









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.

F. INSERT ENGINE.

FLYING YOUR ROCKET

Choose a large field (500 ft. [153 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

Always follow the National Association of Rocketry (NAR) SAFETY CODE.

TAKE THE KEY OUT OF THE CONTROLLER. WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET! Disconnect the igniter clips and remove the engine. 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



Penrose, CO 81240-0227

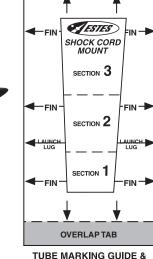
Printed In China

FLYING MODEL ROCKET KIT INSTRUCTIONS

Hi-Flier

KEEP FOR FUTURE REFERENCE

ASSEMBLY TIP



TUBE MARKING GUIDE & SHOCK CORD MOUNT

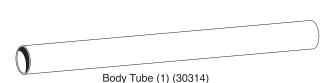
Read all instructions before beginning work on your model. Make sure you have all parts and supplies.

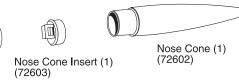
TEST-FIT ALL PARTS TOGETHER BEFORE APPLYING ANY GLUE. If any parts don't fit properly, sand as required for precision assembly.

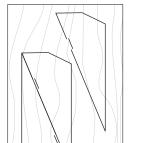
PARTS

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.











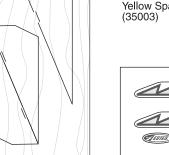


Green Engine Block (1)



2178









Shock Cord 1/8" x 12" (1)



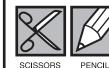
Streamer (1) (38275)

SUPPLIES

Laser-cut Balsa Sheet (1)

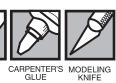
In addition to the parts included in the kit you will also need:

Decal Sheet (1) (60376)





RULER







PLASTIC



PRIMER



SPRAY PAINT



SPRAY



(#400-600 Grit)

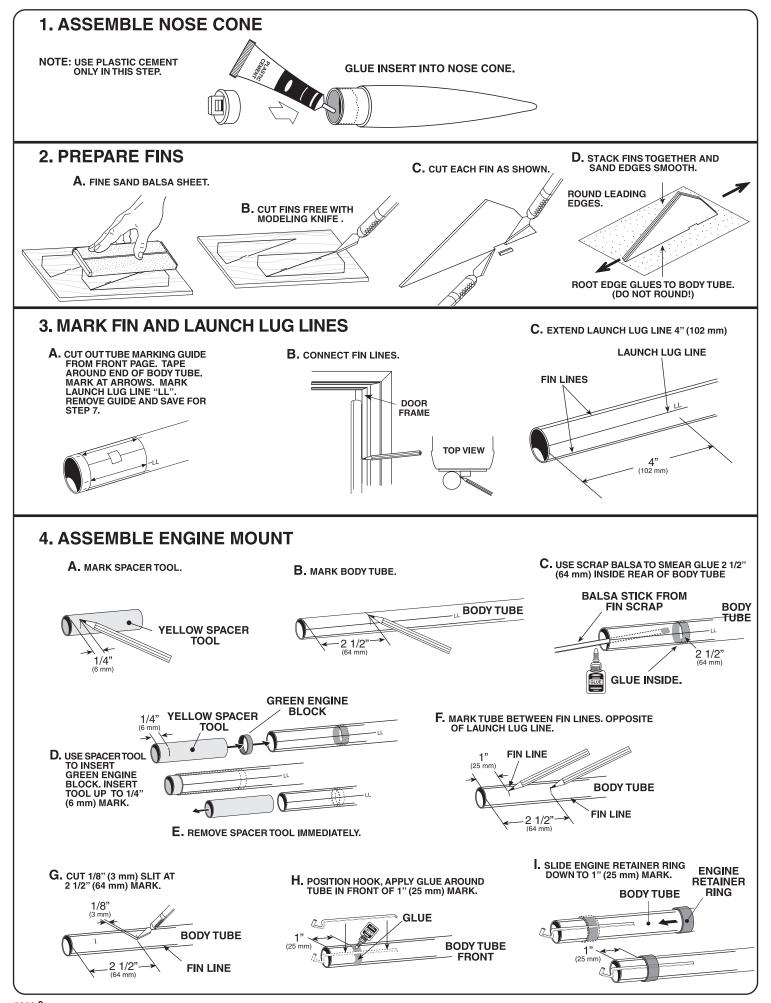
MASKING

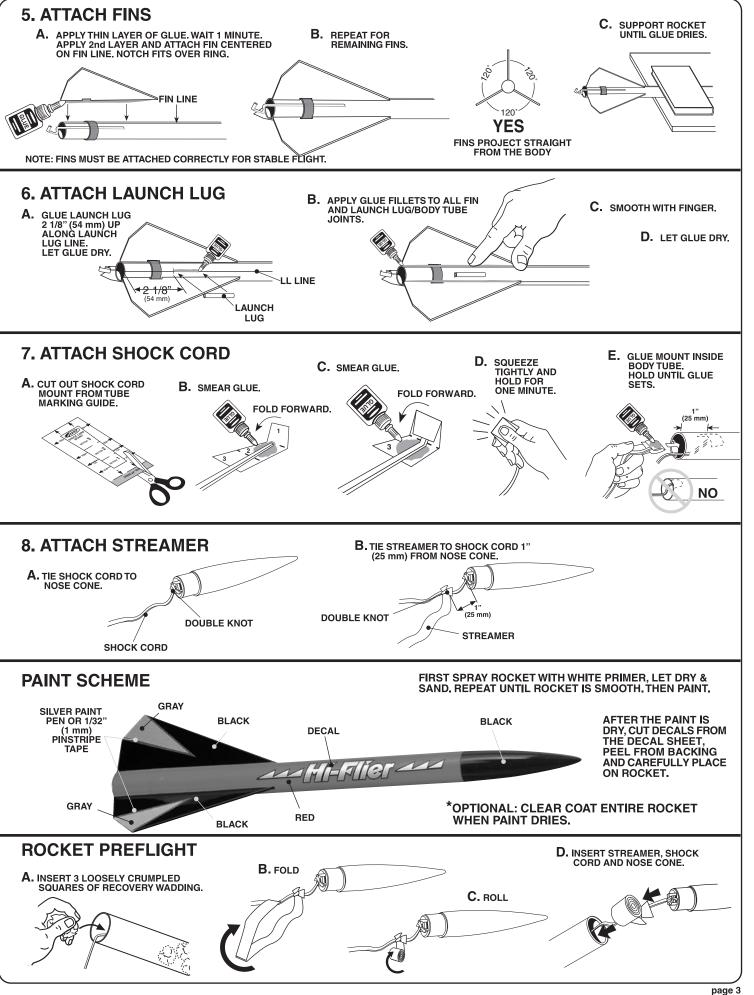




SILVER







age 2