5 ATTACHING SHOCK CORD & PARACHUTE TO NOSE CONE

Thread the screw eye into the center of the nose cone base (Fig. 19). Unthread the eye, fill the hole with glue, and rethread into the hole.

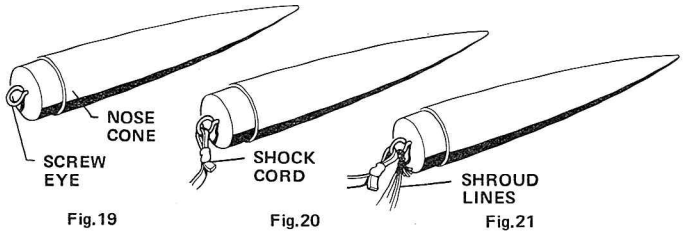


Fig.19 Fig.20 Fig.21

Turn the rocket upside down and shake the end of the shock cord out the top of the body tube. Tie shock cord to screw eye in a tight triple knot. (Fig. 20). Assemble parachute as shown on plastic sheet and tie shroud lines to screw eye (Fig. 21). Fold chute temporarily, insert into body tube and push nose cone into place. You're now ready to paint.

6 PAINTING YOUR ASTRO-1

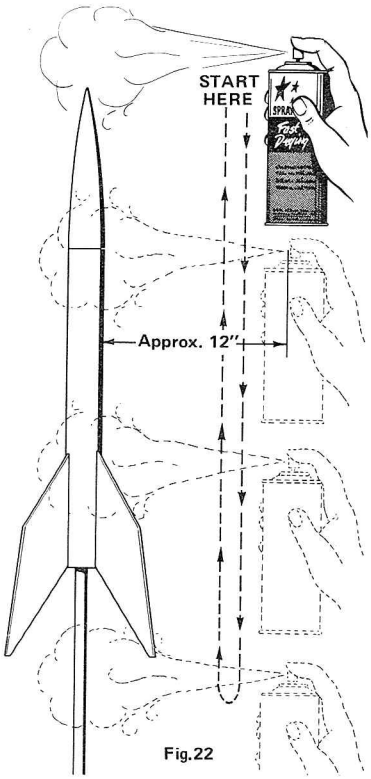


Fig.22

COLOR

Model rockets are easiest to see at high altitudes if they are painted in bright colors. Black is also often used since it presents a dark silhouette against the sky. Fluorescent paints are highly visible and add an interesting touch to most models.

FINISH

Spray painting your finished model with a fast-drying enamel will produce the best results . . . IF IT IS DONE PROPERLY!!! 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 and THEN a finish coat. Let each coat dry before applying the next . . . gently sanding the nose cone and fins between coats with very fine sandpaper (400 to 600 grit). DO NOT SAND THE TUBE!!

HOW TO PAINT WITH A SPRAY CAN

Stand the rocket in a vertical position on a rod or dowel inserted into the engine tube (Fig. 22). Wipe the rocket free of dust and dirt. Start spraying at one end of the rocket (NOT in the middle!), moving the can up and down with quick, even strokes, passing beyond each end so that when the direction of motion is changed, the spray doesn't get too heavy on one spot and cause a run. Hold the can vertical and about 12" away from the model, rotating the rocket slightly after each pass. Be sure to shake the can vigorously before starting to spray.

The finish coat should be applied a little heavier (slower strokes) and have a "wet" look when you're finished painting. Fluorescent paints are not glossy when dry, but can be made to "shine" by rubbing gently with a fine grade of steel wool and spraying with a "clear" coating. If your paint pattern includes a separate color on the nose cone or fins, masking of selected parts will be necessary.

7 DECALS

Decals are the easiest and fastest way to "dress up" your model rocket. The decal included with this kit is just one of the many variations that are available from CENTURI (see catalog).

APPLYING A DECAL

Dip the decal into water for a few seconds. Slide the decal from the backing paper onto the model rocket in its approximate position. Slide it into its proper position, then rub gently with a wet fingertip to remove any air bubbles.

8 LAUNCHING THE ASTRO-1

The ASTRO-1 should be launched with one of the following engines:

CENTURI ENGINE NO.	APPROX. EXPECTED ALTITUDE	LAUNCH AREA SHOULD BE AT LEAST
½A6-2	50 to 75 ft.	100' x 100'
A8-3	180 to 220 ft.	100' x 100'
B4-4	600 to 800 ft.	200' x 200'
B6-4	600 to 800 ft.	200' x 200'
B14-5	600 to 700 ft.	175' x 175'
C6-5	1300 to 1500 ft.	375' x 375'

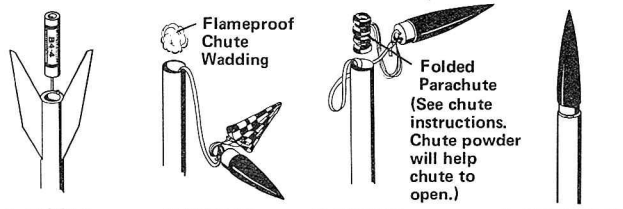
The approximate altitudes shown can vary depending on the finish of the rocket (smoothness) and its weight (heavily painted vs. lightly painted). When a limited amount of launching area is being used, lower altitude flights are recommended. As a rule of thumb, a launching area should have its shortest side no less than one-fourth (¼) the expected maximum altitude of the rocket you're flying. EXAMPLE – If your rocket is going to fly 800 feet high, the shortest side of the launching area should be at least 200 feet long. However in no event should a rocket be launched in an area less than 100 ft. x 100 ft.

The launching field should be in a cleared area away from buildings, power lines, busy highways, tall trees, and dry grass or other dense brush.

Launch the ASTRO-1 from any standard model rocket launcher having a 1/8" dia. x 36" long steel launch rod such as Centuri's LIA-50 or LIA-77 Launcher Assemblies.

SETTING UP TO LAUNCH

(1) Prepare the rocket for flight as follows:



NOTE – Complete igniter installation directions are included in Centuri's Engine Operating Instructions. Also, since the engine lock is designed to hold the engine in the rocket during the entire flight, it is NOT necessary to friction-fit the engine into the rocket body.

(2) Line up the launch lug and slip onto the launch rod. Be sure that the engine is positioned directly over the slanted side of the metal exhaust deflector (Fig. 23).

(3) Hook up the engine igniter wires according to instructions included with the engines. Attach battery and firing panel wires as shown on launcher and firing panel instructions.

(4) Give a short countdown before launching to alert spectators.

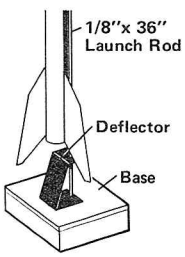


Fig.23

Model rockets are not toys and should be handled with caution and respect.

For more information concerning CENTURI Model Rocketry Products, see your local Hobby Dealer. If he cannot help you, write direct to CENTURI ENGINEERING CO., P. O. Box 1988, Phoenix, Ariz. 85001