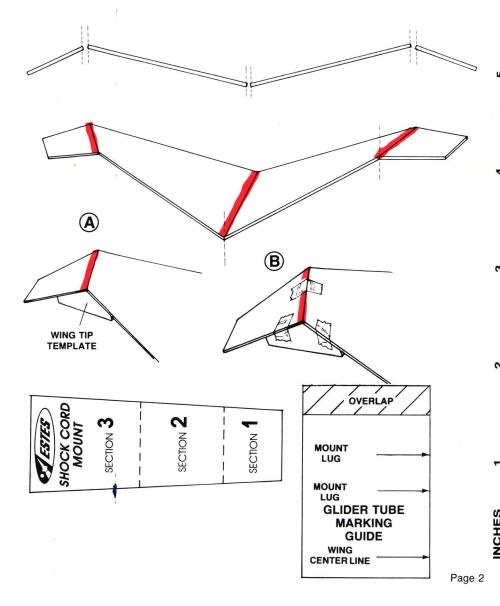
A. Glue the wing tip to the wings first. After you have sanded the correct angle at the joint, rub a thin film of glue on the edges to be joined. Do not attach yet. Allow the glue to dry for a minute or two. This will help create a stronger bond. Apply a second thin film of glue to the same edges and press the two edges together for 15 seconds. Use the angle template by placing it across the joint at the trailing edge of the wing to ensure the proper angle. Tape it in position, allow to dry. The angle is critical for proper flight.

NOTE: The wing tip template is an alignment tool only. Do not glue template to wing.

B. After joint is dry, reinforce top and bottom of joint with glue. Allow to dry.

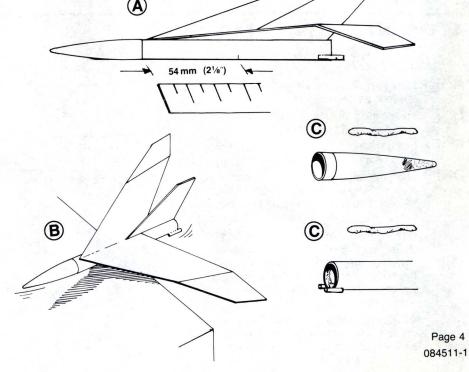
C. Rub a thin film of glue into the root edge of both wing halves. Do not join wings yet, allow to dry for a minute or two.

Apply a second thin film of glue to the same edges and press wing halves together. Immediately lay wing down on building surfaces.



5-12-162		
5.	MOUNTING THE WING	A 3 mm (1/8")
A.	Place the glider body tube on a flat surface so that it rests on the launch lugs. Lightly sand along the line which runs along the top of the tube.	B
В.		
C.	<u></u>	0
D.		
6.	VERTICAL FIN ATTACHMEN	T B
A.	Apply glue along the root edge of the vertical fin in the same method as wing assembly.	A C
B.	Position fin along reference line (notch portion should rest on wing joint). Make sure fin is projecting vertically from body tube. You may use a drafting triangle or other right angle device to assure this alignment.	
C.	Test fit nose cone but do not glue it to the glider at this time. Repeat steps 3-5 for the second glider.	
7.	CONSIDERATIONS WHEN PAINTING YOUR A.R.V. CONDOR™ GLIDERS	NOTE: Small changes in weight and balance greatly affect your gliders's performance. Your gliders will fly best in unpainted balsa. We recommend that you balance and test fly the models prior to painting. If you decide to paint your gliders, remember to give it a light coat. The excess weight of too many heavy coats will reduce the glide performance.
8.	BALANCING AND TRIMMING YOUR GLIDERS FOR FLIGHT	A
Α.	As a starting point, your glider should balance approximately 54 mm (21/8") rearward from the front end of the body tube. Measure this position on the underside of the wing near the body tube.	54 mm (2½") (C)
В.	With the nose cone in place, balance	

As a starting point, your glider should balance approximately 54 mm (21/8") rearward from the front end of the body tube. Measure this position on the underside of the wing near the body tube. B. With the nose cone in place, balance the glider at this point on the edge of a table as shown. It should rest with the balance line on the table's edge. If you move the glider back even a fraction of an inch, it will fall off the edge. C. If the glider does not balance: 1. Tail heavy - remove nose cone, add a small amount of clay to the inside and replace cone on glider. Add clay until level. 2. Nose heavy - add clay to inside rear of body tube until glider is level. Repeat this procedure for the second glider.



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9.	TEST GLIDE	
-	NOTE: Your gliders are now balanced for glidin	ng flight.
A. B. C. D.	point. Make sure the wings are horizontal (even with the horizon). Hold the glider in a level attitude aimed into the breeze.	 Adjustments for a flat glide: If the nose points up and the glider behaves like a roller coaster - add a little weight to the nose compartment. If the nose dives quickly for the ground, remove a little weight or add weight to the rear from the nose until the flat glide is obtained. The gliders are designed to fly in gentle circles so they return to the launch area. 3. Steep banking turns indicate a wing warp or weight differences between wings. If the gliders turn to the left or right abruptly, check the wing for warps or bends. Sand the heavier wing to remove more weight, if no warps are present. If necessary, a small amount of clay added to the lighter wing tip may be used to correct an out of balance condition.
NO spra relo add and Ren Pair surf Allo coa	DEPAINTING YOUR A.R.V CONDOR™ GLIDERS TE: If you decide to paint the gliders, use any paint for lighter covering. Be sure to cate the balance point before flying. The ed weight of paint will redistribute the balance change the flight performance of the glider. In these pieces completely. Seal the wood ances with one or two coats of sanding sealer. We each coat to dry. Be sure to sand between the weight of the sandpaper. Spray a coat rimer. Allow to dry. Give a final coat of color.	Allow to dry overnight. Use the illustrations in this instruction booklet to place decals. Cut out the decals one at a time. Allow each decal to soak in water for 30 seconds. Apply to model and lightly blot water away with tissue. Allow to dry. After the decals are dry, test fly each glider one more time to ensure flight qualities haven't changed. Once you're satisfied with the flight profiles of both gliders, glue the nose cones in place and allow to dry. The gliders are now completed. You are now ready to construct the launch vehicle.
LA	ART TWO: AUNCH VEHICLE ASSEMB NOSE CONE ASSEMBLY	LY A
A. B.	nose cone. Do not glue at this time. Remove the insert.	B
	ENGINE MOUNT ASSEMBLY Was will pood the light blue angine	B 10 10 10 10 10
Α.	You will need the light blue engine mount tube, engine hook and green adapter ring.	64 mm
В.	Locate the ruler printed in the center	25 mm L
C.	crease of this instruction sheet. Lay one end of the engine mount tube	(1)
D.	on the zero mark of the ruler. Take your pencil and place a mark on the engine mount tube at 25 mm (1") from zero. Make another mark at 64 mm (21/2") from zero.	© (1) 10 10 10 10 10 10 10 10 10 10 10 10 10
E.	Cut a 3 mm (1/8") wide slit as shown at the 64 mm (2½") mark only.	3 mm (1/8")
F.		E D Page 5

G. H. I.	 Test fit the green adapter ring by sliding it onto the front of the light blue engine tube. Slide the ring over the engine hook and up to the 25 mm (1") mark you made in step D. Then glue as shown. Once the ring is in place, apply glue to both sides of the ring. Install engine block against engine hook and glue as shown. Set assembly aside and allow to dry. 		
3. A. B. C.	ENGINE MOUNT INSTALLATION □ Locate the short body tube. □ Measure approximately 38 mm (1½") from one end of the body tube. This gives you an idea of where inside the tube you will be spreading glue. □ Using the scrap balsa, glue applicator. Spread glue around the inside of the tube at approximately 38 mm (1½") from one end. □ Push the front of the engine mount assembly into the end of the body tube in one continuous motion until the engine tube is even with the end of the body.	A (11/2") D (11/2") D (11/2")	38 mm - (1½")
4. A. B. C. D. E.	TUBE COUPLER Locate the coupler tube. Mark the coupler 25 mm (1") from one end. Apply glue to the inside of the short body tube. Insert coupler to the 25 mm (1") mark. Let glue dry.	(1") C	
5. A. B.	NOSE CONE/SHOCK CORD ASSEMBLY Tie one end of the shock cord to the nose cone eyelet. Feed the shock cord through the opposite end of the coupler down inside the long body tube. Glue the nose cone in place using tube type plastic cement.	A B B	SIDE LINE A LAUNCH LUG LINE CENTER LINE C1 BODY MARKING GUIDE
6. A. B.	GLUE.	NOTE: The vacuum formed pieces will be easier to attach if the body tube is slightly roughened by sanding with #600 grit sandpaper. Sand before marking body tube.	SIDE LINE B ALIGN WITH ENGINE HOOK CENTER LINE C2 OVERLAP TAB Page 6

that the edges just meet the "A" and "B"

Repeat the above steps for other rear mount. Center it on the C2 line. When you glue the second mount on, make sure it is straight and perfectly opposite

Glue the rear launch lug on line "A" as

lines.

shown.

the first rear mount.

10. SHOCK CORD MOUNT **ASSEMBLY**



G. □

Н. П

Locate the shock cord mount on page 2 in the patterns section.

В. □ Cut out the shock cord mount along the solid black outline.

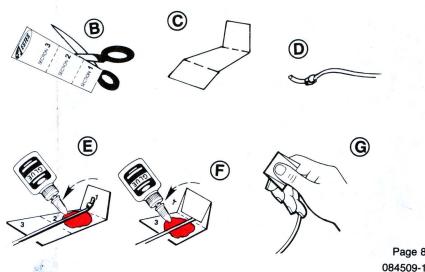
C. Crease on dotted lines by folding.

Pull apart tubes, tie a knot at the very end of the loose shock cord.

E. 🗆 Spread glue on section 2 and lay knotted end of shock cord into glue at a slight diagonal as shown.

F. Fold section 1 forward. Apply glue to section 3. Fold forward again.

G. □ Clamp firmly with your fingers for two minutes until glue dries.



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11. SHOCK CORD MOUNT ATTACHMENT

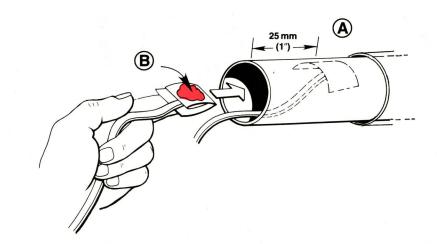


A. Measure approximately 25 mm (1") from the front end of the rear body tube coupler.

B. Apply glue to shock cord mount and insert into tube.

C. Set the mount back at least 25 mm (1") to glue as shown.

D. Hold until glue sets.



12. RECOVERY DEVICE ATTACHMENT

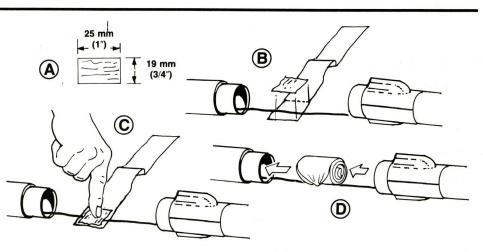


A. Cut a 25 mm (1") long piece of 19 mm (3/4") wide masking tape.

B. Lay end of shock cord over end of streamer material as shown and tape shock cord and streamer together.

C. Press tape down firmly to assure a strong bond.

D. Roll streamer, insert streamer, shock cord and nose cone into body tube. Recovery device should slide easily into body tube. If too tight, unfold and repack.



13. FINISHING YOUR ROCKET

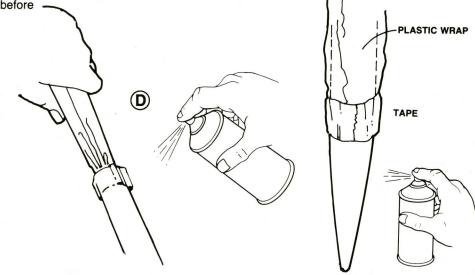
NOTE: Read this section completely before painting your rocket.

A. Before you paint your rocket make sure all of the glue joints are completely dry.

B. Optional: For a smoother and betterlooking finish, spray a coat of automotive primer on your rocket. Do not
apply too much. Lightly sand the rocket
with a 400 to 600 grit sandpaper. Apply
another coat if needed. Sand between
coats. This primer will allow the final
coats of paint to adhere better to the
rocket. Several light mist coats of paint
are preferable. Too much paint will add
to the rocket's weight.

C. Make a handle by rolling a piece of paper. Insert it into the rocket while painting. Allow to dry. Use spray enamel to paint your model rocket.

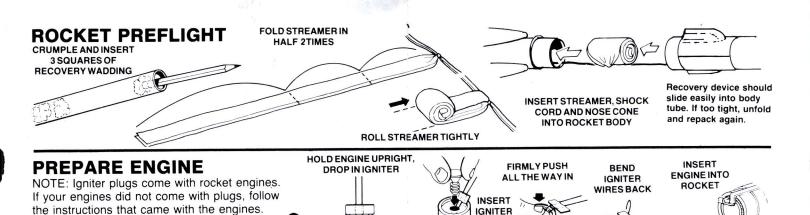
D. Refer to the illustration on the front of the color panel for paint locations and decal placement.



WHAT TO EXPECT WHEN FLYING YOUR A.R.V. CONDOR™ ROCKET

If you've built your A.R.V. Condor™ straight and true, with all dimensions matching the instructions, you should expect a straight-up boost. When the ejection charge fires, the launch vehicle will separate releasing the two drone gliders. The launch vehicle will

return to earth with the streamer to slow its descent. If you've balanced the gliders properly, they will glide in large circles as they head down to land.



IGNITER

MUST

PROPELLANT

LAUNCH SUPPLIES

SEPARATE IGNITER AND

IGNITER PLUG

To launch your rocket you will need the following items:

- —Estes Electrical Launch Controller and Launch
 Pad
- -Estes Recovery Wadding No. 2274
- —Recommended Estes Engines: B4-2, B6-2 (First

Flight), C6-3

To become familiar with your rocket's flight pattern, use a B6-2 engine for your first flight. 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 152 meters (500 feet) square. The larger the launch area, the better your chance of recovering your rocket. Football fields and large 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.

MISFIRES

If the igniter functions properly but the propellant does not ignite, keep in mind the following: An Estes igniter will function properly even if the coated tip is chipped. However, if the coated tip is not in direct contact with the engine propellant, it will only heat and not ignite the engine.

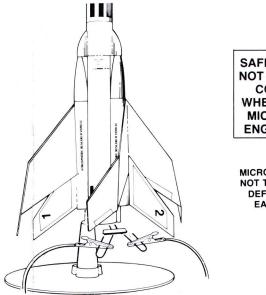
When an ignition failure occurs, remove the safety key from the launch control system and wait one minute before approaching the rocket. Remove the expended igniter from the engine and install a new one. Be certain the coated tip is in direct contact with the engine propellant, then reinstall the igniter plug as illustrated above. Repeat the countdown and launch procedure.

FOR YOUR SAFETY AND ENJOYMENT

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

*National Association of Rocketry

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PLUG

SAFETY KEY MUST NOT BE IN LAUNCH CONTROLLER WHEN ATTACHING MICRO-CLIPS TO ENGINE IGNITERS

MICRO-CLIPS MUST NOT TOUCH BLAST DEFLECTOR OR EACH OTHER

COUNTDOWN AND LAUNCH

- (10) BE CERTAIN SAFETY KEY IS NOT IN LAUNCH CONTROLLER.
- (9) Remove safety cap and slide launch lug over launch rod to place rocket on launch pad. Make sure the rocket slides freely on the launch rod.
- (8) Attach micro-clips to the igniter wires. Arrange the clips so they do not touch each other or the metal blast deflector. Attach clips as close to protective tape on igniter as possible.
- Move back from your rocket as far as launch wire will permit (at least 5 meters 15 feet).
- (6) INSERT SAFETY KEY to arm the launch controller.

Give audible countdown 5...4...3...2...1

LAUNCH!!

PUSH AND HOLD LAUNCH BUTTON UNTIL ENGINE IGNITES

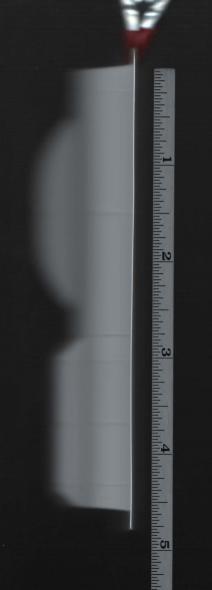
REMOVE SAFETY KEY FROM LAUNCH CONTROLLER. KEEP SAFETY KEY WITH YOU OR REPLACE SAFETY KEY AND SAFETY CAP ON LAUNCH ROD.

If you use the ultrasafe E2™ or Command™ Launch Controllers to fly your models, use the following launch steps.

- A. After attaching micro-clips, etc., insert the safety key into the controller receptacle. If the igniter clips have been attached properly to the igniter, the red L.E.D. will now begin to flash on and off and the audio continuity indicator will beep on and off.
- B. Hold the yellow (left) arm button down. The L.E.D. will stop flashing and the audio indicator will produce a steady tone.
- C. Verbally count down from five to zero loud enough for the bystanders to hear. Still holding the yellow arm button down, push and hold the orange (right) button down until the rocket ignites and lifts off.
 084510







CT









	PARTS LIST KIT NO. 2075							
Quantity	Description	Туре	Number	Details1	Details2	Details3	Details4	Comment
1	PLASTIC NOSE CONE	PNC-50YR	72604	4.1" long	.974" dia.	.6" shoulder	BT-50 - Ogive	Cone & optional base
1	PAPER BODY TUBE	BT-50?	30353	8.25" long	0.950" ID	0.976" OD	0.013" wall	Upper Tube
1	STAGE COUPLER	JT-50?	?	0.920" ID	0.949" OD	2" long	fits BT-50	
1	PAPER BODY TUBE	BT-50?	3	6" long	0.950" ID	0.976" OD	0.013" wall	Lower Tube
1	ENGINE BLOCK	EB-20?		.708" OD	.65" ID	.175" thick	fits BT-20	
1	ADAPTER RING	AR-2050?	?	1" long	.737" ID	.949" OD	0.106" wall	Green
1	PAPER BODY TUBE	BT-20J	30326	2.75" long	0.710" ID	0.736" OD	0.013" wall	
4	DOWEL	WD-?	?	1/8" dia.	3/4" long			Wood
3	LAUNCH LUG	LL-2AM	38176	5/32" ID	1/8" rod	3/8" long		
1	Plastic Streamer Material	?	?	1.25" wide	29" long	Flo. Orange		
1	Shock Cord	SC-?	?	26.5" long	3/64" dia.			Braded Kevlar
2	PAPER BODY TUBE	BT-5?	30305	4" long	0.515" ID	0.541" OD	0.013" wall	
2	PLASTIC NOSE CONE	PNC-5A	72600	2.125" long	.544" dia.	.375 shoulder	BT-5 - Ogive	Cone & optional base
1	Vac-U-Formed parts	5	?					See scan
1	NOSE CONE WEIGHT	CNCW	3180	1" wide	1" high	1/4" thick	.25 oz.	CLAY NOSE CONE WEIGHT
1	ENGINE HOLDER	EH-2	3141/35025	2.8" long	.100" wide	.025" thick		Reg. & D
1	ALIGNMENT GUIDE	?	?	1 1/2" wide	1 3/4" high	1/16" thick		Fiber
1	BALSA FIN STOCK	BFS-20L	3166	1/16" thick	3" wide	12" long		Die cut - See scan
1	Decal	?	37587	4" wide	9"long	Black, Orange, Yellow		Waterslide