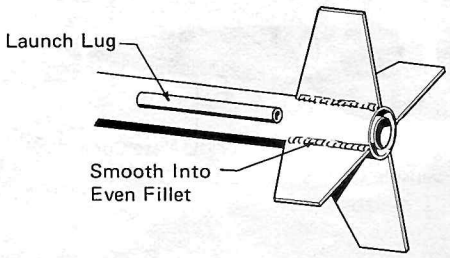
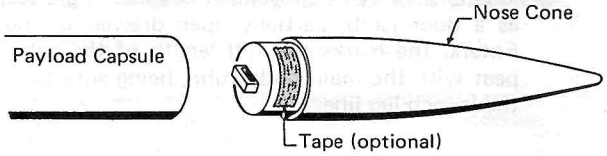
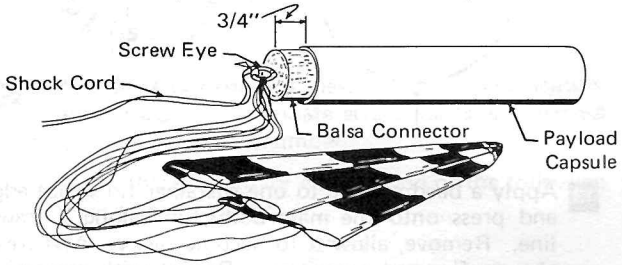
15 After the glue has completely dried on both assemblies, run a bead of glue along both sides of all fin-to-body tube joints. Using your finger, smooth the glue into even fillets. Glue the launch lug onto the 2nd stage body along the drawn line in the position shown. Allow the assemblies to dry upright, avoiding glue sags.



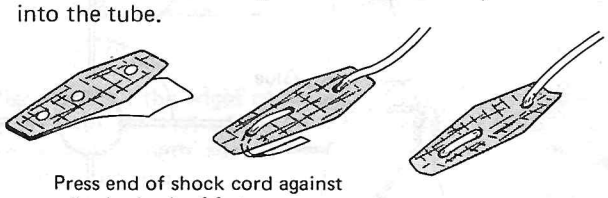
16 Insert the nose cone into the top of the payload body. The nose cone should fit snugly into the tube. If the fit is loose, apply a short piece of tape on the base of the nose cone.



17 Apply a bead of glue inside the bottom end of the 5 inch payload capsule. Glue the balsa connector into the base of the capsule, insert screw eye, remove, squirt glue into the hole and rethread the screw eye. Tie one end of the shock cord to screw eye. Tie the assembled parachute onto the screw eye.

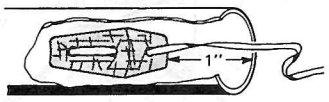


18 Peel the backing from the shock cord fastener. Thread the other end of the elastic shock cord through the fastener as shown. Take care not to touch the adhesive backing any more than absolutely necessary. Slightly crease the fastener lengthwise to allow easy insertion into the tube.



Press end of shock cord against adhesive back of fastener

19 Insert the fastener 1" past the top of the body tube. Press firmly against the inside wall of the tube with eraser end of a pencil. NOTE: All edges of the fastener must be firmly contacted to the tube to insure a permanent bond, and allow room for the parachute to slip past.



20 Fold the chute and insert chute and shock cord into the main body tube. Set the payload compartment in place and you're ready to seal the wood surfaces.

21 Paint the fins with balsa fillercoat or sanding sealer and allow to dry. Sand lightly with fine sandpaper. Paint and sand again, repeating the process until all grain line is filled.



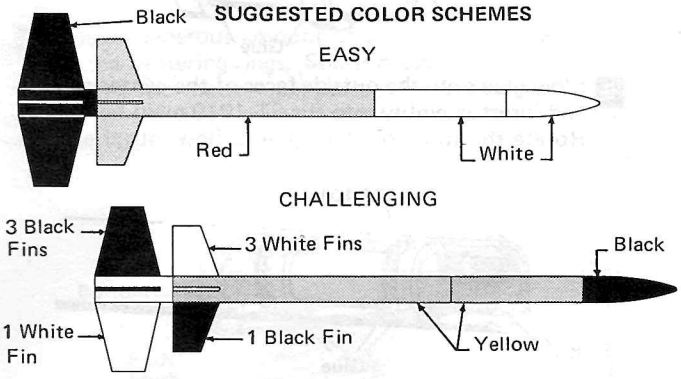
NOTE: Be careful not to sand body tubes as this may make them rough!

22 When painting plastic parts, never use dope or laquer!

Spray painting your finished model with fast-drying enamel will produce the best results . . . IF IT IS DONE PROPERLY!!

For best results, spray first with enamel primer. Most important is the number of coats of paint. DO NOT try to paint your model with one heavy coat! Instead, give it a couple of quick, light coats first, THEN a finish coat. Let each dry before applying the next.

Paint your model with bright colors that will be visible at high altitudes. The booster, sustainer, and payload capsule may be painted separately, but mask off the exposed coupler in the booster.



23 When paint is dry, apply decal according to these instructions:

1. Clean surface free of oil or grease.
2. Dip decal in water approx. 10 sec.
3. Have surface very wet for easy sliding into position.
4. Slide decal from paper to proper location.
5. With squeege or rag remove all air bubbles.
6. Wash decal to remove excess adhesive.

ENGINES:

24 Igniters and complete engine installation instructions are included in "Engine Operating Instructions" which accompany all Centuri engines.

The Arcon Hi can be launched with any of the following engine combinations:

BOOSTER (1st Stage)	SUSTAINER (2nd Stage)	OPTIMUM ALTITUDE FEET	PURPOSE
1/2A6-0 A8-0	1/2A6-4 A8-5	400 600	Use these combinations for first test flights and medium sized launch areas.
B6-0	B4-6	1200	Medium to High Altitudes - for general flying and large launch areas.
B14-0 C6-0	B6-6 C6-7	1700 1900	Extremely High Altitudes - and very large launch areas.

If your launch area is limited, do not use the last two engine combinations - they could carry the 2nd stage out of your recovery area.