

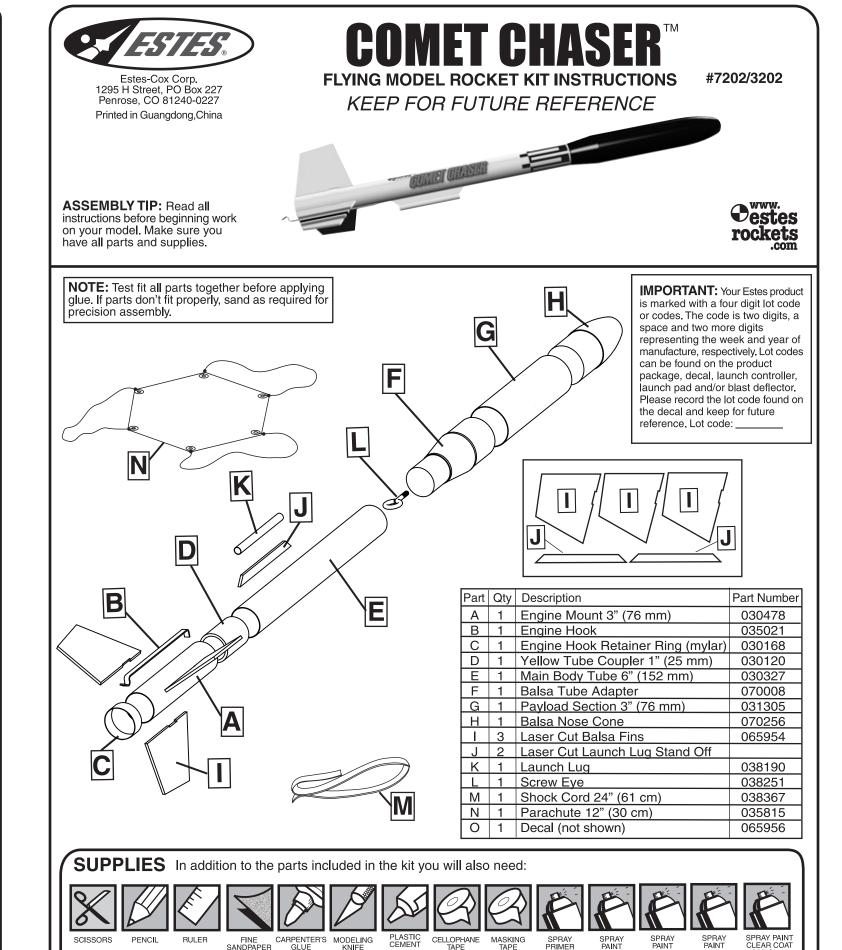
For safety, never launch a damaged rocket. Check the rocket's body, nose cone and fins. Also, check the engine mount, recovery system and launch lug. Repair any damage before launching the rocket.

**FLYING YOUR ROCKET**Choose a large field (500 ft. [152 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

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

## NO DRY GRASS MISFIRES

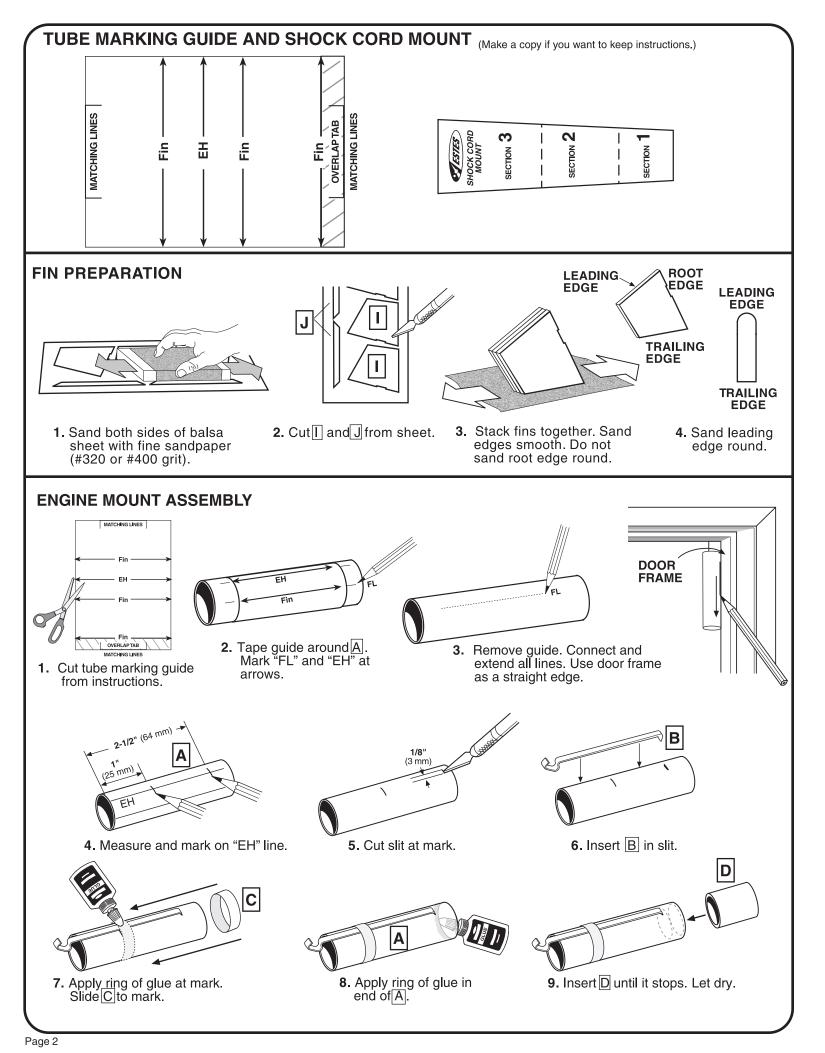
TAKE THE KEY OUT OF THE CONTROLLER. WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET! Disconnect the igniter clips and remove the engine. Take the plug and igniter out of the engine. If the igniter has burned, it worked but did not ignite the engine because it was not touching the propellant inside the engine.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

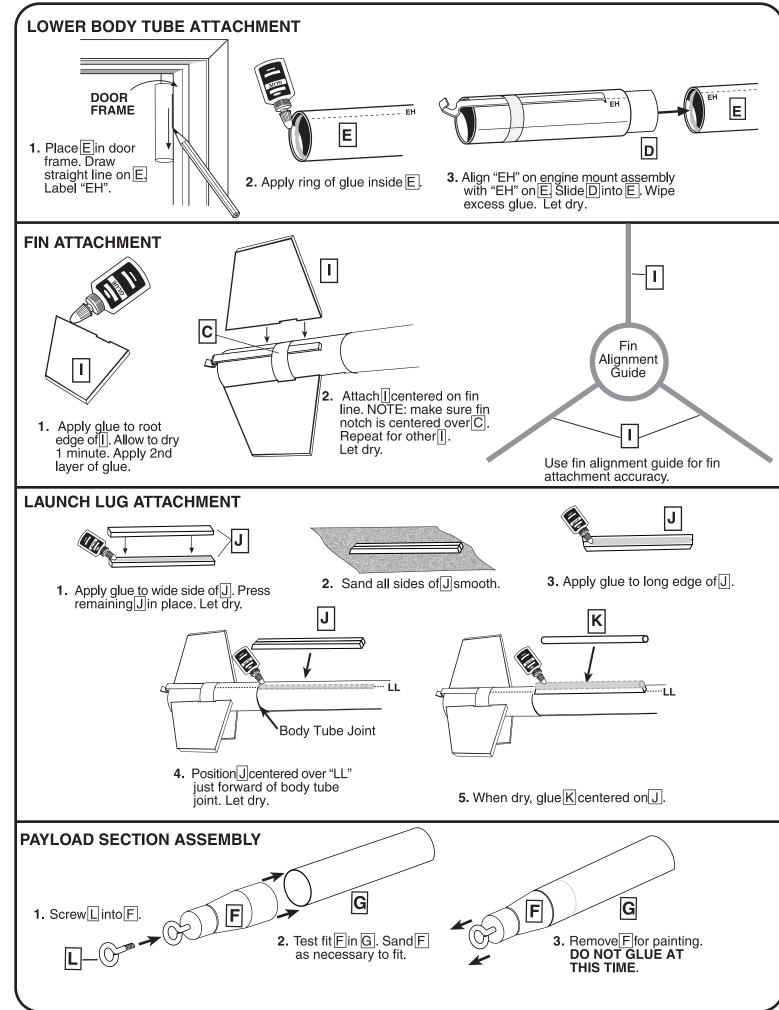


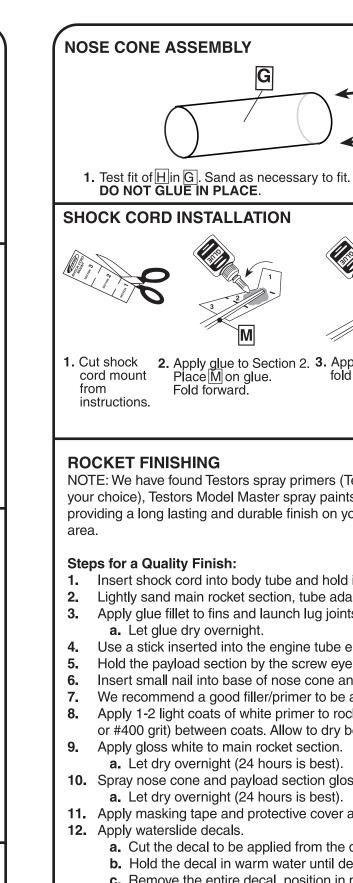
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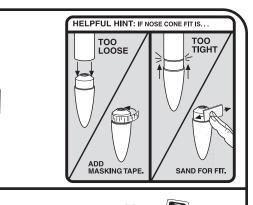
can be recycled.

NAR Safety Code

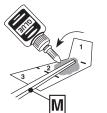








# **SHOCK CORD INSTALLATION**







Squeeze tight!

2. Remove H for painting.

5. Apply glue to shock cord mount and insert in body tube. Hold until glue sets. Let dry.

### **ROCKET FINISHING**

NOTE: We have found Testors spray primers (Testors #2948 White Primer), Testors One Coat Lacquer spray paints (color of your choice), Testors Model Master spray paints (color of your choice) and Testors Gloss Lacquer (#1961) to be excellent for providing a long lasting and durable finish on your rocket. Always be sure to spray your models outside or in a well ventilated

#### Steps for a Quality Finish:

- 1. Insert shock cord into body tube and hold in place with paper.
- 2. Lightly sand main rocket section, tube adapter and nose cone with fine sandpaper (#320 or #400 grit).
- **3.** Apply glue fillet to fins and launch lug joints.
  - a. Let glue dry overnight.
- 4. Use a stick inserted into the engine tube end of the rocket for painting.
- **5.** Hold the payload section by the screw eye with a clip or pliers for painting.
- **6.** Insert small nail into base of nose cone and hold with clip or pliers for painting.
- 7. We recommend a good filler/primer to be applied to the balsa fins, tube adapter and nose cone before painting.
- 8. Apply 1-2 light coats of white primer to rocket body and nose cone. Lightly sand with fine sandpaper (#320 or #400 grit) between coats. Allow to dry between each coat.
- **9.** Apply gloss white to main rocket section.
  - a. Let dry overnight (24 hours is best)
- **10.** Spray nose cone and payload section gloss black.
- a. Let dry overnight (24 hours is best).
- 11. Apply masking tape and protective cover at base of single fin, covering white paint. Spray fin gloss red.
- **12.** Apply waterslide decals.
  - a. Cut the decal to be applied from the decal sheet, trimming close to the decal edge.
  - **b.** Hold the decal in warm water until decal begins to curl.
  - c. Remove the entire decal, position in place and slide the decal from the backing material and onto the model as close to final position as possible.
  - **d.** Gently blot out excess water with a clean paper towel.
  - e. Let decals set overnight before applying protective clear coat.
- 13. When decals are dry, spray entire rocket (main body, payload section and nose cone separately) with a light coat of Testors Gloss Lacquer (#1961). This will provide added protection and shine to your Comet Chaser™ rocket!
- 14. Apply cement to inside of (G).
- **15.** Attach nose cone to (G) with small piece of cellophane tape.

