ASSEMBLE LANDING LEGS

1. 
2. 
3. 
4. 
5. X3

MARK BODY TUBE

1. TAPE
2. 
3. Remove guide. Use door frame to extend all lines.

NOTE: Cut from page 1.

ATTACH LEGS

1. Slide both B over A. Do not glue at this time.
2. Align notches of B over fin lines on A.
3. Ends even.
4. Use full size template to check leg alignment.

FULL SIZE TOP VIEW TEMPLATE
APPLY GLUE FILLETS

1. Apply a thin glue fillet to all joint areas.

2. Use full size template on page 2 to check leg alignment.

Let dry.

ATTACH DETAIL PARTS

1. Apply glue to slots in legs. Insert L into slots.

2. Place over template again to align L.

3. Let dry.

4. Mark H.

5. Mark H. 3/8" (10 mm)

Apply glue inside main body tube.


7. Let dry.

8. Let dry.

ROCKET FINISHING
1. Spray rocket with white primer, let dry, then paint. Apply decals after paint is dry.
2. Cut decals from sheet, trimming close to edge.
3. One at a time, place in warm water until decal curls and begins to relax.
4. Remove and position on rocket, sliding decal away from backing material.
5. Blot with clean paper towel. Let set overnight.
6. OPTIONAL: Apply protective clear coat.

PREPARE ENGINE
1. ENGINE
2. Use 1 each.
   • STARTER
   • PLUG
   • TIP MUST TOUCH PROPELLANT!

NOTE:
If necessary, place a piece of tape on side of engine to friction fit it in body.

COUNTDOWN & LAUNCH
1. MASKING TAPE
2. Key always out until final countdown!

NOTE:
Fully extend your launch controller wire before launching.

3. 16.8 ft. (5 m)
4. Insert key, push down hard. Bulb will light.
5. 4...3...2...1...
6. While holding key down FIRMLY, press launch button until LIFTOFF!

PRECAUTIONS
NAR SAFETY CODE
NO DRY GRASS OR WEEDS
PRE-LAUNCH CHECK For safety, never launch a damaged rocket. Check the rocket's body, nose cone and fins. Also, check the engine mount, recovery system and launch lug(s). Repair any damage before launching the rocket.
FLYING YOUR ROCKET Choose a large field (500 ft. [152 m] square) free of dry weeds and brown grass. The larger the launch area, the better your chance of recovering your rocket. Football fields and playgrounds are great. Launch only with little or no wind and good visibility. Always follow the National Association of Rocketry (NAR) SAFETY CODE (endorsed). MISFIRES TAKE THE KEY OUT OF THE CONTROLLER. WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET. Disconnect the micro-clips and remove the engine. Take the plug and starter out of the engine. A burned starter means the starter tip was not touching engine propellant. Install a new starter; be sure the tip is touching propellant inside the engine. Push the plug in place. Repeat steps under Countdown and Launch.

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PN 090004-7290 (11-19)
SPACE CORPS™
LUNAR SCOUT™
FLYING MODEL ROCKET KIT

Flies up to:
200 ft
61 m

On an A10-0T Engine
Other engines you can use:
1/2A3-2T, A3-4T, A10-3T

Length: 4 in.
10.2 cm

Diameter: 0.74 in.
19 mm

Recovery: Featherweight

QTY: 1