

## MODEL ROCKET INSTRUCTIONS

### **KEEP FOR FUTURE REFERENCE**

IMPORTANT: Please record date found on decal and keep for future reference.

READ ALL INSTRUCTIONS. Make sure you have all parts and supplies. Test fit all parts before applying glue. Refer to your glue manufacturer's dry times during build.





























**HOBBY KNIFE** 

DRILL

**SCISSORS** 

FINE SANDPAPER

**EPOXY** 

YELLOW GLUE

**CLEAR TAPE** 

MASKING TAPE

RULER

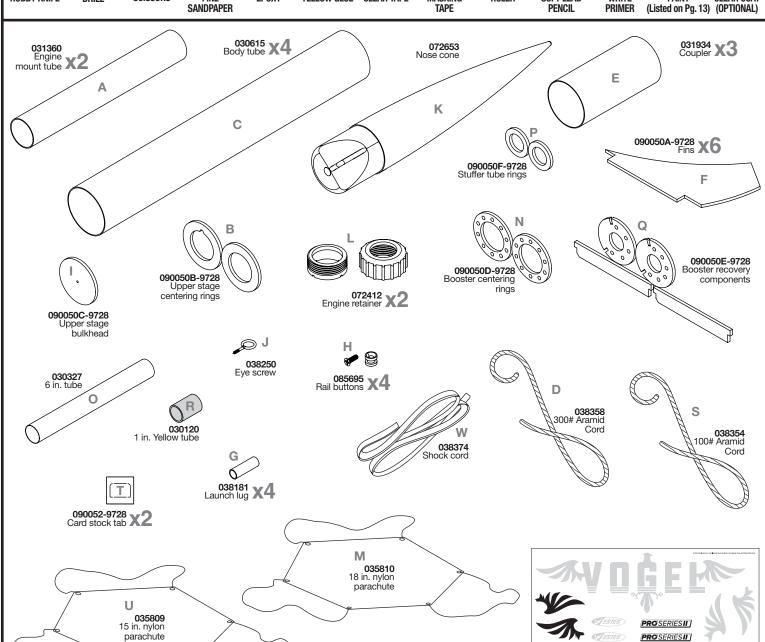
**SOFT LEAD** PENCIL

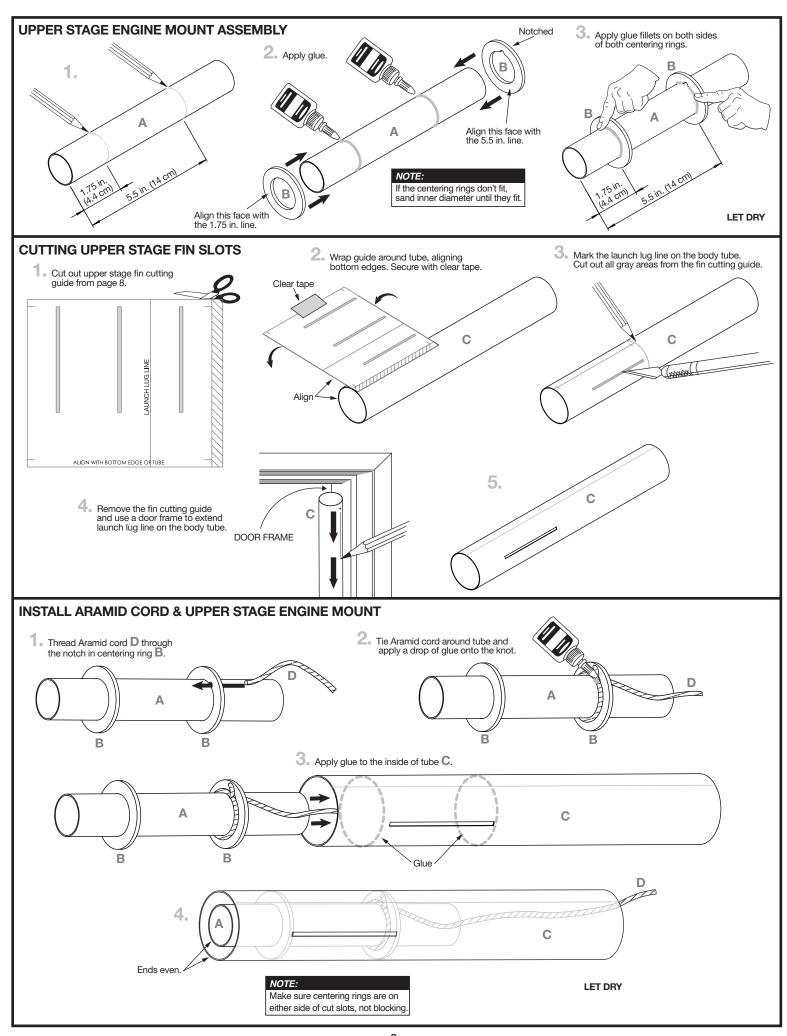
WHITE PRIMER

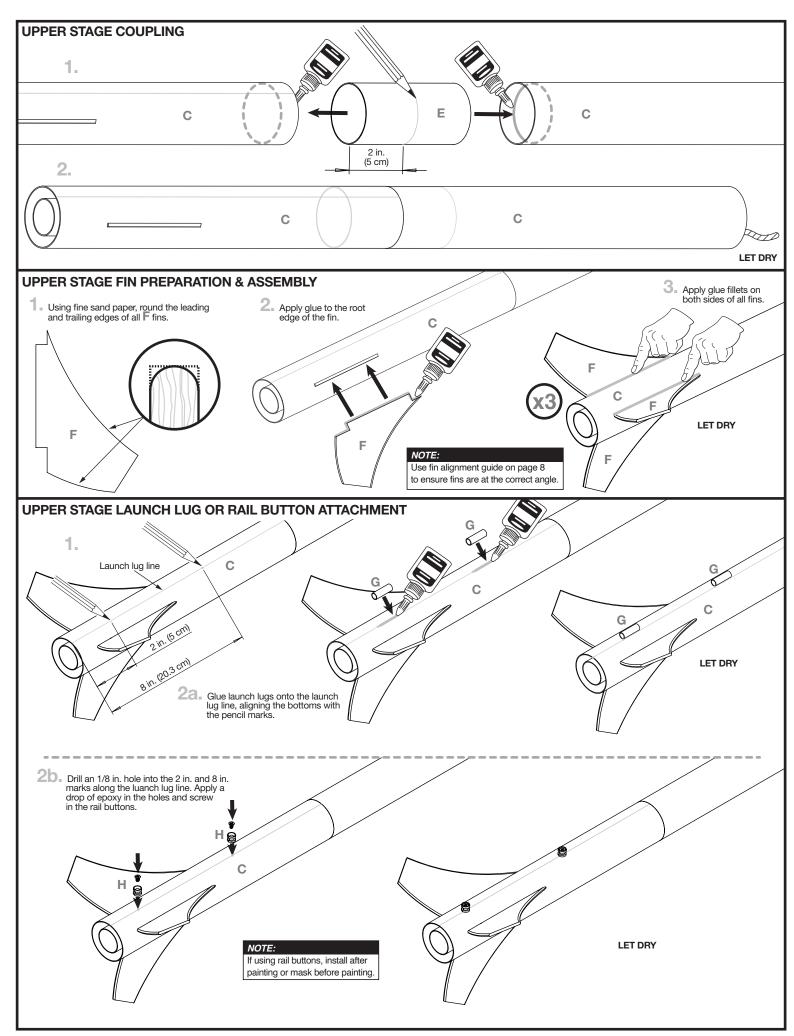
PAINT

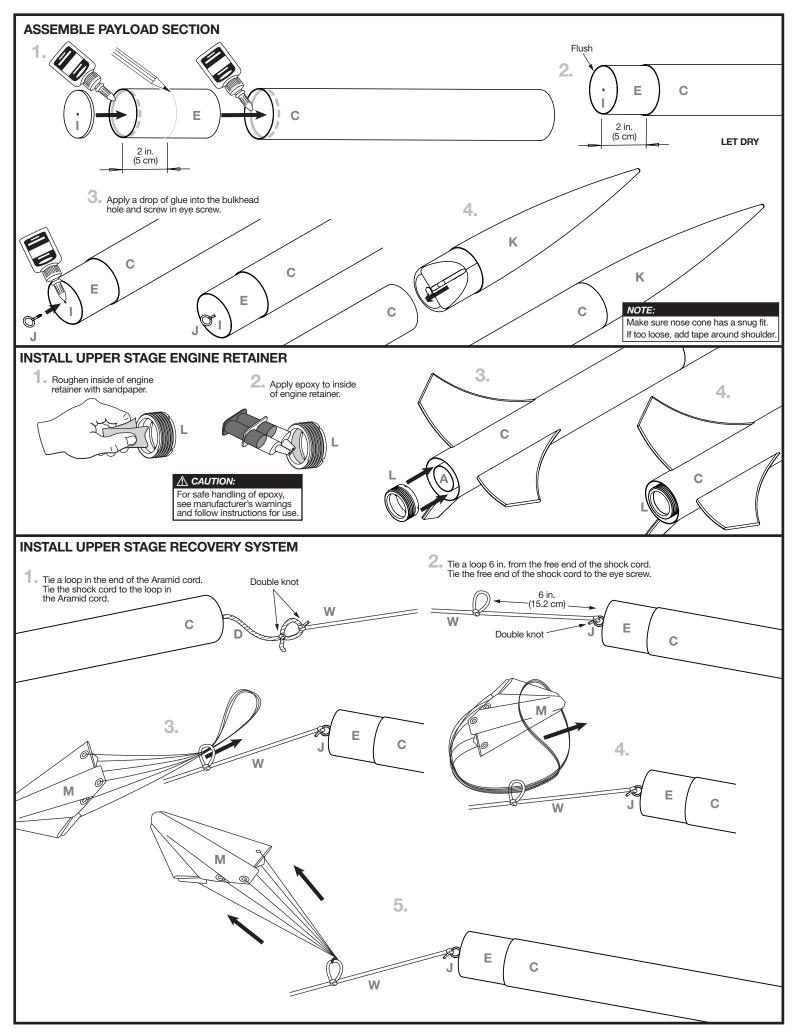
**CLEAR COAT** 

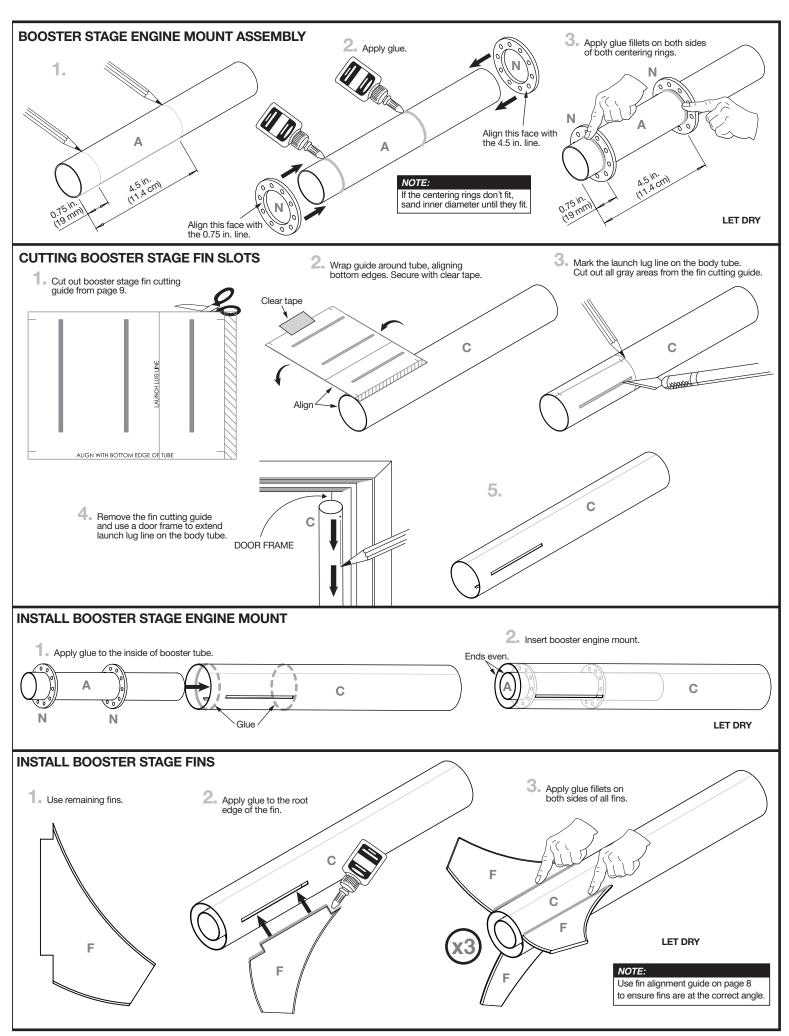
090001-9728 Waterslide decal

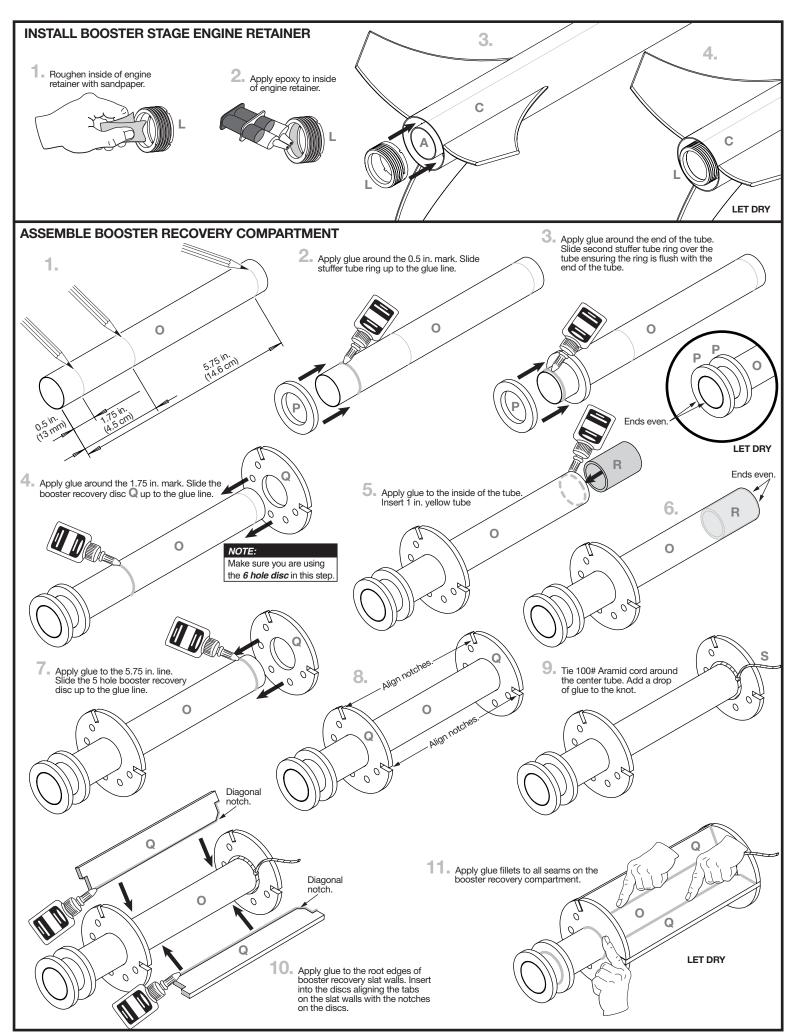




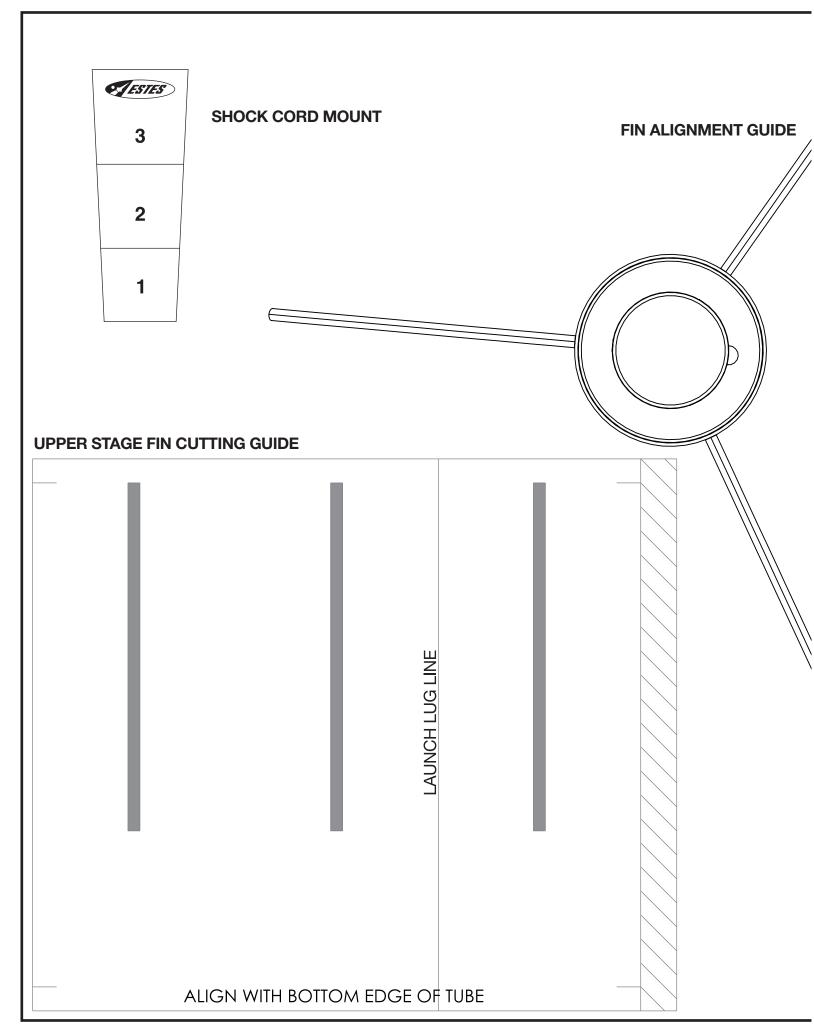


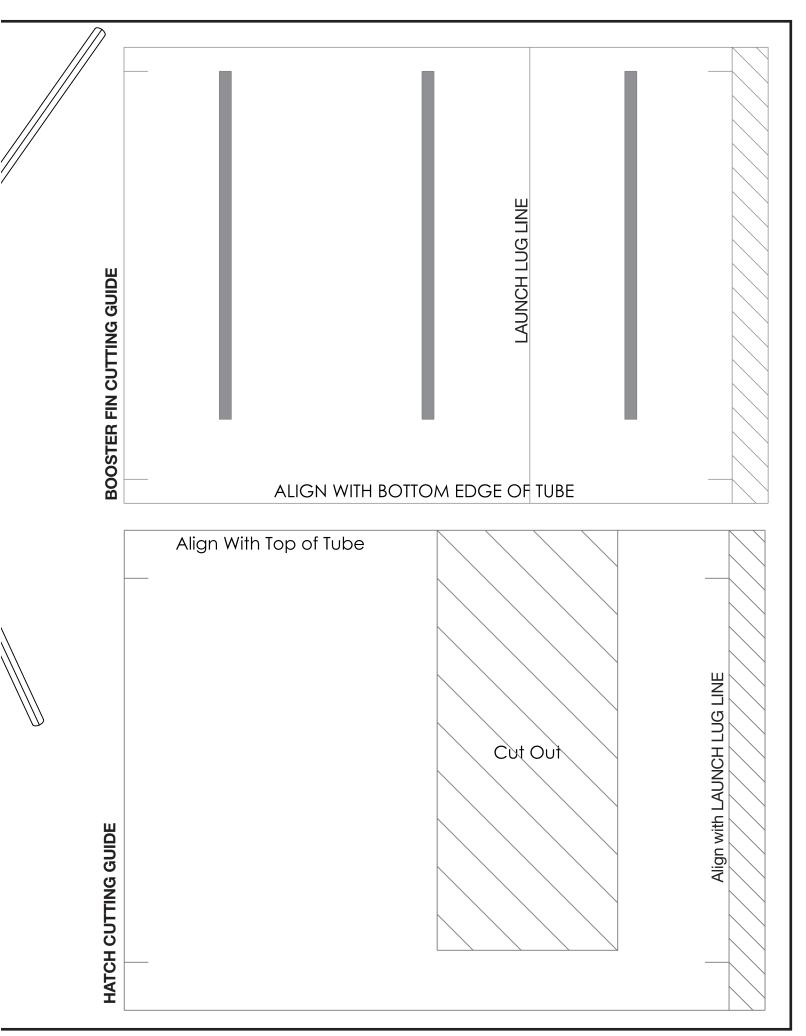


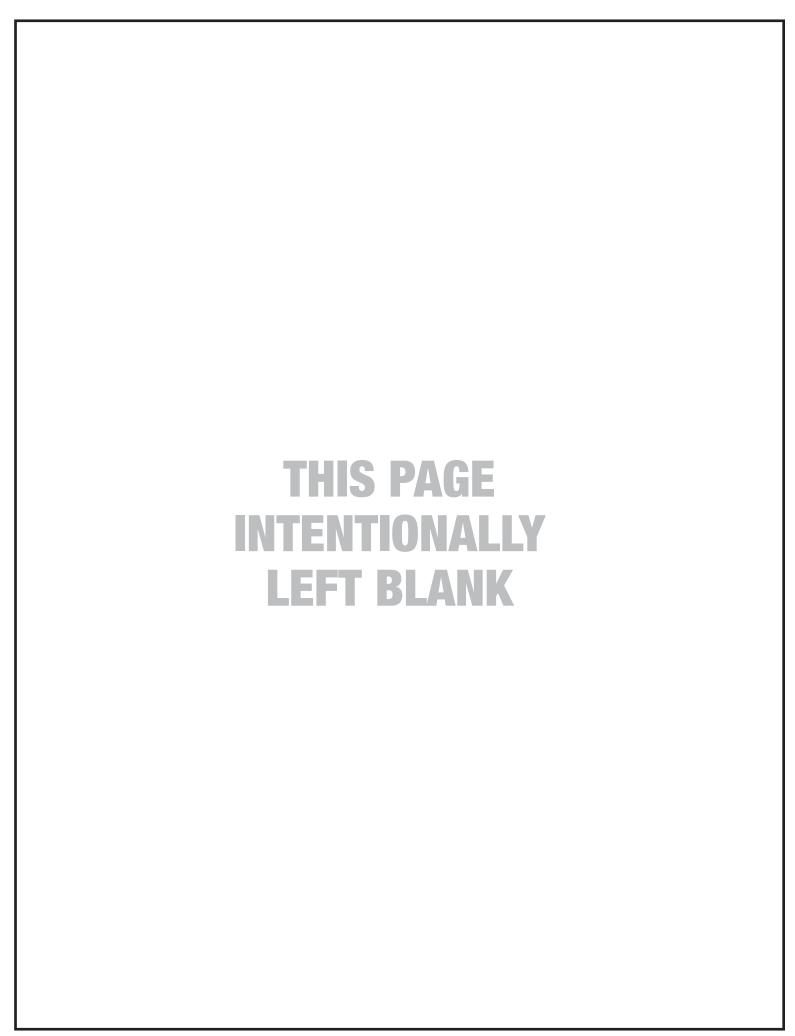


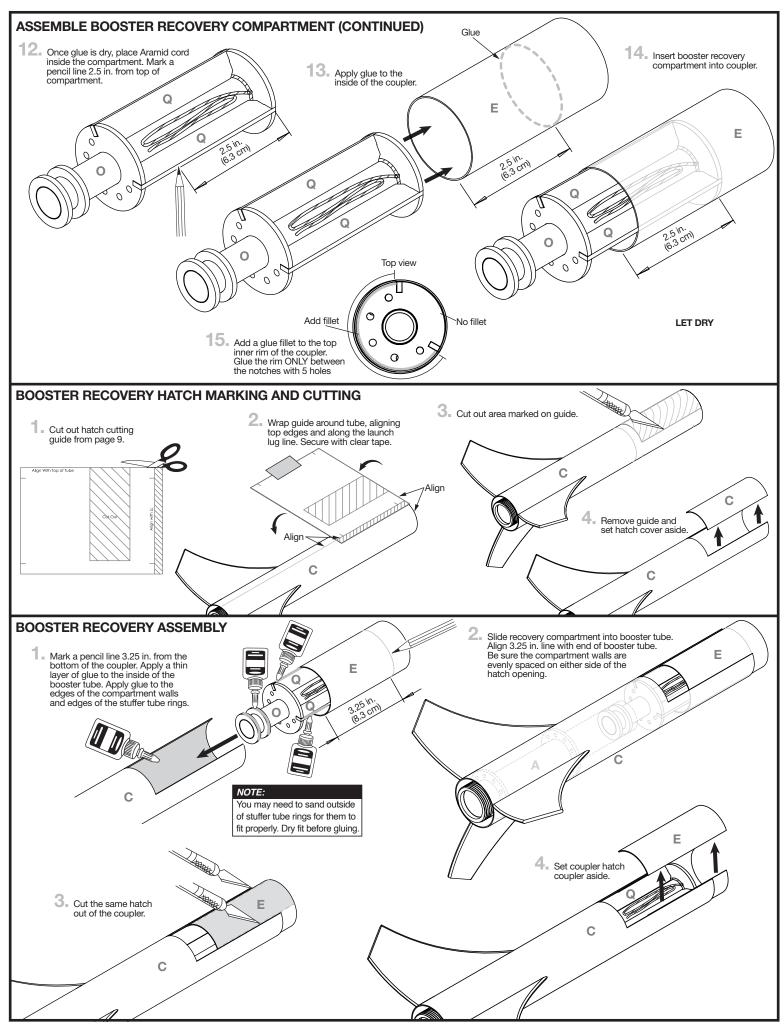


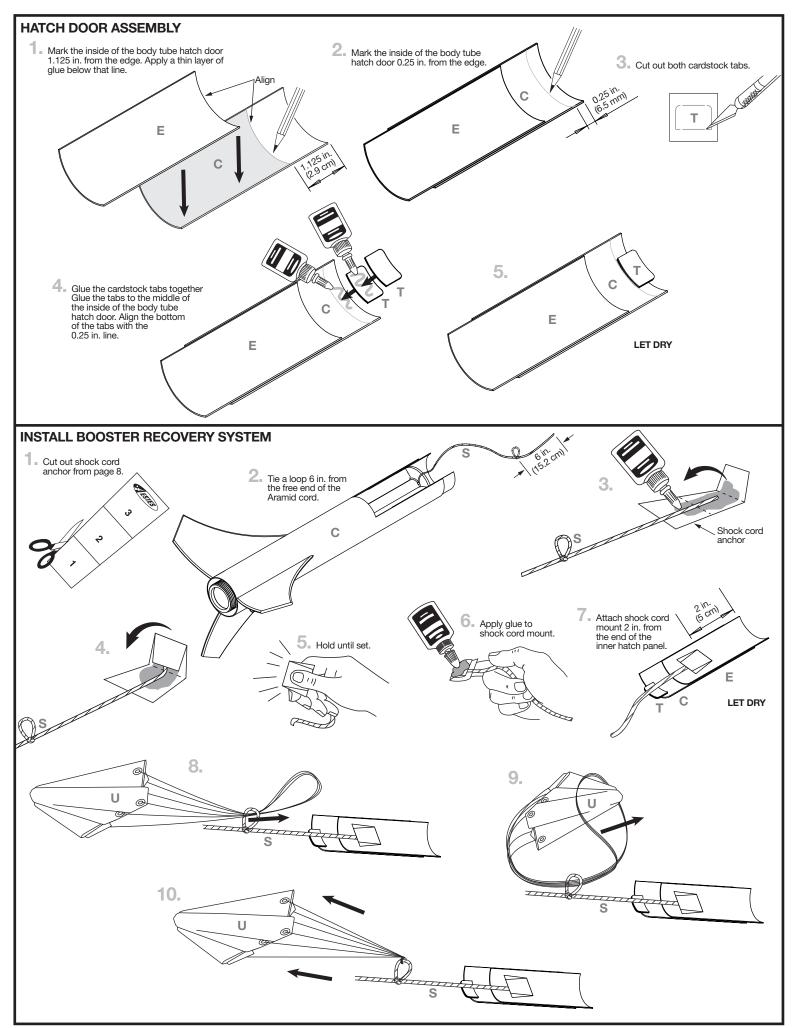


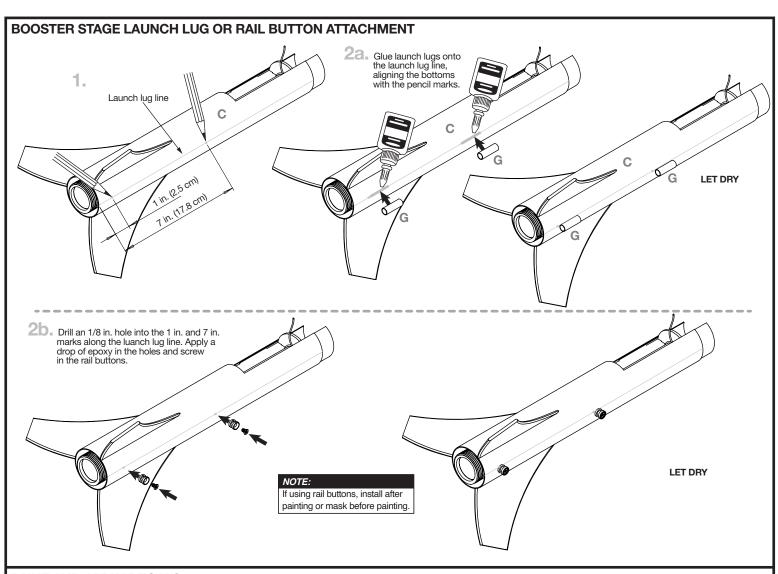












### PAINT AND APPLY DECALS

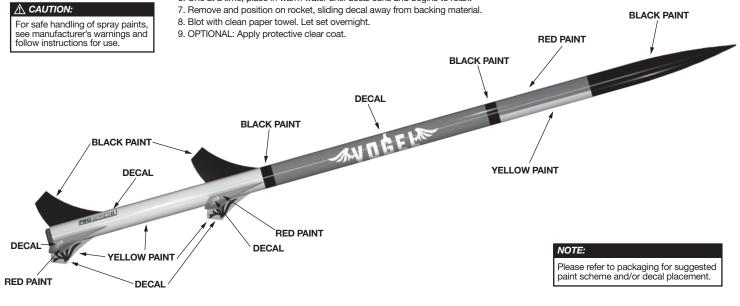
#### PAINT COLORS

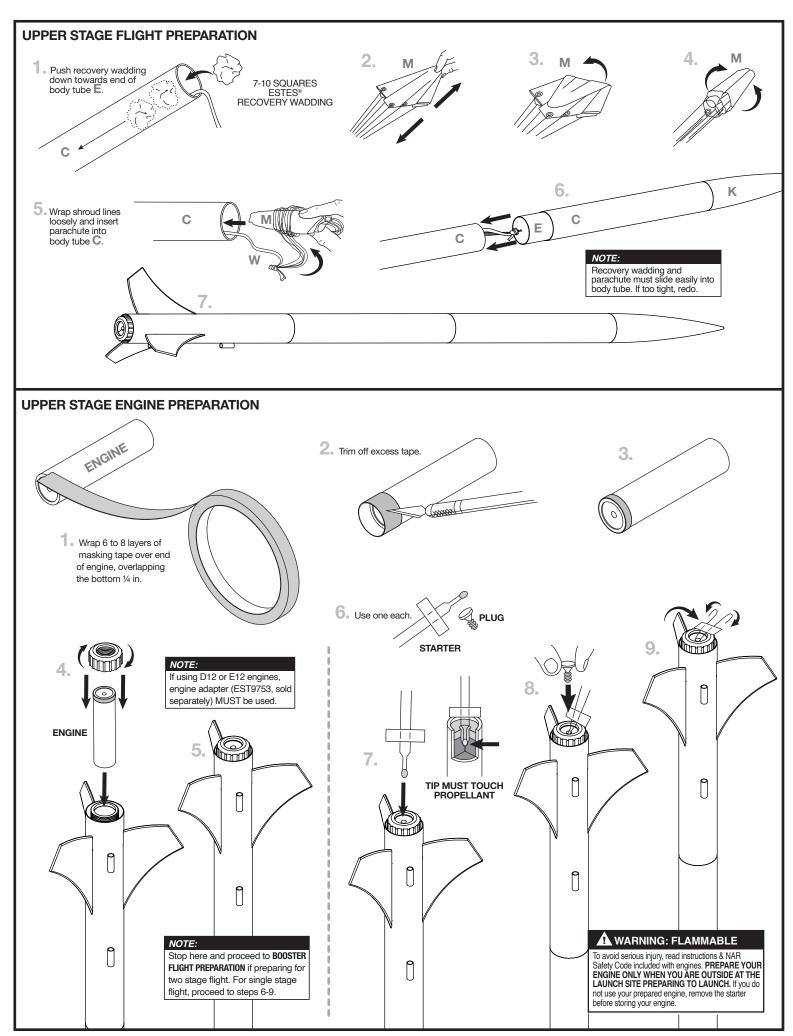
Black Paint

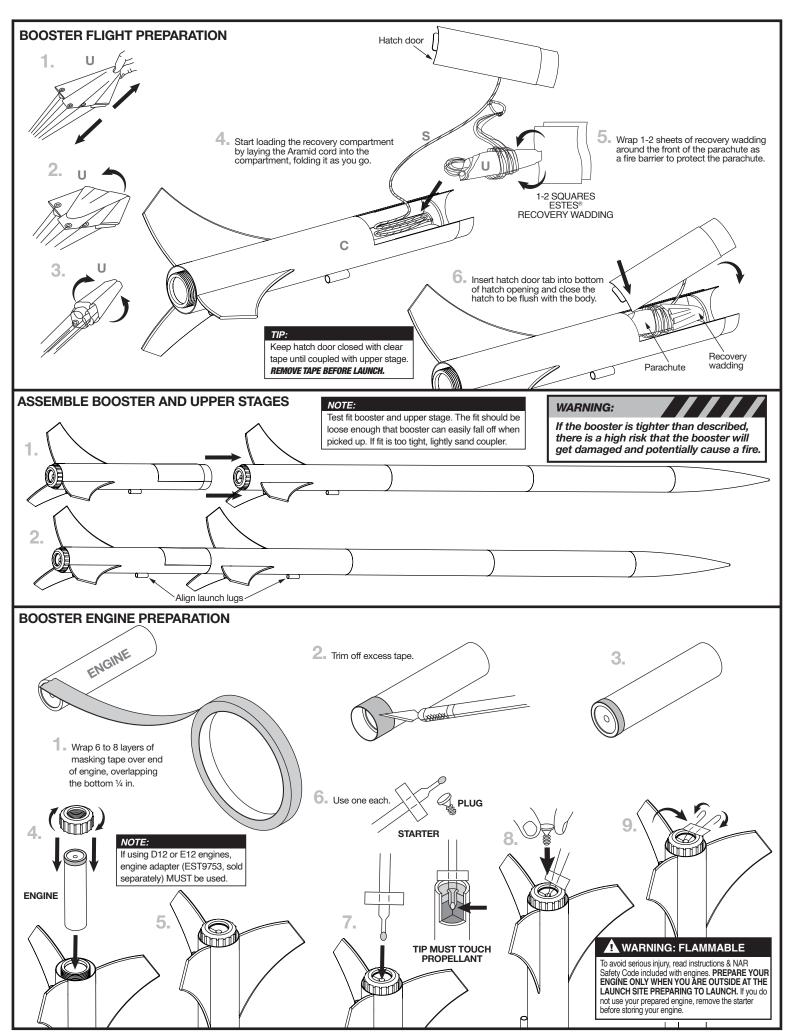
Red Paint

Yellow Paint

- 1. Spray rocket with white primer, let dry, and sand. Repeat until rocket is smooth.
- 2. Paint entire rocket yellow.
- 3. Mask off rocket as needed for red and black paint application.
- 4. Apply decals only after paint is dry.
- 5. Cut decals from sheet, trimming close to edge.
- 6. One at a time, place in warm water until decal curls and begins to relax.







# **COUNTDOWN AND LAUNCH** Key always out until final countdown. Fully extend your launch controller wire before launching. m 1.0] .#06 Insert key. (12.7 cm) Bulb will light. **MASKING TAPE NOTE:** Estimated weight: 17 oz. (482 g) **ESTES® LAUNCH SUPPLIES NEEDED** (Sold Separately) Firmly press and HOLD the yellow button and Pro Series II<sup>™</sup> Launch Base Pro Series II<sup>™</sup> Launch Rail begin countdown.

While holding yellow button down FIRMLY, press launch red button until LIFTOFF!

- Pro Series II<sup>™</sup> Launch Controller
- Recovery Wadding
- Starters (with engines)
- Plugs (with engines)
- Recommended Estes® Engines:
   Single Stage: D12-3, E12-4, E16-6, F15-6
  2-Stage:
   Paceton stage: F16-0, F45-0

Booster stage: E16-0, F15-0 Upper stage: D12-5, E12-6, E16-6, F15-6

**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 (1000 ft. [305 m] square) free of dry weeds and brown grass. The larger the launch area, the better your chance of recovering your rocket. Launch only with little or no wind and good visibility. Always follow the National Association of Rocketry (NAR) SAFETY CODE (enclosed).

**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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