

Twinsee

ROCKET LAUNCHED AIRCRAFT KIT

One rocket motor carries two sleek T-tailed aircraft high overhead. The separation charge fires, and the planes perform a spectacular two-ship split maneuver. You'll build these birds in less than two hours with just a bottle of glue.

Span: 10 inches
Motors: B4-4, C6-5

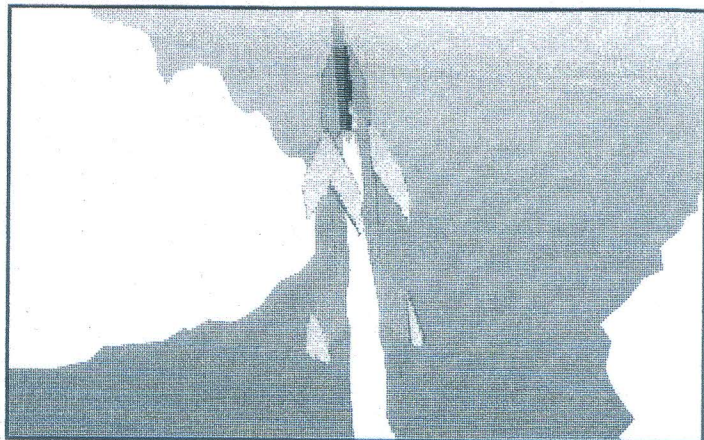


EDMONDS AEROSPACE

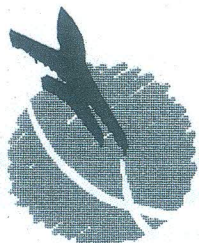
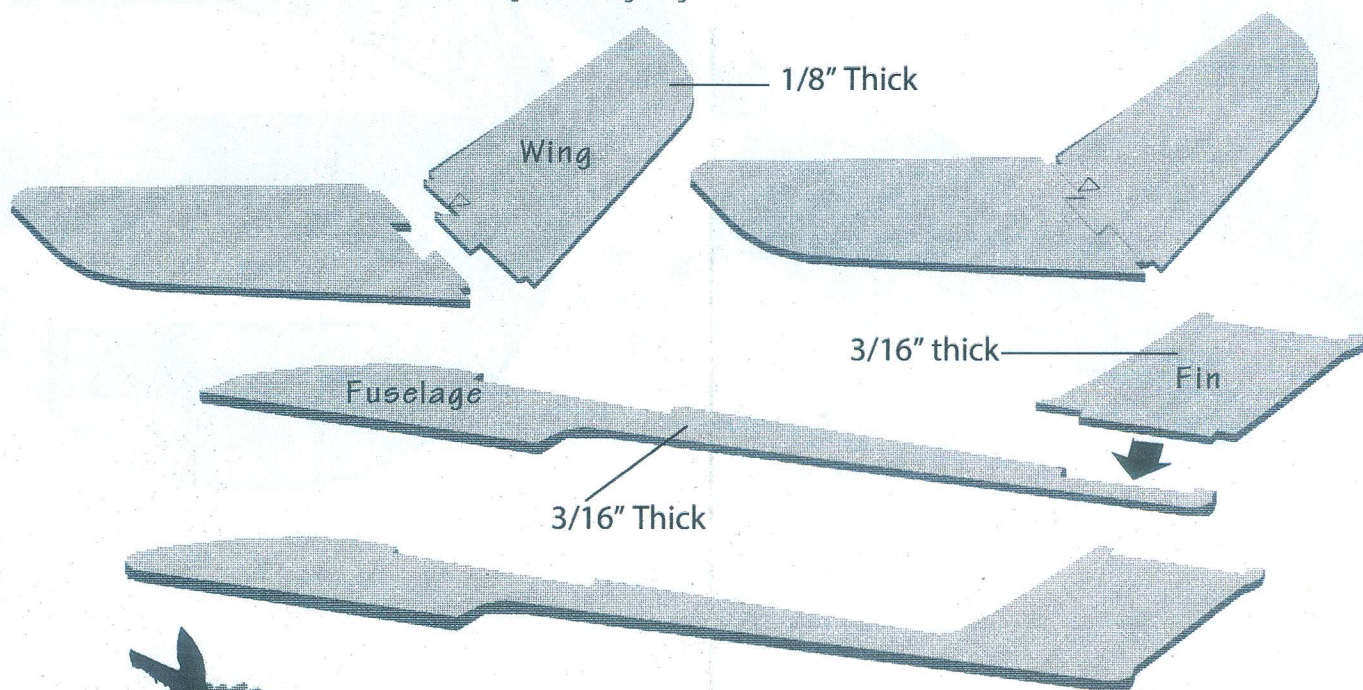


Edmonds TWINSEE

You're really going to enjoy this. This model starts where my Geminee kit leaves off, adding a spectacular new blast of performance with the B and C motors. Maybe you've flown the Geminee kit, inspired by a fellow named Mitch Amos. He wondered if someone could make a model that went up as a rocket and came down as two gliders without requiring any other parts. This time we're doing it with a long, lean T-tailed design that will delight you with its graceful appearance in flight. We got the whole crew together to make sure you enjoy building this one, with the BMS company giving us that magical laser cutting and digitally controlled lathe work to make you a great kit. Put it together straight, make sure you add the noseweight, and you'll love what these twin birds do. If you're a young modeler, why not go get your parents to watch you build? They'll be proud to see you put this one together!



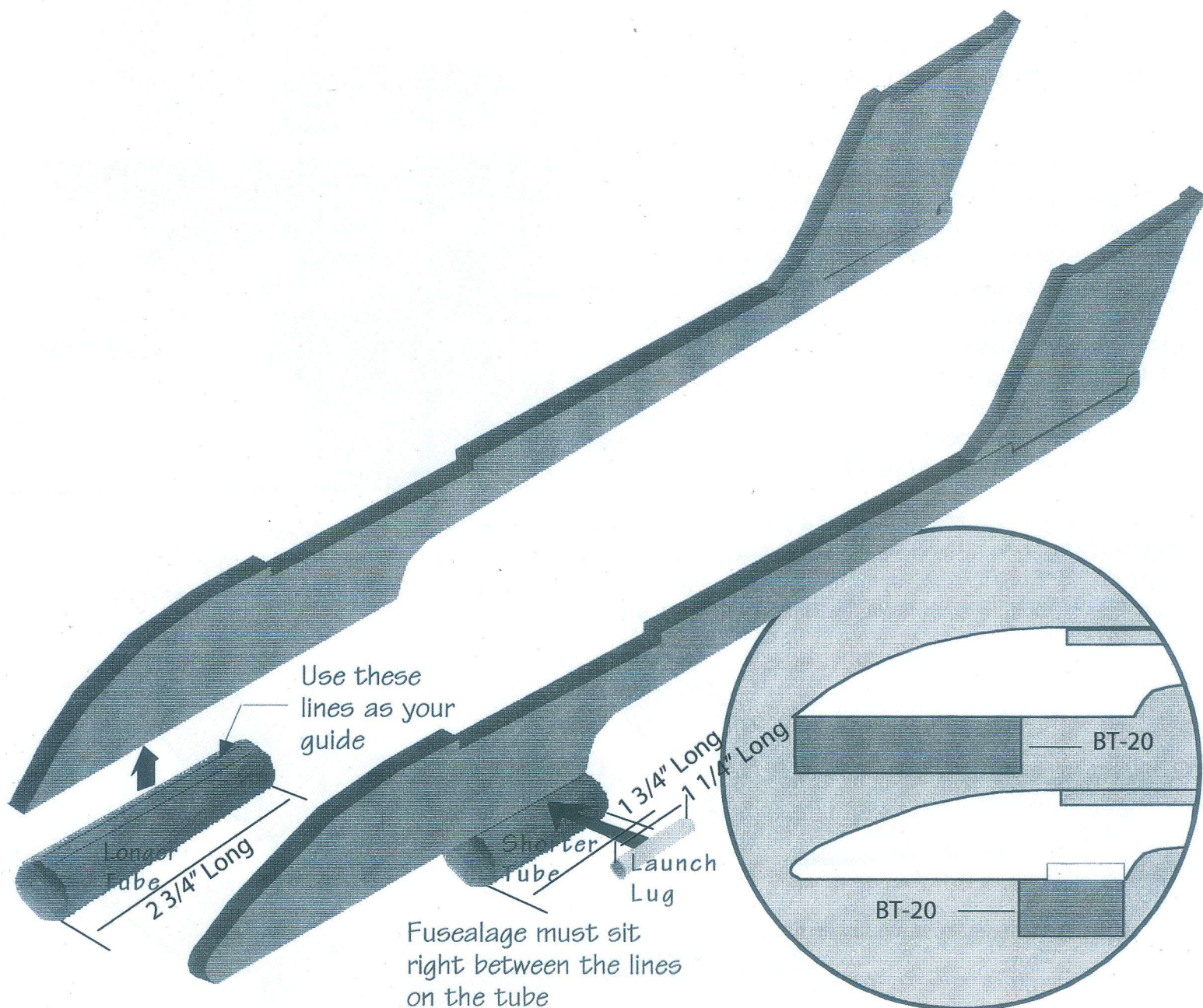
Start by finding a nice flat surface. If it's a nice table, cover it to keep the glue off! Glue together both sets of **wings** and glue a **fin** to each **fuselage**, then leave them to dry flat on the surface. Everything needs to be straight on a model to make it fly right, and the flat surface keeps them straight. Don't try to pull them off or do any more building with them until they're really dry.



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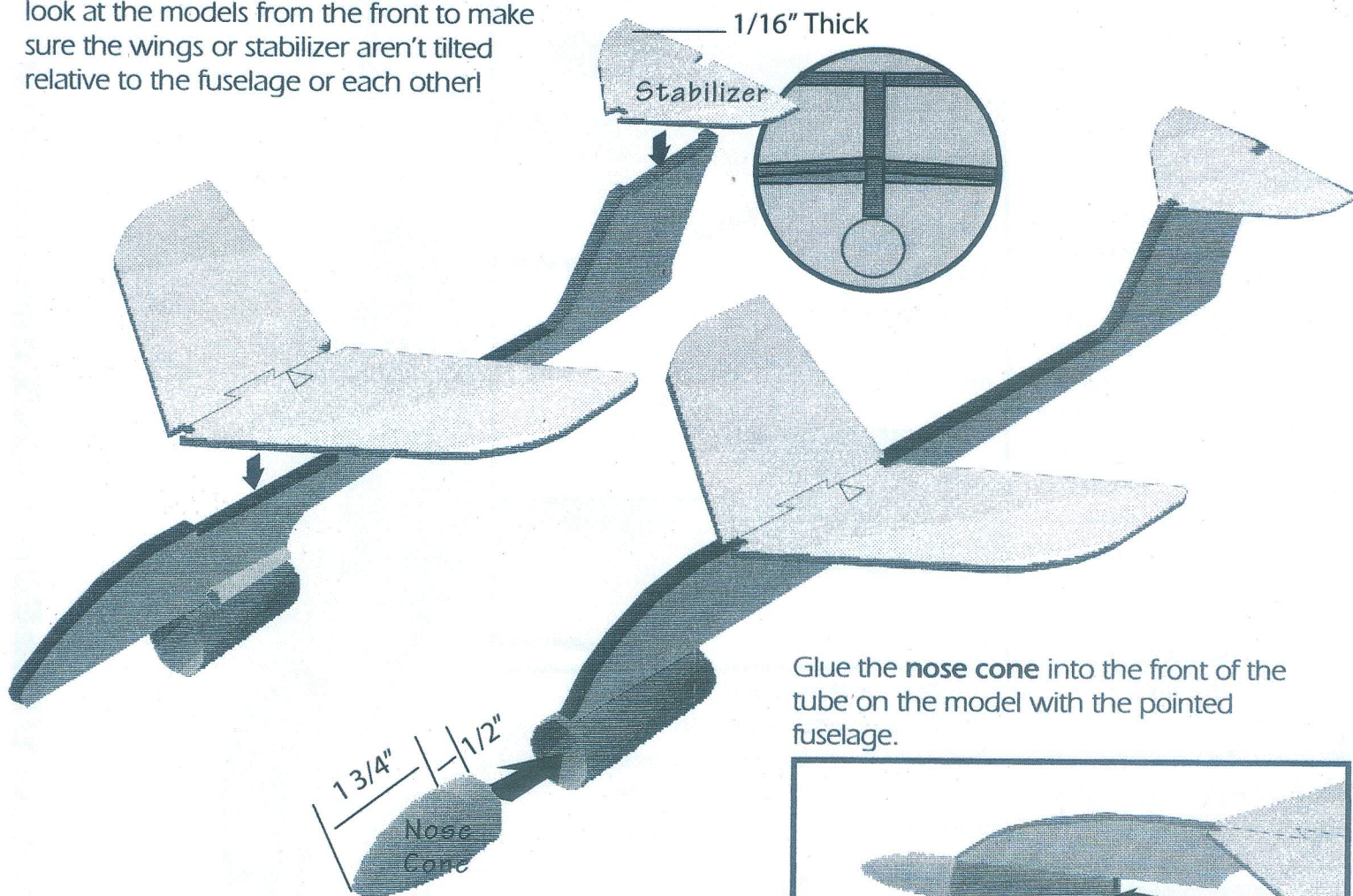
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Here's another place where it's extremely important to keep things straight. You are going to glue a **motor tube** to each fuselage. **Don't mix up the tubes and the fuselages!** The longer tube goes at the front of the fuselage with the sharp point at the front. The shorter tube goes on the fuselage with the rounded front. Notice that each tube has two thin lines scored into it. Use them as guidelines when gluing the tube to the fuselage. Keeping the tubes parallel to the fuselage is important not only to make the model fly straight, but also to make sure the two planes separate correctly at the top of the flight.



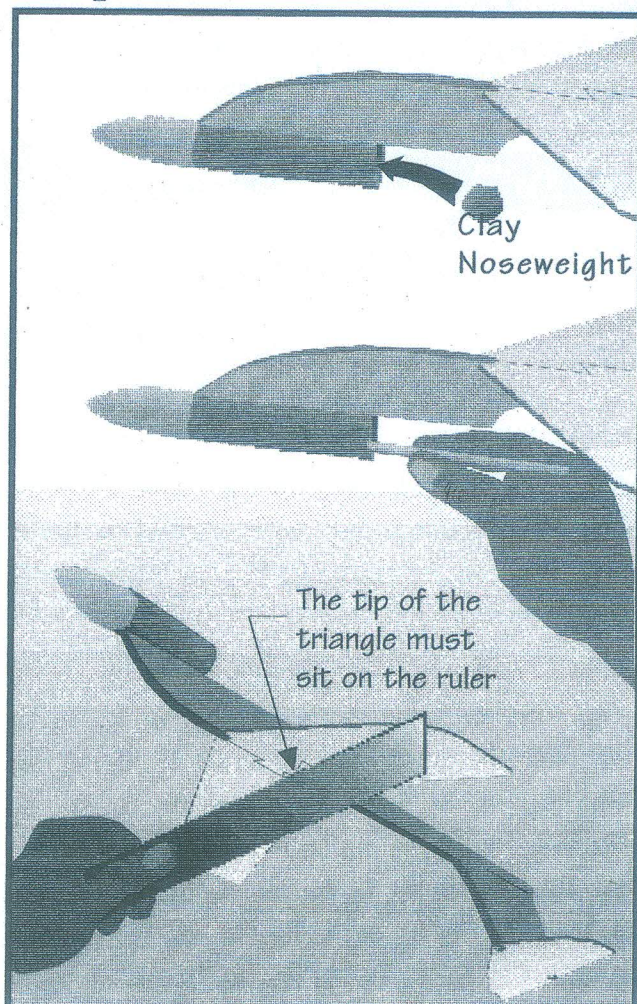
Once the glue is dry on those tubes, find the little white **launch lug**. Take the fuselage with the round nose and glue it into the "corner" between the motor tube and the fuselage. Make sure the back of the launch lug is at the very back of the tube. That will help the model slide smoothly later when you launch it.

Now just glue one set of wings and a **stabilizer** to each fuselage. Take a good look at the models from the front to make sure the wings or stabilizer aren't tilted relative to the fuselage or each other!

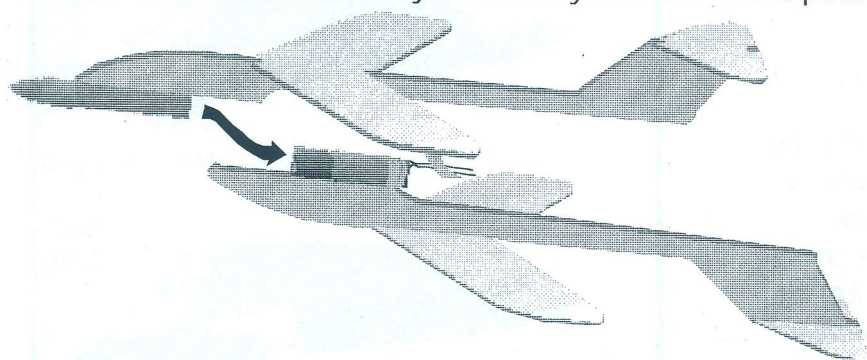
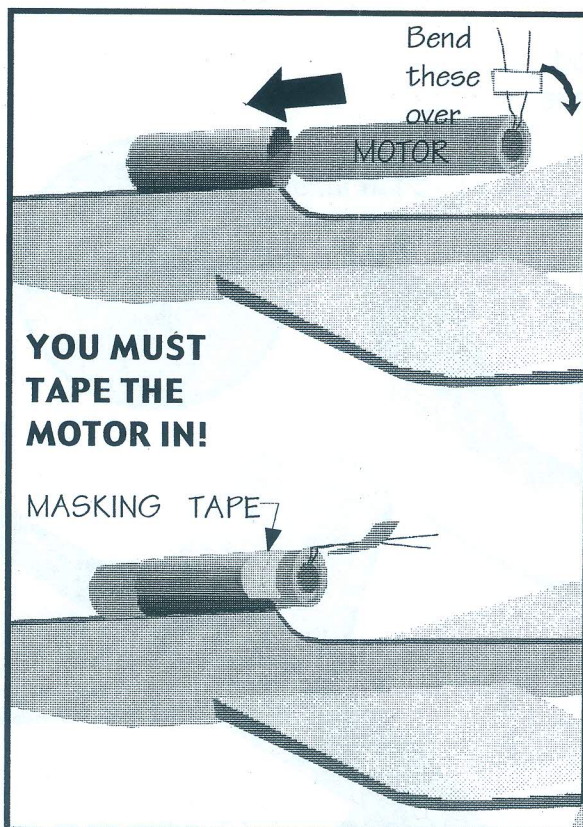


Glue the **nose cone** into the front of the tube on the model with the pointed fuselage.

These next steps are important to make you models fly correctly. You need to add some clay noseweight to the front of the model with the nose cone. Nose weight changes the **Center of Gravity** of the model. If the center of gravity is not close enough to the front of an airplane or rocket, it will not be **stable**, and won't fly. Take some of the clay and stuff it into the tube right behind the nose cone. Use a pencil to smush the clay down hard so that it will stay in there during the flight. Now, take out a ruler and try to balance the model upside down on top of it. Look for the little triangle near the middle of the wings. If the model balances with the ruler passing through the tip of that triangle, you have the right amount of noseweight. Keep removing or adding noseweight, making sure you smush it down well in the tube every time, until you get it to balance with the ruler on the tip of the triangle. You don't need to do this with the other model, because the weight of the engine casing will provide noseweight when you fly it,



Now you're ready to set your planes up to fly. First you need to choose a motor. Make your first flight with an A8-3 model rocket motor. Later, you can move up to a B4-2 or C6-3 motor to see just how high you can go. You really need to mount the motor correctly to make this setup work. Follow the instructions that come with the motors put the ignitor into the motor. Slip the motor in the tube of the model without the cone, so that about a half inch sticks out the back of the tube. This will leave a little bit more sticking out the front. The other plane will eventually mount on that front part of the motor. Put tape tightly on the outside to the tube and motor to hold it in place. If the ignitor wires are sticking up, bend them over so that they point backward parallel to the fuselage.. Now grab the other plane and slip its tube on to the front of the motor, and you're ready to head to the pad.



Slip the launch lug down over the launch rod and carefully reach in between the wings to clip the ignition leads on. If you want, you can take the front plane off for a moment to make it easier to use your hands in there. You also might want to tape the ignition wires to the launch rod to make sure they don't catch on the tails of the planes as they're heading up. Now you're ready to make your countdown and send your pair of planes up for a spectacular little flight. Be proud of the great job you did building and flying your own pair of aircraft!

Robert Edmonds, Jr.

