FREAKY FLYER

- FLIES TO 700 FT. (213 M)!
- NO PAINTING
 REQUIRED!
 - STREAMER REGOVERY!

Length: 5.38 in. (13.7 cm)

Diameter: 0,75 in. (19.1 mm) Weight: 0.67 oz.

(18.9 g) Recovery:

Recovery: Breamer

Recommended Engines:

1/4A3-3T 1/2A3-4T, A3-4T, (First Flight) A10-3T

ESTES INDUSTRIES 1285 H Street Penrose, CO 81240 Made in China

MON COMPRE

47776 01203 I



www.estesrockets.com

Estes Industries 1295 H Street Penrose, CO 81240 Printed in China

MY FLYE

FLYING MODEL ROCKET KIT

KEEP FOR FUTURE REFERENCE

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

Locate the parts shown below and lay them out on the table in front of you. DO NOT USE THIS DRAWING TO ASSEMBLE YOUR ROCKET.





(60067)

(60068)

Nose Cone Insert (1) Body Half A (1) (60069)



Body Half B (1) Launch Lug (1) (60071)













Engine Mount Tube (1) $(31\bar{1}74)$

Retainer Ring (1) (30167)

Engine Hook (1) $(35\tilde{0}23)$

Streamer (1) (60034)

Decal Sheet (1) (60072)

SUPPLIES In addition to the parts included in the kit you will also need:





CARPENTER'S



MODELING



PENCIL



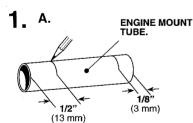
FINE SAND PAPER (#400-600 GRIT)



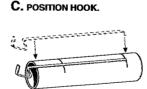
RULER

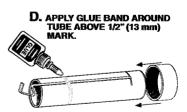


MASKING



B. 1/8 (3 mm) CUT 1/8" (3 mm) SLIT AT 1/8" (3 mm) MARK.





E. SLIDE RETAINER RING ONTO GLUE BAND DOWN TO MARK.

A. DROP CLAY INTO NOSE CONE.

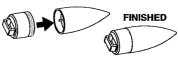


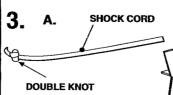




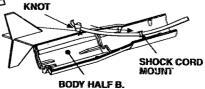


D. INSERT



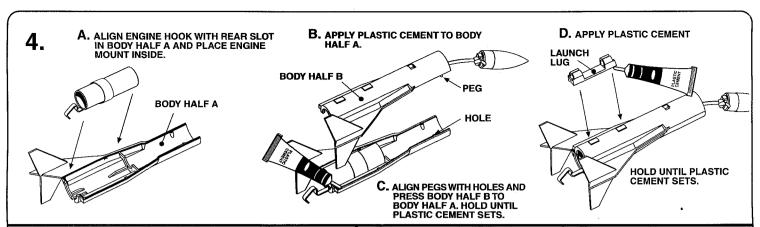


B. PASS SHOCK CORD THROUGH SHOCK CORD MOUNT UNTIL KNOT IS AGAINST SHOCK CORD MOUNT.

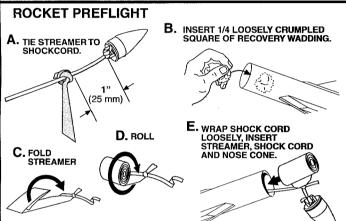


TIE SHOCK CORD TO NOSE CONE.





FINISH YOUR ROCKET USE PACKAGE PANEL FOR DECAL PLACEMENT



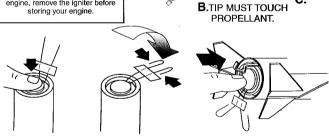
ENGINE PREP

WARNING: FLAMMABLE Before proceeding read instructions & NAR Safety Code included with engines

PREPARE YOUR ENGINE ONLY WHEN YOU ARE OUTSIDE AT THE LAUNCH SITE PREPARING TO LAUNCHI

If you do not use your prepared engine, remove the igniter before storing your engine.

D.



COUNTDOWN AND LAUNCH

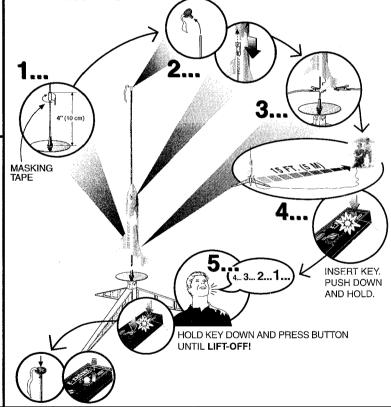


KEY ALWAYS OUT UNTIL FINAL COUNTDOWN!

LAUNCH SUPPLIES

(Sold Separately)

- Estes® Porta Pad® II Launch Pad and Electron Beam® Controller
- Recovery Wadding
- Igniters (with Engines)
- Igniter Plugs (with Engines)
- Estes® Engines: 1/4A3-3T, 1/2A3-4T, A3-4T (First Flight) A10-3T



ECAUTIONS

NAR Safety Code

E.



F. INSERT ENGINE.















NO DRY GRASS OR WEEDS

FLYING YOUR ROCKET

Choose a large field (250 ft. [76 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.

MISFIRES

TAKE THE KEY OUT OF THE CONTROLLER WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET! Take the plug and igniter out of the engine. If the igniter has burned, it worked but did not ignite the engine because it was not touching the propellant inside the engine. Put a new igniter all the way inside the engine without bending it. Push the plug in place. Repeat the steps under Countdown and Launch.



FREAKY FLYER"

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