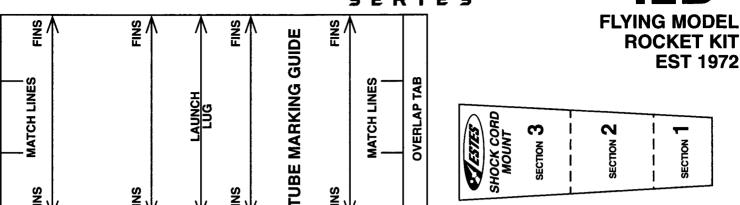




ESTES INDUSTRIES 1295 H STREET PENROSE, CO 81240 USA

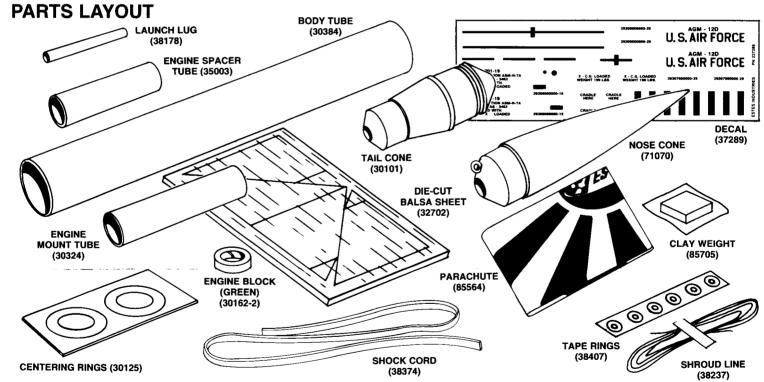


BULLPUP



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

- A. Read each step first and visualize the procedure thoroughly in your mind before starting construction.
- B. Lay the parts out on the table in front of you. (Check inside tubes for any small parts.)
- C. Use the parts layout to match all parts contained in kit.
- D. Collect all construction supplies that are not included in this kit.
- E. Sand parts as necessary for proper fit.
- F. The construction supplies required for each step are listed at the beginning of each step.
- G. Check off each step as you complete it.



EXTREMELY IMPORTANT: THE PARTS LAYOUT IS FOR REFERENCE ONLY!

The parts layout is only intended to assist you in locating the parts included in this kit.

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.





HOBBY SPRAY PAINT (Gloss White)





SPRAY PAINT (Optional)





SPRAY PAIN1 (Primer) (Optional)



MASKING

TAPE



SANDING

SEALER



PAINT

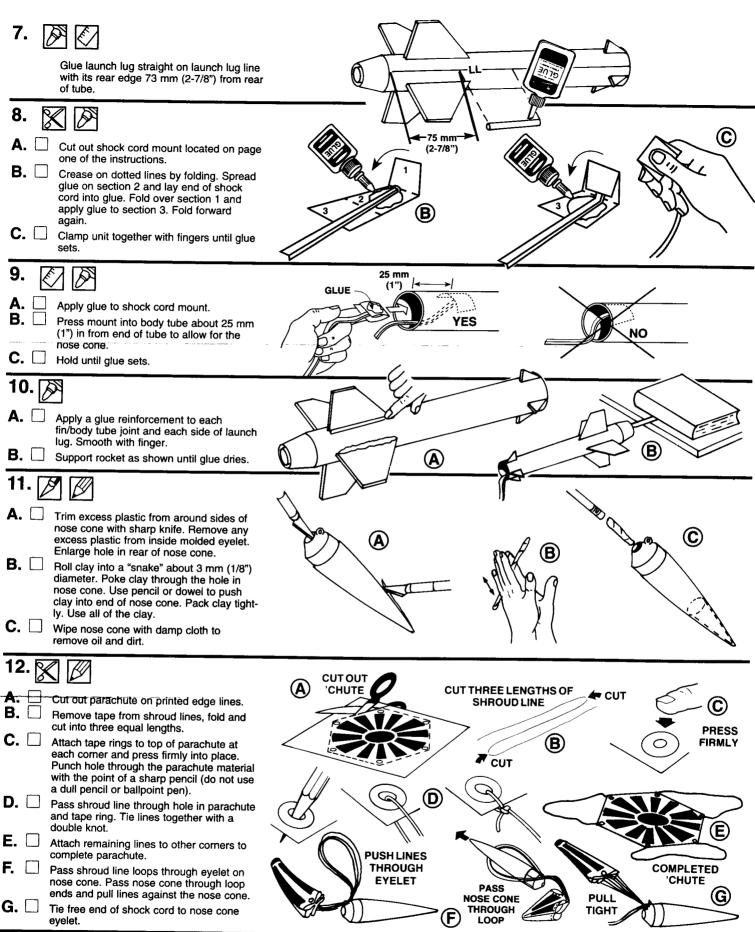


PLASTIC



ROCKET BUILDER'S MARKING GUIDE -**EST 2227** (Optional)

ROCKET ASSEMBLY ENGINE MOUNT **FRONT** REAR GLUE Remove centering rings from die-cut TUBE sheet. Slide one centering ring onto engine **FRONT GLUE** mount tube 3 mm (1/8") from end of tube. Apply glue to both sides of ring/tube joint. В. 🗆 Slide remaining ring onto rear of tube 51 mm (2") from other end of tube. Apply glue to both sides of ring/tube joint. (2") REAR Mark yellow spacer tube 6 mm (1/4") from one end. Smear glue 51 mm (2") inside REAR engine mount tube. **D**. \Box Insert green engine block into rear of tube. Insert spacer tube and push engine block into tube until 6 mm (1/4") mark is even with end of tube. NOTE: The yellow spacer tube is a tool and must be removed as GREEN (D soon as you match the mark with the end **ENGINE** of the engine mount tube. Don't accidental-YELLOW SPACER TUBE **BLOCK** ly glue the tool in the mount tube. 2. CUT CUT Locate the plastic tail cone. Cut the excess plastic parts off as indicated in diagram and discard. DISCARD **C**. \Box Sand front and rear of tail cone flat and **DISCARD** remove any excess plastic with modeling TAIL CONE-> knife. 3. **BOTTOM FINS** Fine sand balsa die-cut sheet. Carefully remove fins by freeing edges with sharp **TOP FINS** В. Stack fins together. Sand all edges smooth. 4. Using a piece of scrap balsa, smear glue inside body tube 51 mm (2") from one end. Α. (C В. ⊔ Slide engine mount into body tube. Using the tail cone, push engine mount and tail cone into the tube until tail cone is flush with end of tube. 51 mm Remove tail cone. Apply plastic cement to tail cone as shown and push tail cone back (2")into place. (optional) Cut out tube marking guide from front of instructions. В. 🗌 Wrap guide around the tube and tape. Mark tube at arrows. Remove guide. **(B)** C) Optional: You can also use the Rocket Builder's Marking Guide™ (EST 2227), using the BT-55 and four-fin guides. LEADING EDGE Draw straight lines connecting each pair of TOP marks. Extend all lines the full length of tube GLUING **EDGE (C**) Compare fins to patterns to find front (leading) and gluing (root) edges. **B**. \square Position and glue fins on alignment lines as shown, one at a time. Bottom fins 18 mm should be positioned 18 mm (3/4") from (3/4") end of body tube. Let each dry several minutes before applying the next one. Adjust fins to project straight out from tube. Do not set rocket on fins while glue is wet. **B** FINS MUST BE ATTACHED CORRECTLY FOR STABLE FLIGHT! Page 2

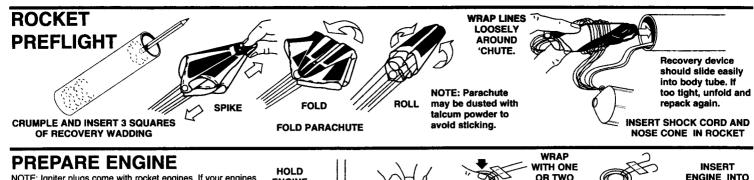


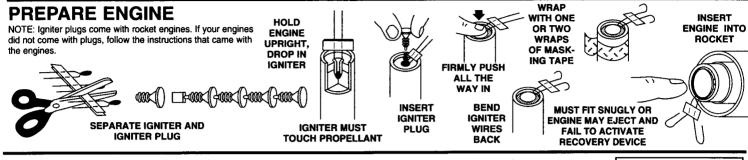
FINISHING YOUR ROCKET

Apply sanding sealer to fins. When sealer is dry, lightly sand parts. Repeat sanding and sealing until balsa grain lines are filled. Optional: Spray a light coat of automotive primer over entire rocket. Lightly sand (600 grit) when primer is dry. This allows the paint to adhere better and gives a smoother finish.

Spray paint the entire rocket gloss white. Follow instructions on spray can for best results. Allow paint to dry overnight before applying decals. Refer to photo on front of instructions and photo on panel for decal placement. To apply decals, cut out each decal, dip in lukewarm water for 20 seconds, and hold until it uncurls. Slip decal off backing sheets and onto model. Blot away excess water. For a more realistic appearance and to protect decals, spray a flat clear coat on the rocket.

Page 3





LAUNCH SUPPLIES

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: A8-3 (First Flight), B4-4, B6-4, B8-5, C6-5

To become familiar with your rocket's flight pattern, use an A8-3 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 76 meters (250 feet) square. The larger the launch area, the better your chance of recovering your rocket. Football fields and 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.

Don't leave parachute packed more than a minute or so before launch during cold weather (colder than 4° Celsius [40° Fahrenheit]).

Parachute may be dusted with talcum powder to avoid sticking.

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

A. After attaching micro-clips, etc., insert 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.

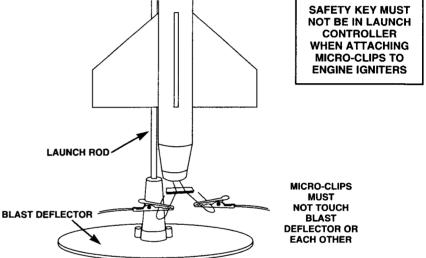
B. Hold the yellow (left) arm button down. The L.E.D. will stop flashing and the audio indicator will produce a steady tone.

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.

FOR YOUR SAFETY AND ENJOYMENT

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

*National Association of Rocketry



COUNTDOWN AND LAUNCH

- before launch during cold weather (colder than 4° Celsius (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. Make sure micro-clips are clean for a good electrical contact.
 - 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 five meters 15 feet).
 - (6) INSERT SAFETY KEY to arm the launch controller.

Give the 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.

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.





