MODEL PRODUCTS
126 GROESBECK HIGHWAY
MOUNT CLEMENS, MICHIGAN 48043

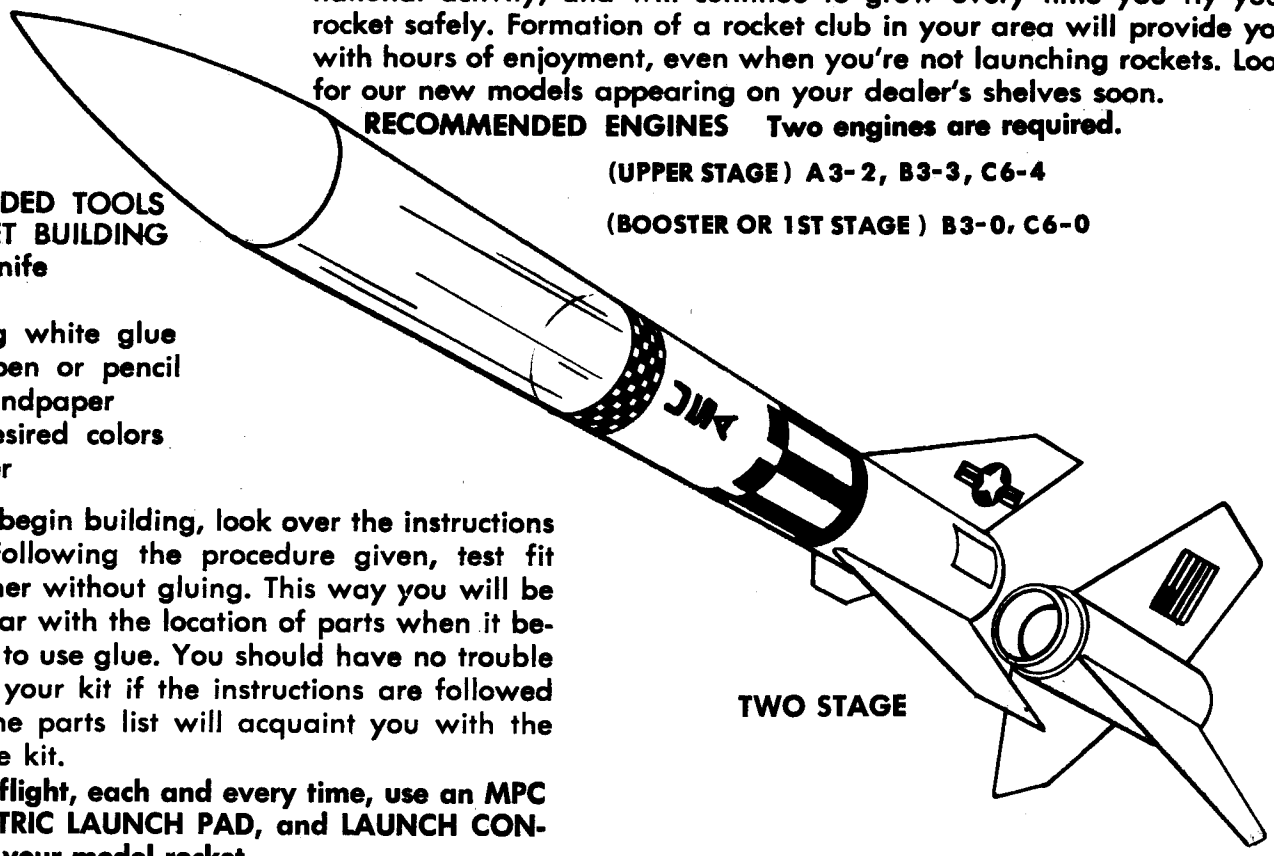
ZENITH 2 PAYLOADER

This model rocket has been designed and developed to give you a straight, high flight if the instructions are followed carefully. The exciting and educational sport of model rocketry has grown into a full scale national activity, and will continue to grow every time you fly your rocket safely. Formation of a rocket club in your area will provide you with hours of enjoyment, even when you're not launching rockets. Look for our new models appearing on your dealer's shelves soon.

RECOMMENDED ENGINES **Two engines are required.**

(UPPER STAGE) A3-2, B3-3, C6-4

(BOOSTER OR 1ST STAGE) B3-0, C6-0



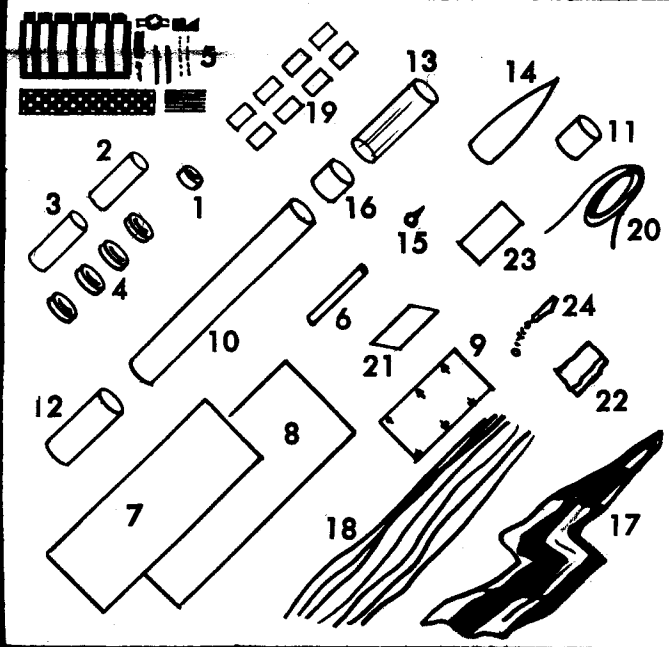
TWO STAGE

RECOMMENDED TOOLS FOR ROCKET BUILDING

Modeling knife
Scissors
Extra strong white glue
Ball point pen or pencil
Fine grit sandpaper
Paint, in desired colors
Wood sealer

Before you begin building, look over the instructions carefully. Following the procedure given, test fit parts together without gluing. This way you will be more familiar with the location of parts when it becomes time to use glue. You should have no trouble assembling your kit if the instructions are followed properly. The parts list will acquaint you with the pieces in the kit.

For a good flight, each and every time, use an MPC LUNAR LECTRIC LAUNCH PAD, and LAUNCH CONTROL to fly your model rocket.

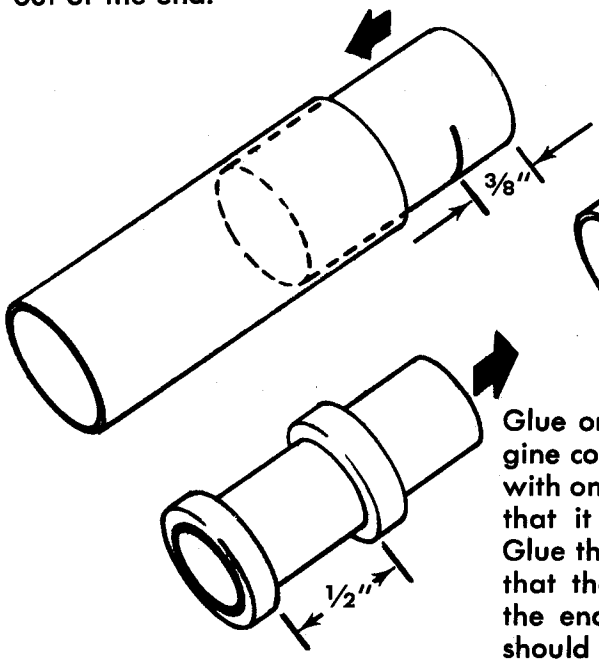


PARTS LIST

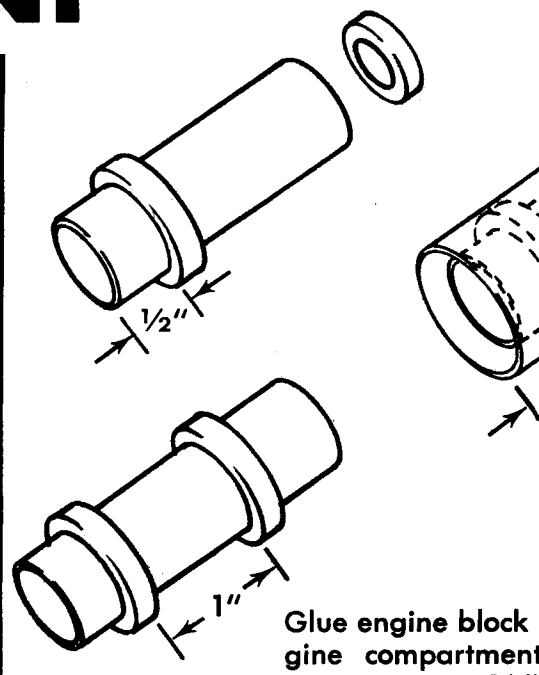
1 ENGINE BLOCK
2 ENGINE COMPARTMENT
3 BOOSTER ENGINE COMPARTMENT
4 CENTERING RINGS
5 DECALS
6 LAUNCHING LUG
7 FIN SHEET 2111
8 BOOSTER FIN SHEET 2112
9 FIN GUIDE
10 BODY TUBE 12"
11 JOINER 2"
12 BOOSTER 2¾"
13 PAYLOAD TUBE (PLASTIC)
14 NOSE CONE
15 SCREW EYE
16 COUPLER
17 PARACHUTE
18 SHROUDS
19 SHROUD TABS
20 CORD
21 SHOCK MOUNT
22 WADDING
23 ADDRESS LABEL
24 SNAP SWIVEL

1 ENGINE COMPARTMENT

Glue the 1¼" joiner into the 2¾" booster tube leaving ⅜" extending out of the end.

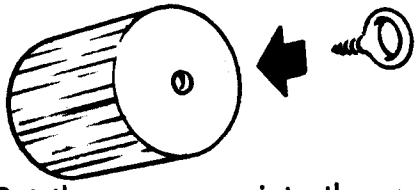


Glue one centering ring on the engine compartment so that it is flush with one end. Glue the other ring so that it is ½" from the first ring. Glue this unit in the booster tube so that the bottom ring is flush with the end of the tube. The top ring should fit against the joiner.



Glue engine block
gine compartment
centering ring ½"
Glue the other ri
ring. Glue unit ins
that bottom ring is
tube.

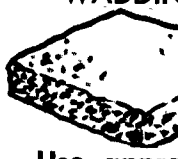
3 FINAL ASSEMBLY



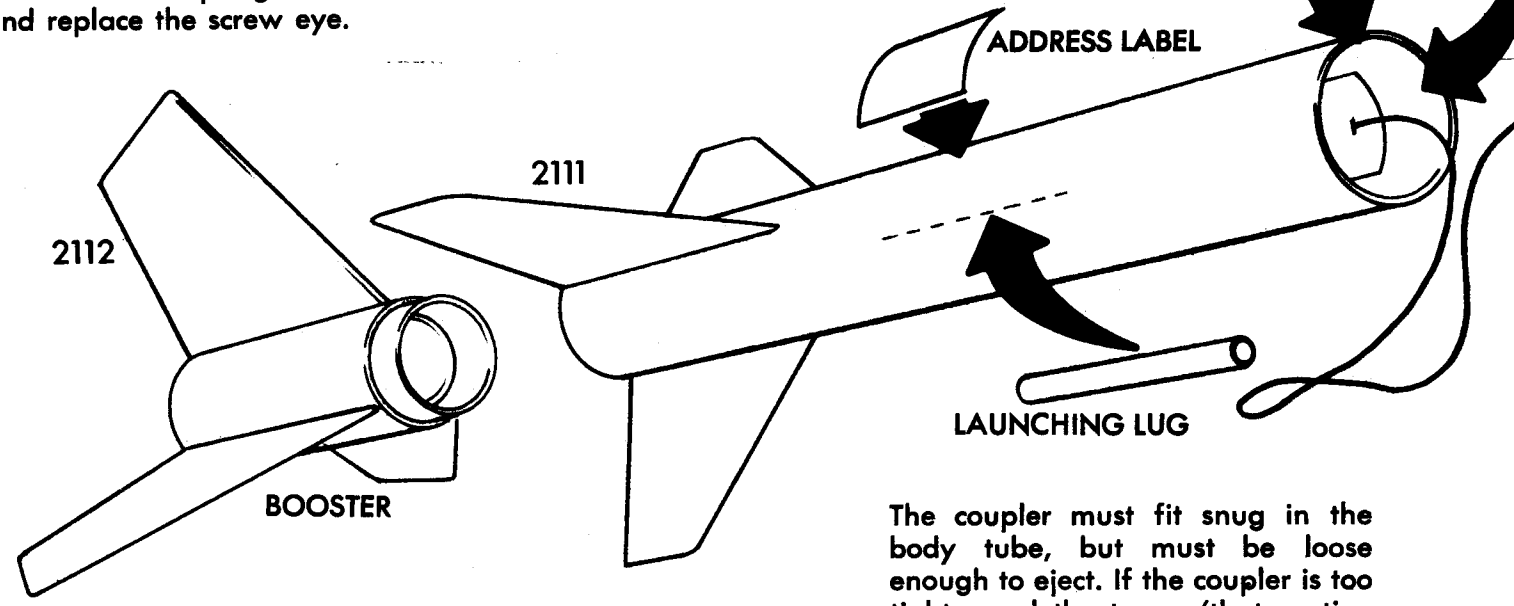
Put the screw eye into the coupler then remove it. Then put glue in the hole and replace the screw eye.

Lace cord through the shock mount as shown, and glue this assembly inside the body tube 1" from the end.

WADDIN

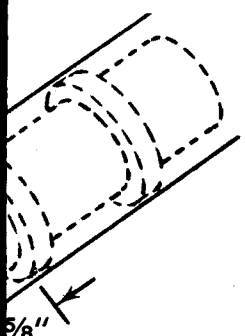


Use appro
1 square in



The coupler must fit snug in the body tube, but must be loose enough to eject. If the coupler is too tight, sand the tenon (that portion that extends into body tube) until a good fit is achieved.

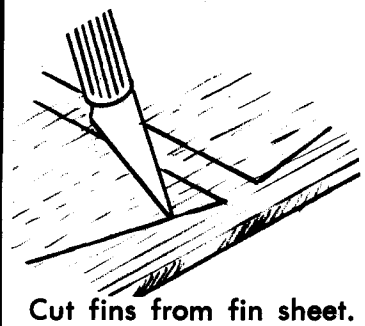
NOTE: Engines should not be inserted in rocket until you are ready to launch.



5/8"

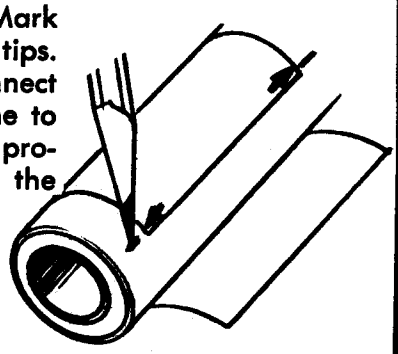
n one end of en-
and glue one
from other end.
g 1" from first
de body tube so
5/8" from end of

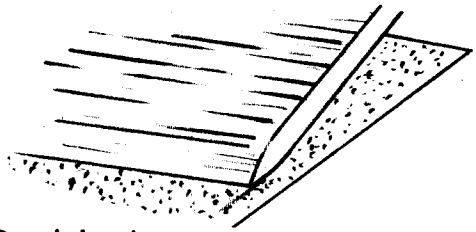
2 FIN ASSEMBLY



Cut fins from fin sheet. If possible use a ruler to help you get a good straight edge. Large fins are for the booster and small fins for the body tube.

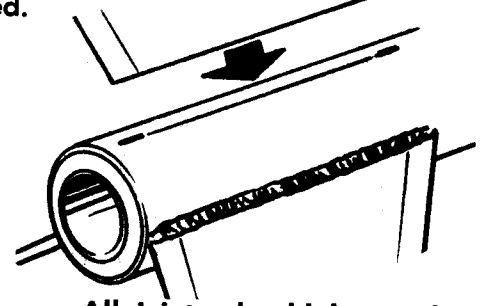
Wrap fin guide around body tube where fins will be attached. Mark the body tube near the arrow tips. Remove the fin guide, and connect these marks with a straight line to show attaching points. Use this procedure for the booster fins and the body tube fins.





Sand the three edges of fins that do not attach to body tube. Sand the fin surfaces smooth.

For best adhesion of paint and glue, sand tubes until all gloss is removed.

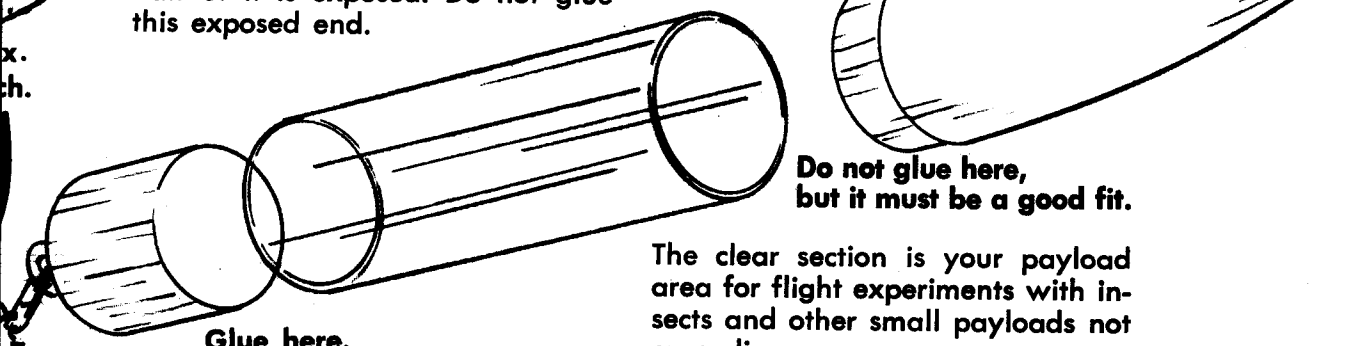


All joints should have glue fillets.

G

x.
h.

Apply glue inside plastic payload section, and insert coupler so that half of it is exposed. Do not glue this exposed end.

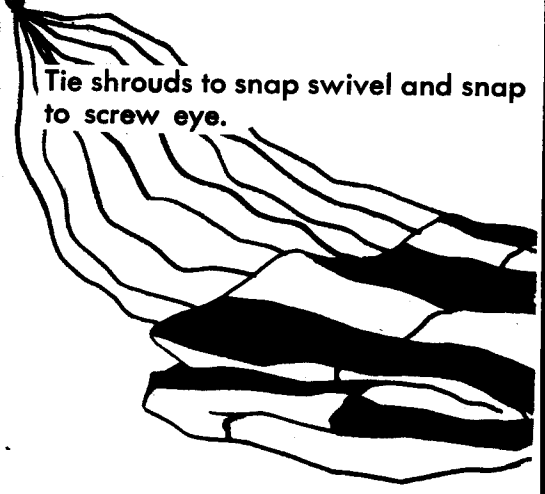


Do not glue here, but it must be a good fit.

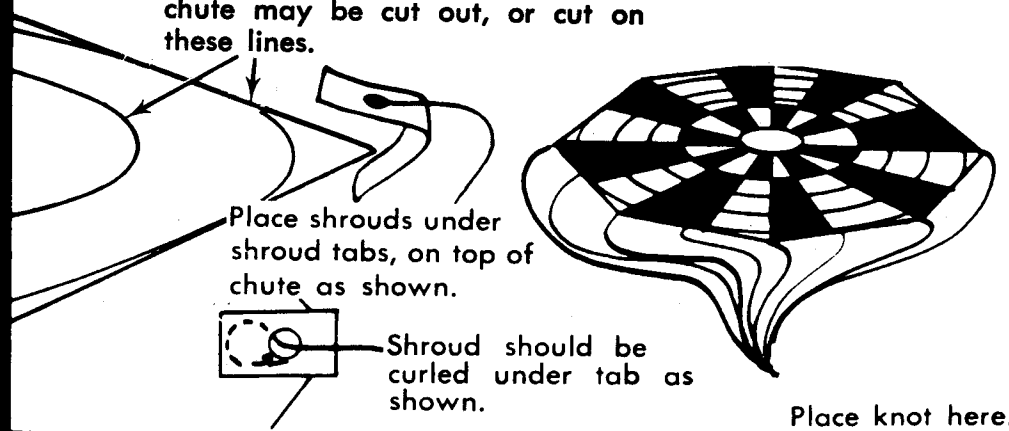
Glue here.

The clear section is your payload area for flight experiments with insects and other small payloads not exceeding one ounce.

Tie shrouds to snap swivel and snap to screw eye.



To obtain faster descent, center of chute may be cut out, or cut on these lines.

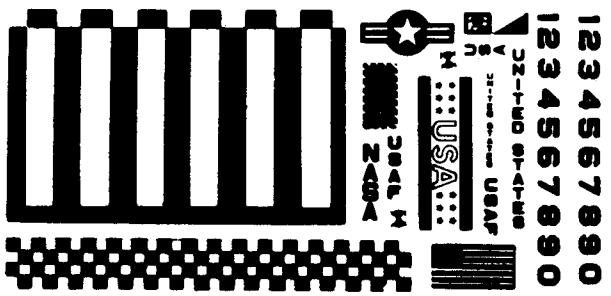


Place shrouds under shroud tabs, on top of chute as shown.

Shroud should be curled under tab as shown.

Place knot here.

4 DECALS

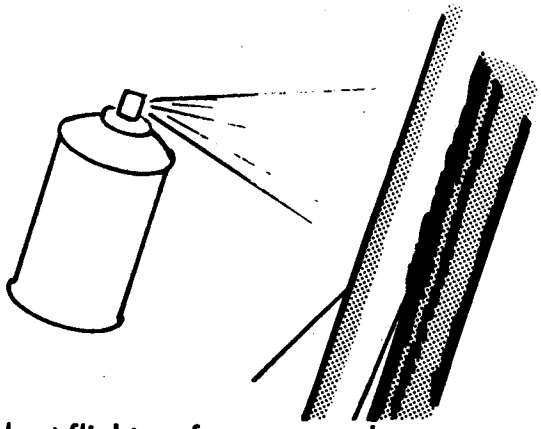


The custom decal arrangement shown is only a suggestion. Many other combinations are possible.

To apply the decals; cut apart each individual design, dip it into water for a few minutes, then slide it off the paper backing as you apply it to the model. Before the decals dry, smooth out any bubbles with a damp cloth.

This decal sheet has a clear coat of lacquer over its entire surface. For best results cut the decal apart as close to the designs as possible.

5 PAINTING



For best flight performance and appearance your rocket should have a smooth, hard finish. The cardboard and balsa parts should have several coats of sealer, sanding lightly between each coat. When painting, if a brush is used, sand carefully after each coat. If a spray can is used, apply several light coats avoiding runs. Bright colors are best for easy spotting and recovery.

6 LAUNCHING INSTRUCTIONS

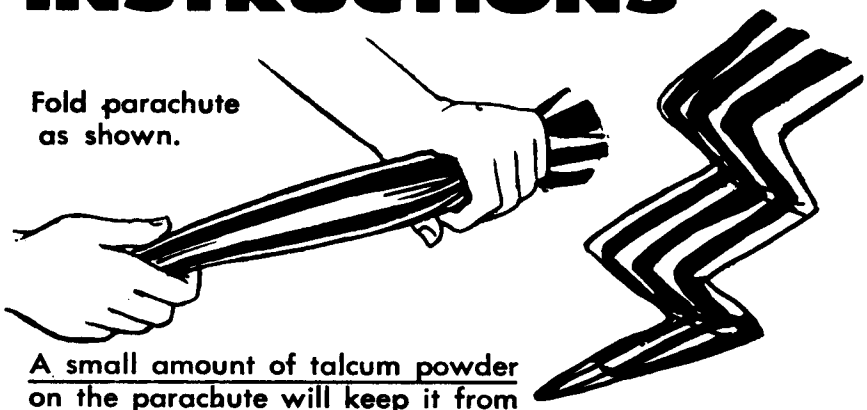
Pack flameproof wadding into the body tube from the top, pushing it down towards the engine. Fold the parachute carefully and pack it on top of the wadding. Pack the shroud lines and cord on top of chute and insert the nose cone assembly in place.

Use an MPC Ignitor or bend a short piece of nichrome wire and insert in engine. Hold wire in place with a piece of tape. Insert the engine in engine compartment. Be sure the engine is a tight fit. If the engine can be pulled out with just the finger it is too loose. Apply tape lengthwise on the engine until a good fit is achieved. A TIGHT FIT IS A MUST!

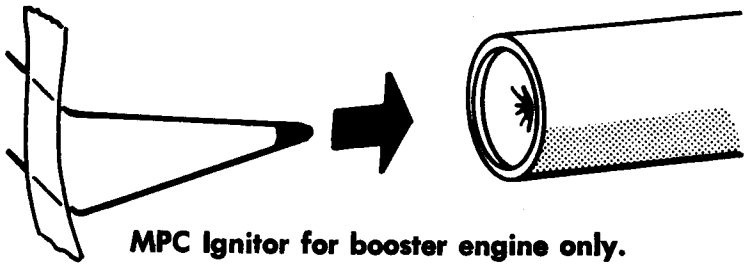
When Coupled the booster engine must touch the upper stage engine.

NOW FOLLOW PROCEDURE LISTED ON COUNT DOWN CARD

For a good flight, each and every time, use an MPC LUNAR LECTRIC LAUNCH PAD, and LAUNCH CONTROL to fly your model rocket.



A small amount of talcum powder on the parachute will keep it from sticking together.

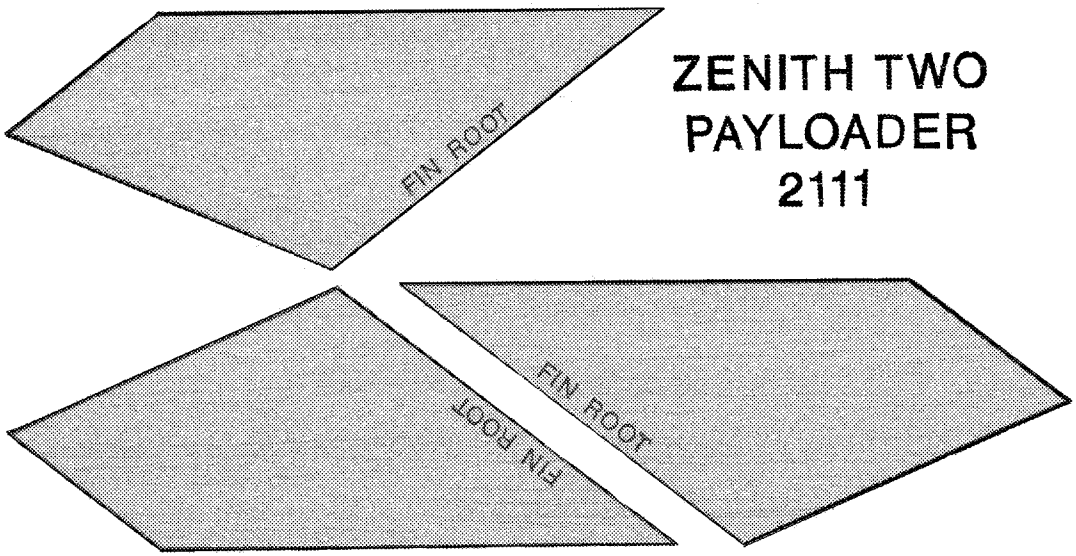


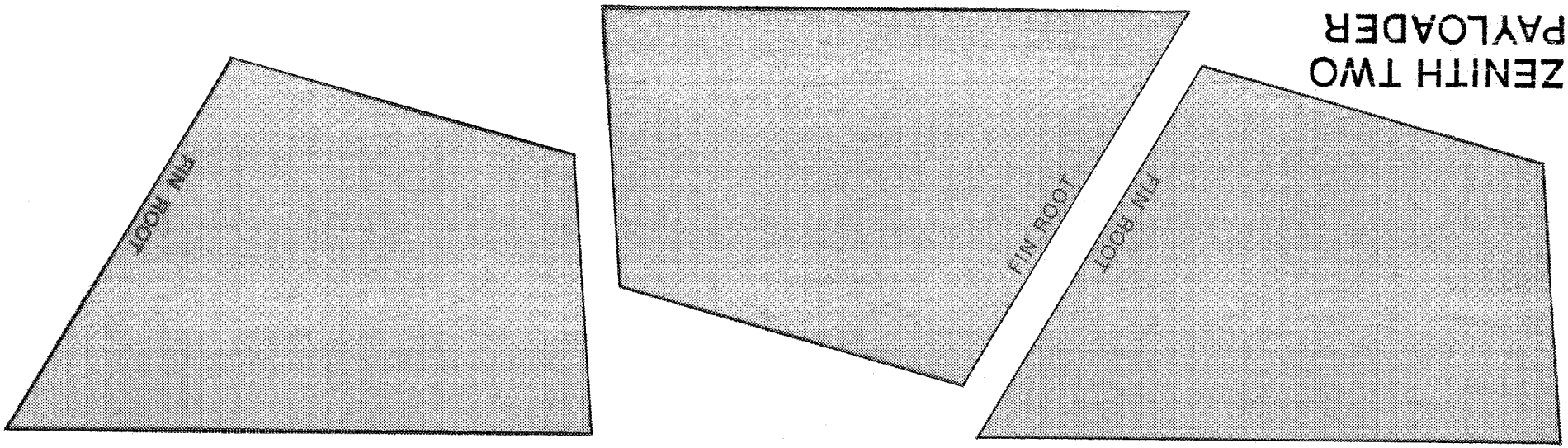
MPC Ignitor for booster engine only.

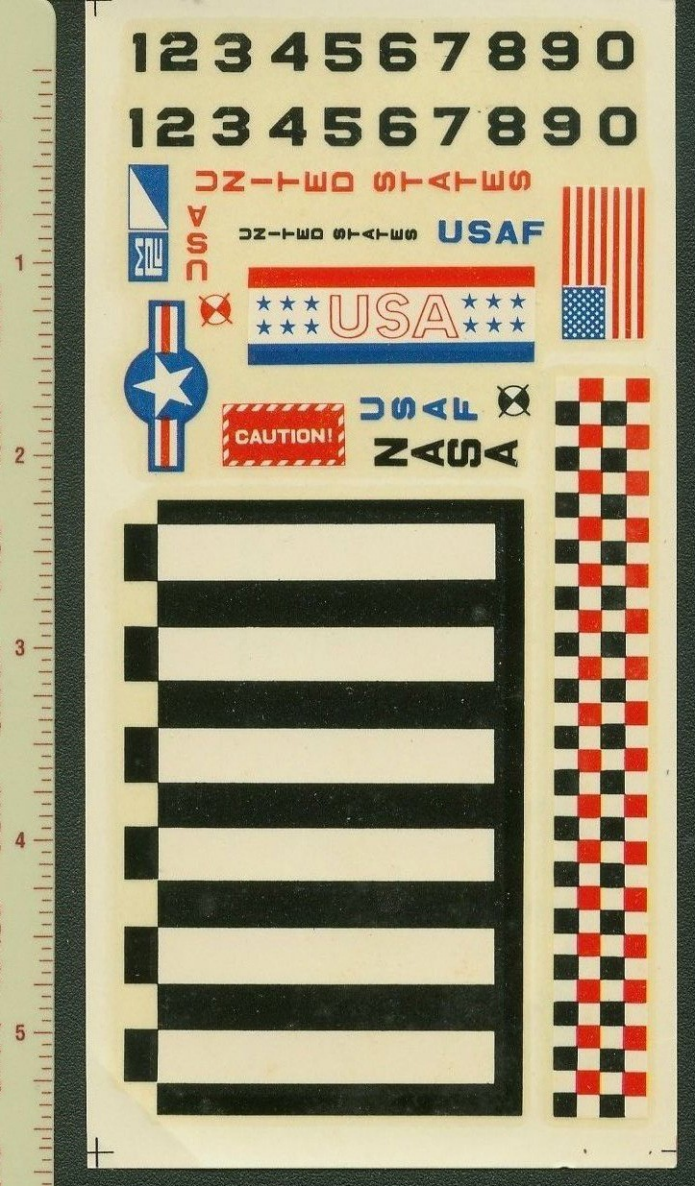
For extended storage, the chute should not be left folded.

In the event that engines are not available in your area, take advantage of our three engine package by sending $1.25 to MODEL PRODUCTS CORP., 126 Groesbeck, Mt. Clemens, Michigan 48043.

If under 13 years of age, your order must be accompanied with a note from parent or guardian.


ZENITH TWO
PAYLOADER
2111
FIN ROOT
FIN ROOT
FIN ROOT


ZENITH TWO
PAYLOADER
FIN ROOT
FIN ROOT
FIN ROOT


1234567890
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USA
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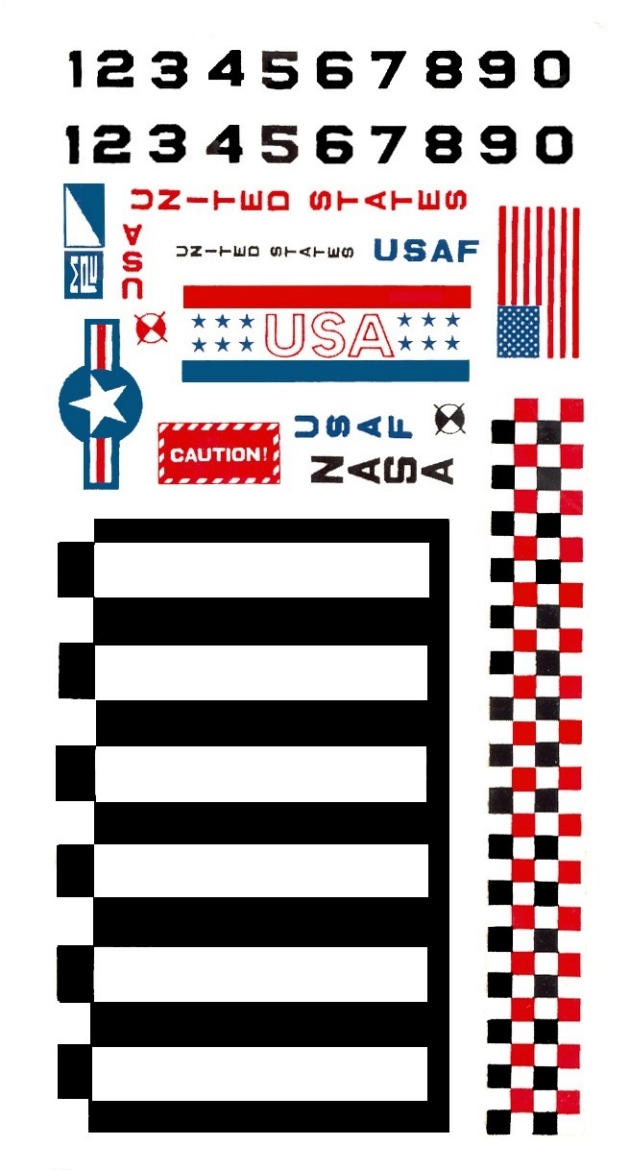
USA
CAUTION!
USAF
NASA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CAUTION!
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MPC Zenith II Payloader

This list augments the list provided on page one of the instructions. Part numbers listed here refer to the part numbers listed in the plans.

1. For BT-20
2. BT-20, 2 5/8" long
3. BT-20, 2 5/8" long
4. CR2050
6. 2 3/8" long
7. 3/32" thick
8. 1/8" thick
10. BT-50
11. BT-50 coupler
12. BT-50
13. BT-50, 4" length
16. BT-50 bulkhead, 1" long