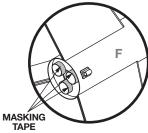


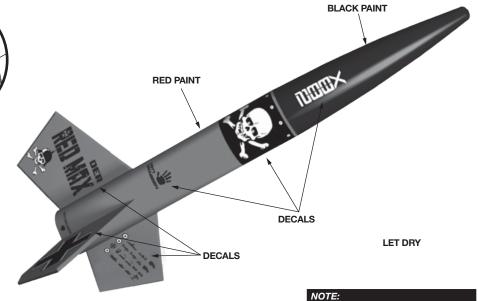
PAINT & DECALS

NOTE: Before starting, mask off engine mount tubes.

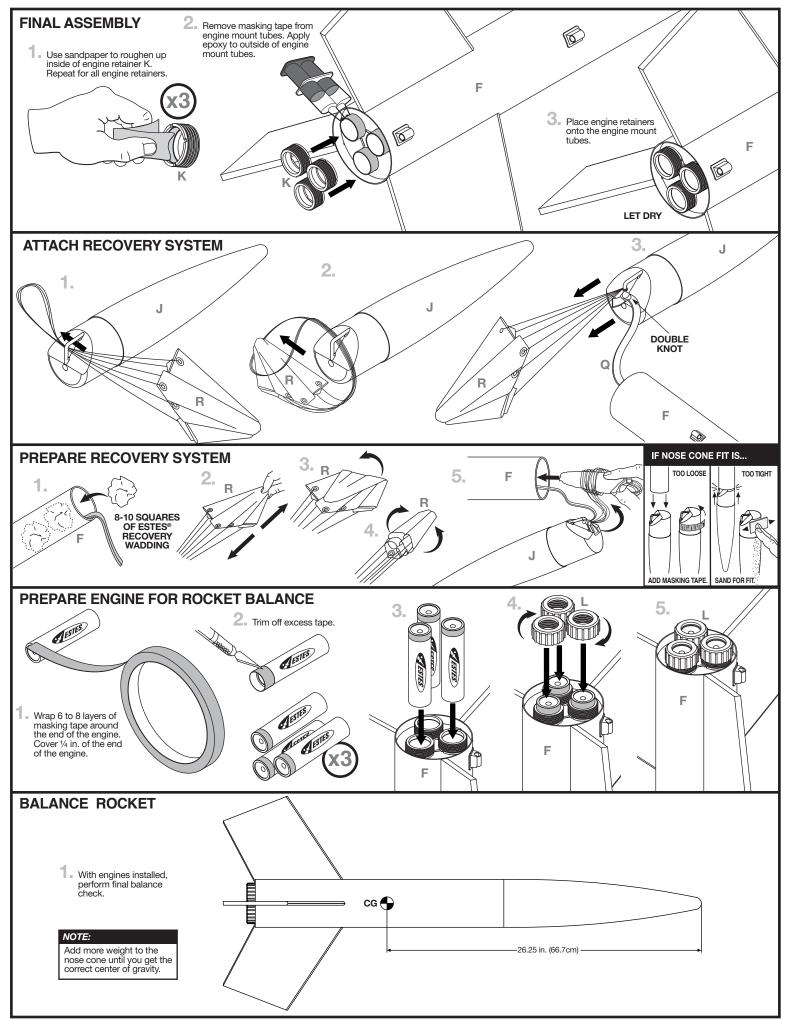
PAINT COLORS Black paint Red paint

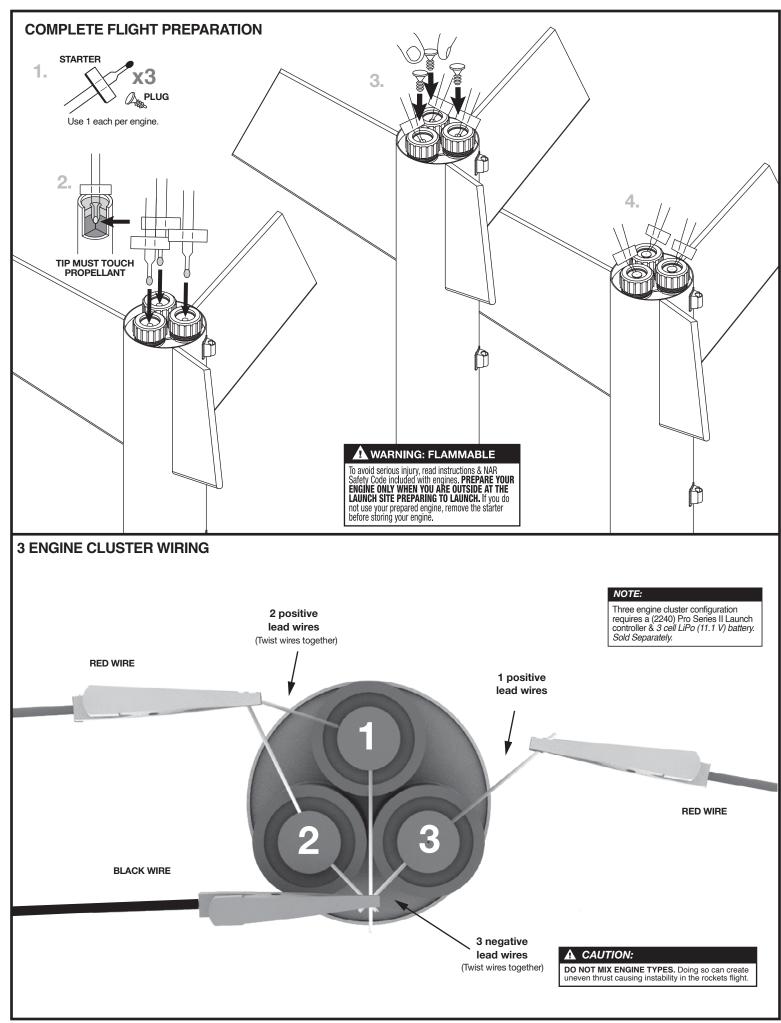


- 1. Spray rocket with white primer, let dry, and sand. Repeat until rocket is smooth.
- 2. Paint rocket body red.
- 3. Paint nose cone black.
- 4. Apply decals only after paint is dry.
- 5. Use a spray bottle full of warm water and add a few drops of dish soap to it, just enough to get some suds.
- The soap\water mixture allows the decal to be moved a little. 6. Spray the surface where the Vinyl decal will be placed.
- 7. Use a plastic card to squeegee the surface of the decal in place. Small bubbles can be popped with a sharp hobby knife, while most small ones will go away by themselves.
- 8. OPTIONAL: Apply protective clear coat.



Please refer to packaging for suggested paint scheme and/or decal placement.







COUNTDOWN AND LAUNCH NOTE: Key always out unti final countdown Fully extend your launch controller wire before launching. Insert key. 12.7 cm) Bulb will light. **MASKING TAPE** 4... 3... 2 Firmly press and HOLD NOTE: the yellow button and Estimated weight: 40 oz. (1,134 g) begin countdown. **ESTES® LAUNCH SUPPLIES NEEDED** (Sold Separately) Pro Series II[™] Launch Base Pro Series II[™] Launch Rail While holding yellow button down FIRMLY, Pro Series II[™] Launch Controller press launch red button until LIFTOFF! with 3 Cell LiPo (11.1v) battery • Recovery Wadding · Starters (with engines) · Plugs (with engines) This kit has the capability to be fitted with engine power that may exceed Class 1—Model Rocket as defined by 14 CFR Part 101 Subpart C. The user is responsible for

This kit has the capability to be fitted with engine power that may exceed Class 1—Model Rocket as defined by 14 CFR Part 101 Subpart C. The user is responsible for considering the engines used for launch. If combined engine propellant or total impulse is in excess of Class 1 limits then the user is responsible to adhere to regulations applicable to High Power.

• Required Estes® Engines: E16-4 (Qty. 3) E16-6 (Qty. 3)

PRECAUTIONS



NAR SAFETY CODE















NO DRY GRASS OR WEEDS

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.

FLYING YOUR ROCKET Choose a large field (1000 ft. [305 m] square) free of dry weeds and brown grass. The larger the launch area, the better your chance of recovering your rocket. Launch only with little or no wind and good visibility. Always follow the National Association of Rocketry (NAR) SAFETY CODE (enclosed).

MISFIRES TAKE THE KEY OUT OF THE CONTROLLER. WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET. Disconnect the micro-clips and remove the engine. Take the plug and starter out of the engine. A burned starter means the starter tip was not touching engine propellant. Install a new starter; be sure the tip is touching propellant inside the engine. Push the plug in place. Repeat steps under Countdown and Launch.

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