



EstesRockets.com

PRO SERIES II

9736

PINK FLAMINGO™

AGES
18+



Skill Level

BEGINNER

MODEL ROCKET INSTRUCTIONS

KEEP FOR FUTURE REFERENCE

IMPORTANT: Please record date found on decal and keep for future reference. _____



CAUTION:

May not apply to all kits. For safe handling of plastic cement, epoxy, spray adhesive, CA glue, CA accelerator, paint/finishing materials, see manufacturer's warnings and follow instructions for use. To avoid injury, use extreme caution when using hobby knife, scissors, drills, and any cutting tools.

SUPPLIES



SCISSORS



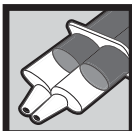
PENCIL



RULER



FINE
SANDPAPER



EPOXY



HOBBY KNIFE



CA GLUE



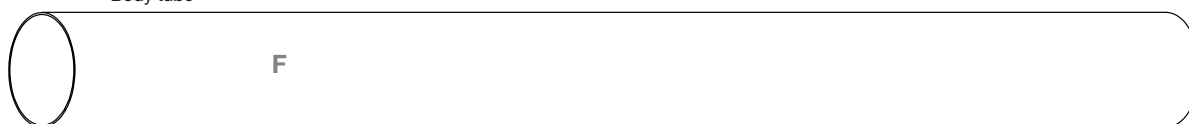
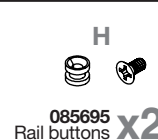
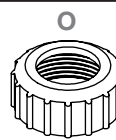
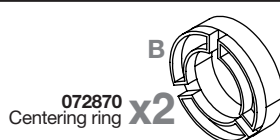
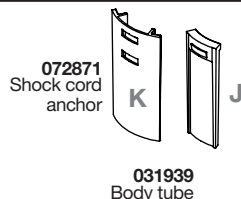
DRILL



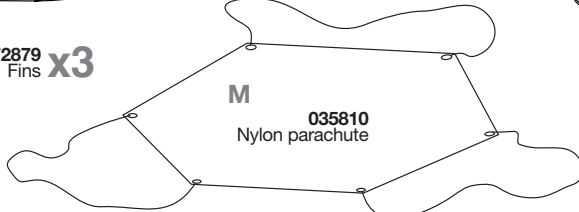
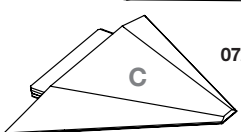
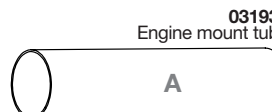
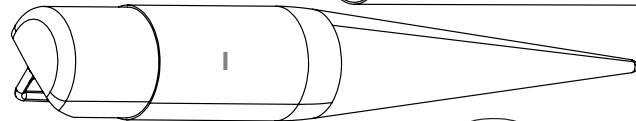
PHILLIPS
SCREWDRIVER



MASKING
TAPE

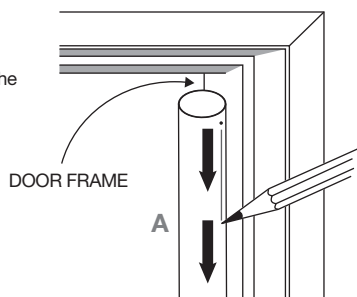


085873 Slotted body tube

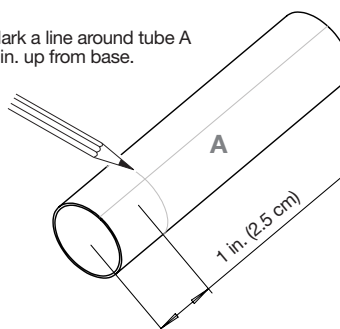


ASSEMBLE ENGINE MOUNT

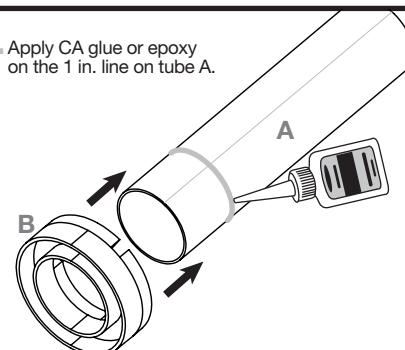
1. Use 2228 Ultimate Tube Marking Guide or a door frame to mark a line on the entire length of engine mount tube A.



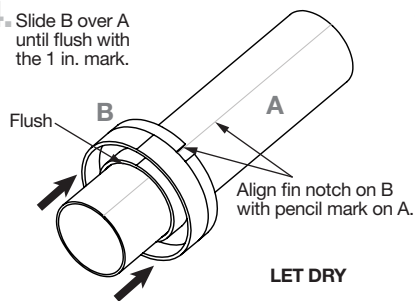
2. Mark a line around tube A 1 in. up from base.



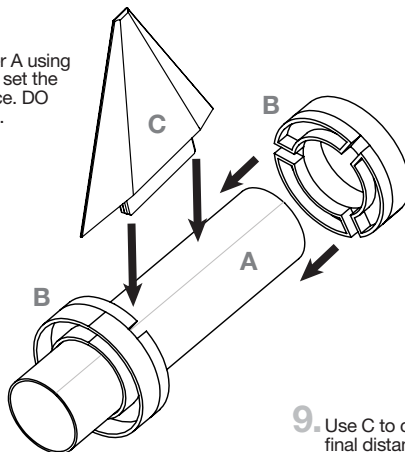
3. Apply CA glue or epoxy on the 1 in. line on tube A.



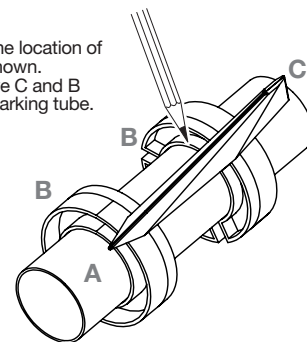
4. Slide B over A until flush with the 1 in. mark.



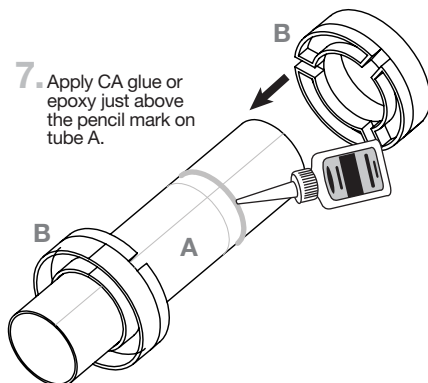
5. Slide B over A using one of C to set the ring distance. DO NOT GLUE.



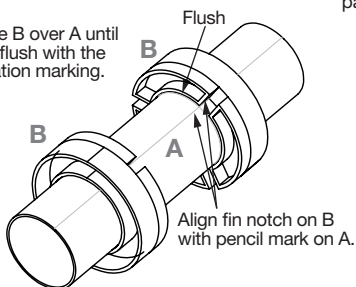
6. Mark the location of B as shown. Remove C and B after marking tube.



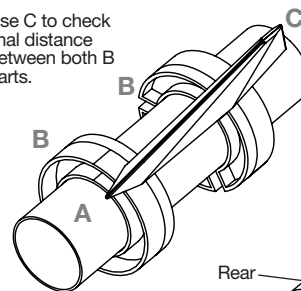
7. Apply CA glue or epoxy just above the pencil mark on tube A.



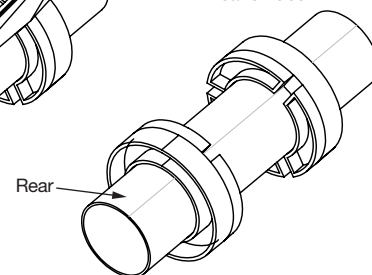
8. Slide B over A until it is flush with the location marking.



9. Use C to check final distance between both B parts.



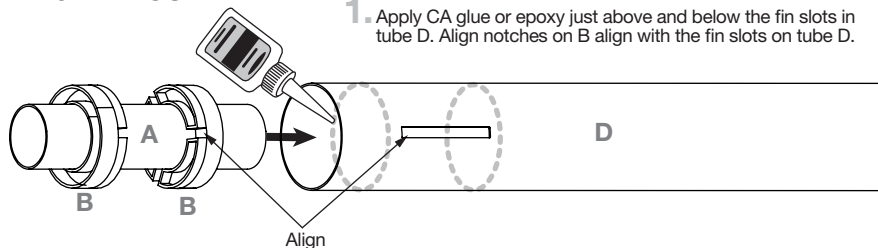
10. Remove fin. Mark rear of tube.



LET DRY

INSTALL ENGINE MOUNT

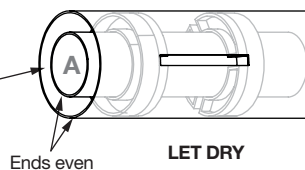
1. Apply CA glue or epoxy just above and below the fin slots in tube D. Align notches on B align with the fin slots on tube D.



2. Insert engine mount assembly into tube D. Make sure notches in B align with fin slots in tube D.

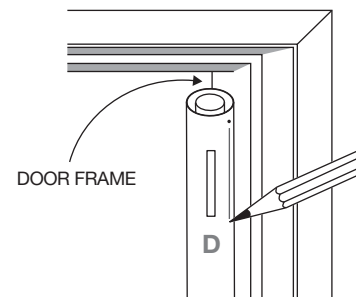
NOTE:

Clean excess glue from inside of tube.



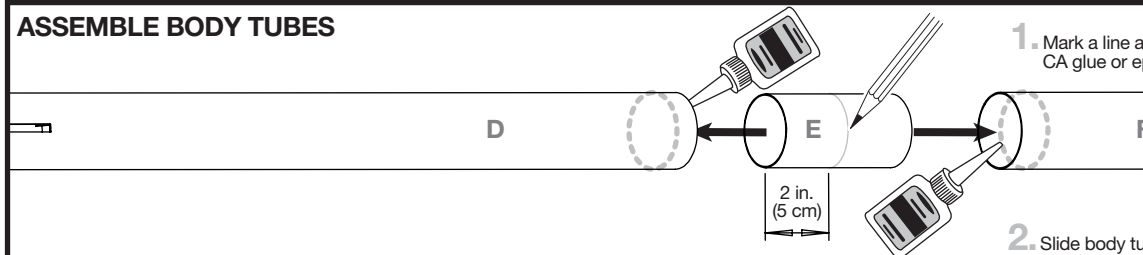
LET DRY

3. Use 2228 Ultimate Tube Marking Guide or a door frame to mark a line on the entire length of tube D an equal distance between fin slots. This is for launch lugs/rail buttons in a later step.

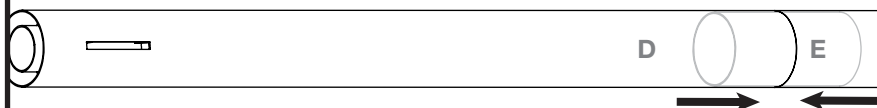


ASSEMBLE BODY TUBES

1. Mark a line around E at 2 in. from the end. Apply CA glue or epoxy to inside ends of tubes D and F.



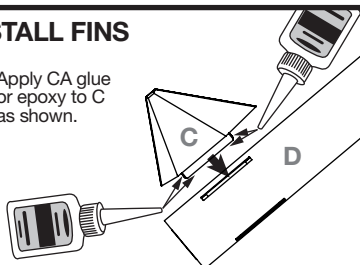
2. Slide body tubes over E until flush.



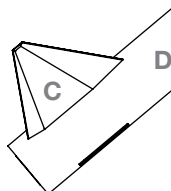
LET DRY

INSTALL FINS

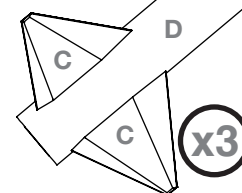
1. Apply CA glue or epoxy to C as shown.



2. Insert fin C until it is flush with the body tube surface.

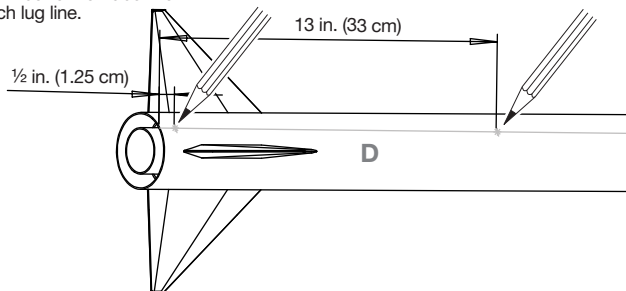


3. Repeat for the rest of the fins.

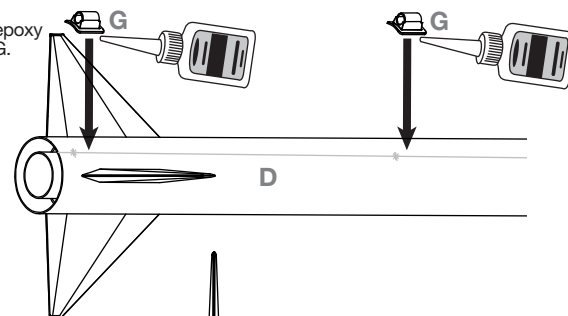


INSTALL LAUNCH LUGS (FOR RAIL BUTTONS SEE NEXT STEP)

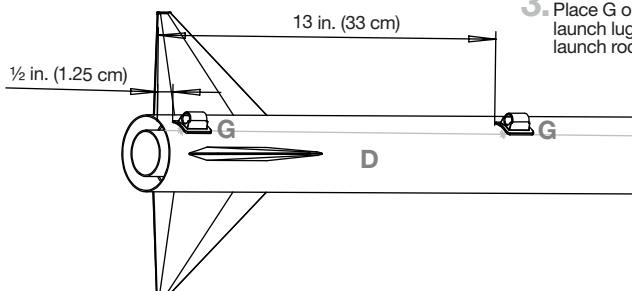
1. Make a pencil mark at ½ in. and 13 in. from bottom of tube D on the launch lug line.



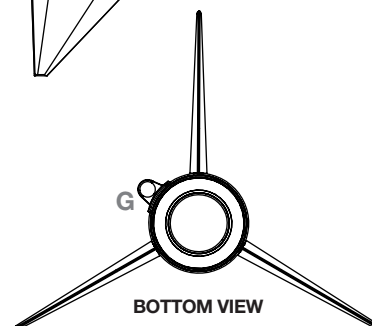
2. Apply CA glue or epoxy to under sides of G.



3. Place G on body tube. Ensure launch lugs are aligned. Use a launch rod to confirm alignment.



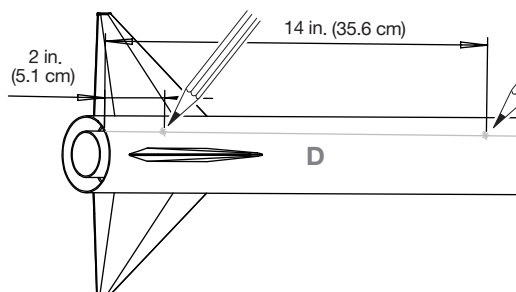
LET DRY



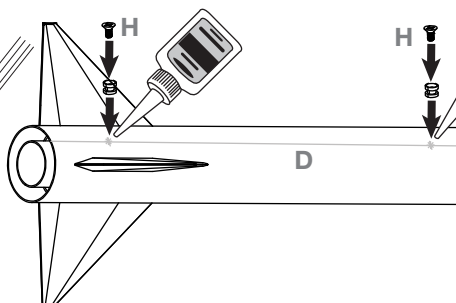
BOTTOM VIEW

INSTALL RAIL BUTTONS

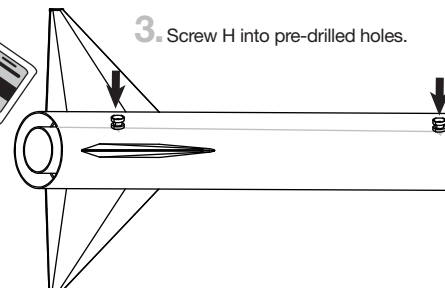
1. Make a pencil mark at 2 in. and 14 in. from bottom of tube D on the launch lug line.



2. With a drill bit or hobby knife, make 1/8 in. holes at the marked locations. Apply a drop of CA glue or epoxy into the holes.

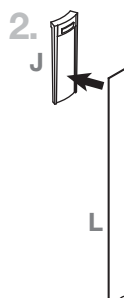
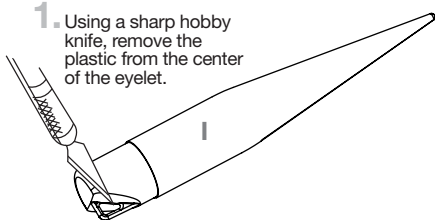


3. Screw H into pre-drilled holes.

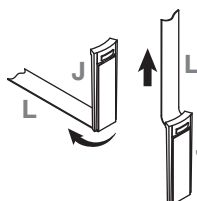


INSTALL RECOVERY SYSTEM

1. Using a sharp hobby knife, remove the plastic from the center of the eyelet.



4. Wrap L around bottom of J, then back up the other side.



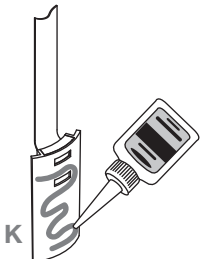
5. Slide J into K until it snaps.



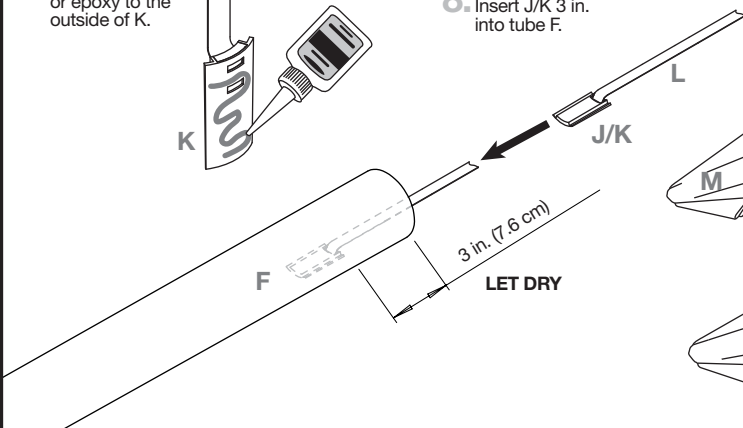
6. Be sure you can see part L through the lower slot. Apply a drop of CA glue or epoxy into lower slot.



7. Apply CA glue or epoxy to the outside of K.

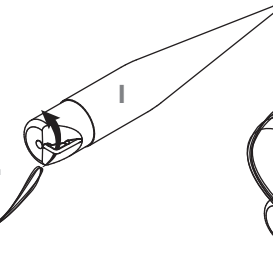


8. Insert J/K 3 in. into tube F.

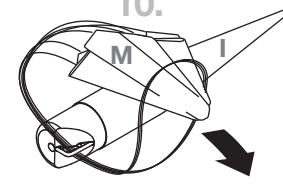


LET DRY

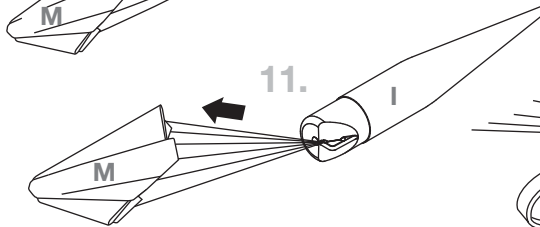
- 9.



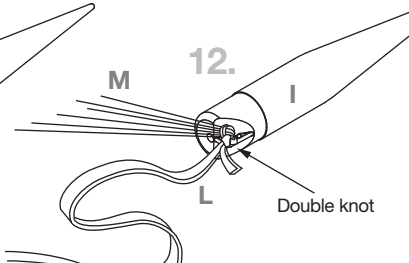
- 10.



- 11.

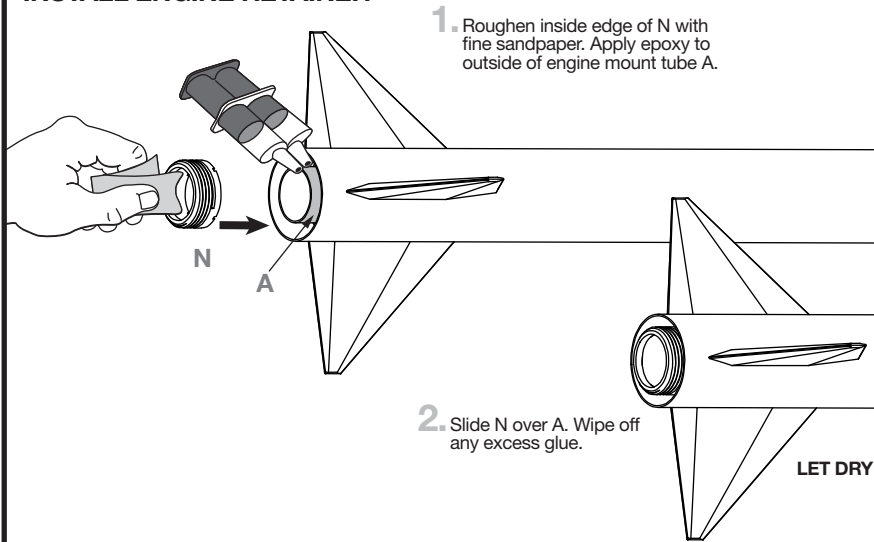


- 12.



Double knot

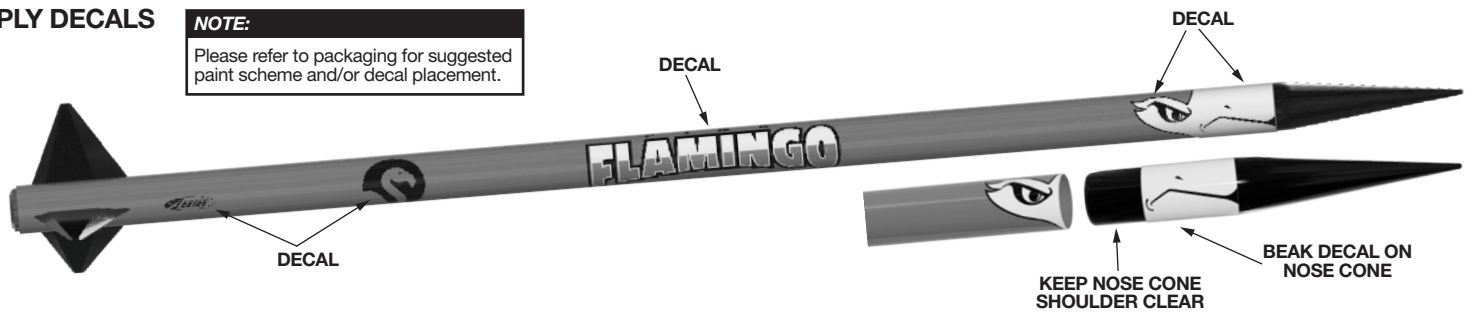
INSTALL ENGINE RETAINER



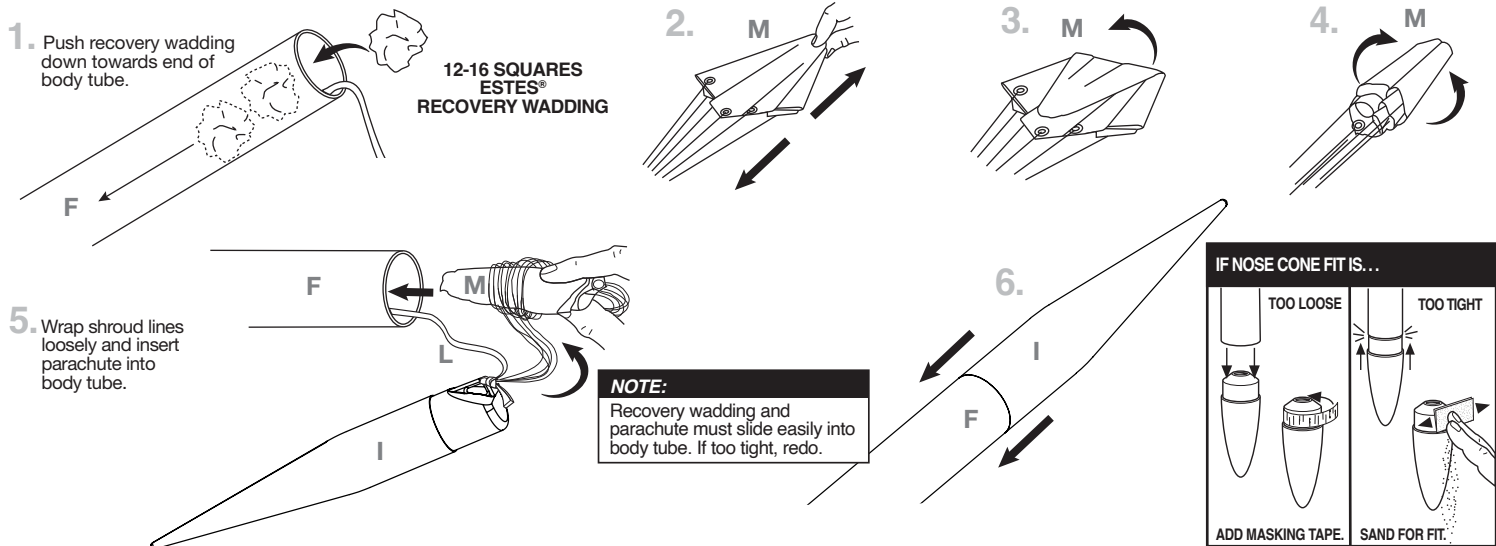
APPLY DECALS

NOTE:

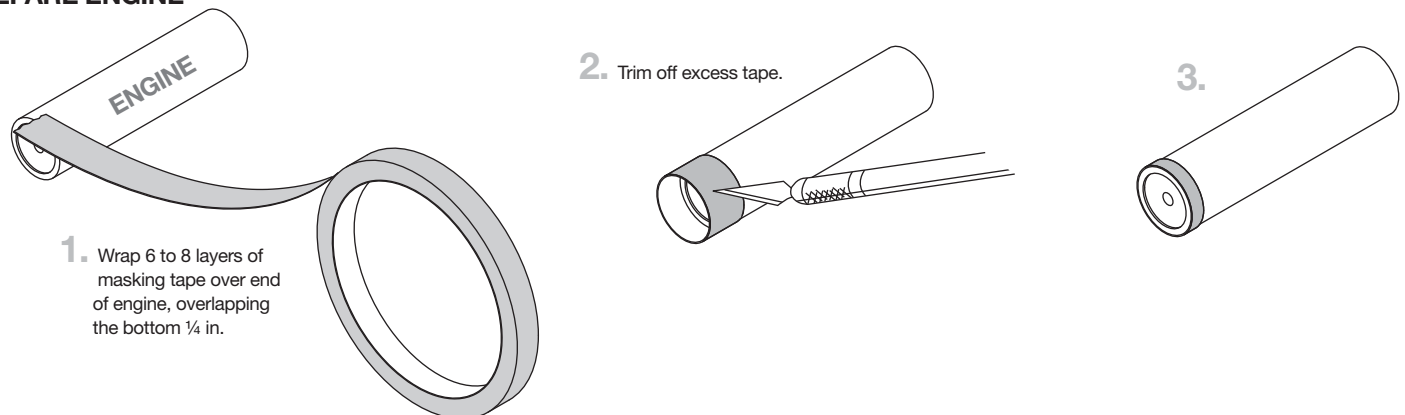
Please refer to packaging for suggested paint scheme and/or decal placement.



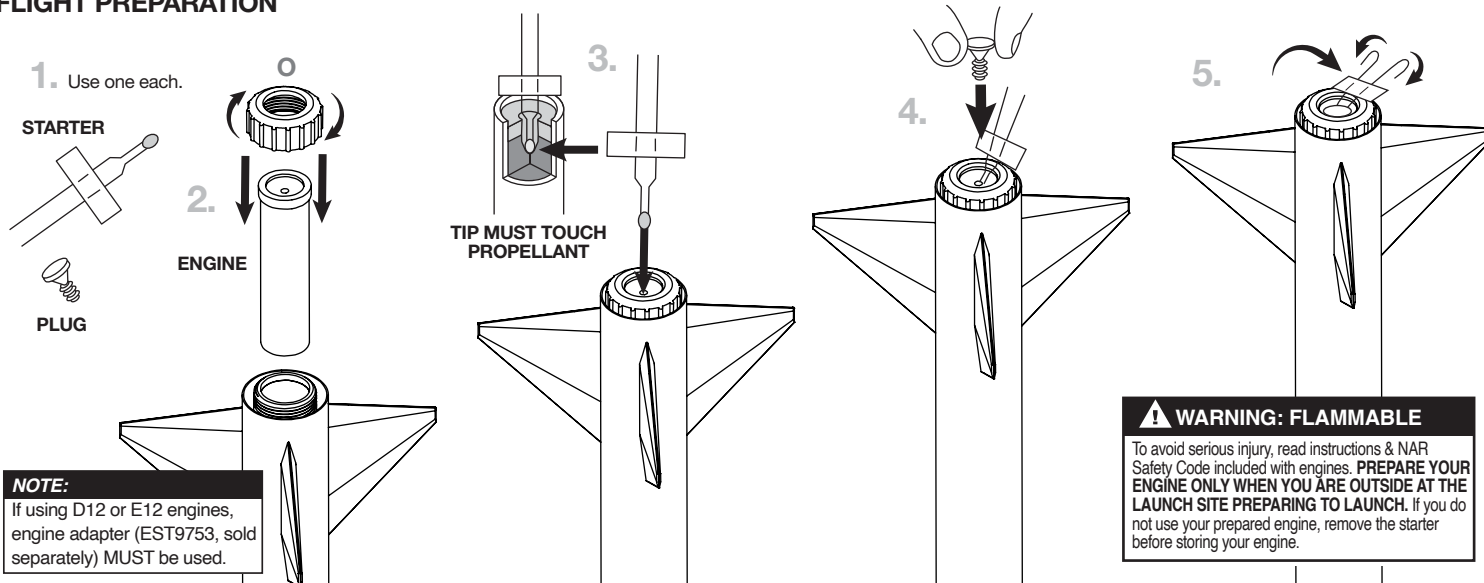
PREPARE RECOVERY SYSTEM



PREPARE ENGINE



FLIGHT PREPARATION



LAUNCH CONFIGURATIONS

9752 PSII Booster required for multi stage flight.

SINGLE STAGE/ MULTI STAGE	ENGINE CONFIGURATION	ESTIMATED ALTITUDE	ADAPTER REQUIRED
MULTI STAGE	F15-0 to F15-6	1775 ft./541 m	
MULTI STAGE	F15-0 to E16-6	1420 ft./433 m	
MULTI STAGE	F15-0 to E12-6	1340 ft./408 m	YES
MULTI STAGE	F15-0 to D12-5	1100 ft./335 m	YES
MULTI STAGE	E16-0 to F15-6	1580 ft./482 m	
MULTI STAGE	E16-0 to E16-6	1250 ft./381 m	
MULTI STAGE	E16-0 to E12-6	1125 ft./343 m	YES
MULTI STAGE	E16-0 to D12-5	870 ft./265 m	YES
SINGLE STAGE	F15-6	1000 ft./305 m	
SINGLE STAGE	E16-6	680 ft./207 m	
SINGLE STAGE	E12-4	525 ft./160 m	YES
SINGLE STAGE	D12-3	250 ft./76 m	YES

9752 PSII Booster & 9753 Engine Adapter sold separately.



Get your 9752 PSII Booster



EstesRockets.com

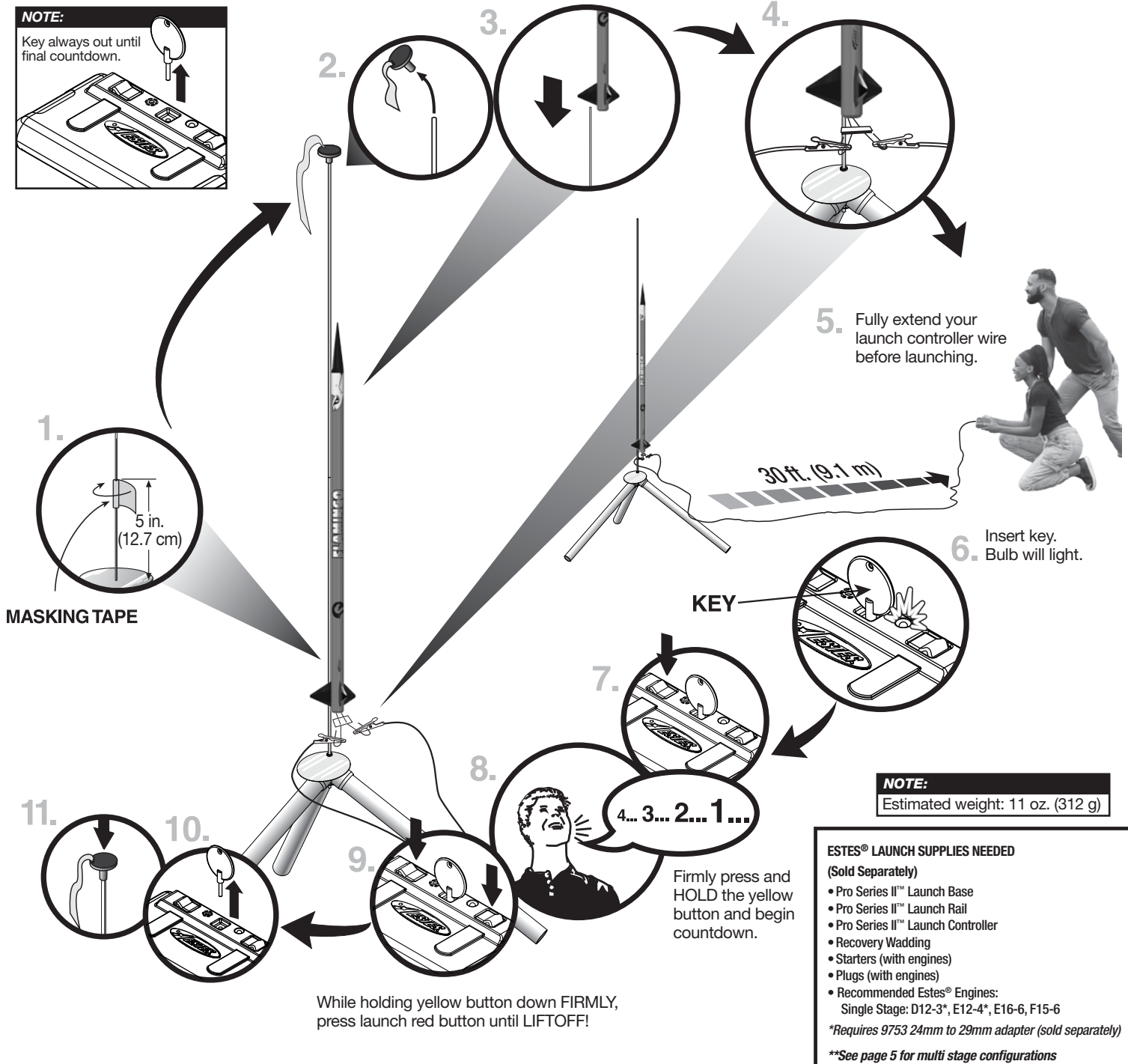


Get your 9753 Engine Adapter



EstesRockets.com

COUNTDOWN AND LAUNCH



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.

