TROUBLE-SHOOTING TIPS

CAUTION!! If you have pushed the firing button, and the rocket engine failed to ignite, wait at least one full minute before approaching the rocket.

PROBLEM 'A' Safety Key inserted but bulb doesn't light up.

SOLUTION: This situation usually indicates that the firing circuit is incomplete or there is a loose connection somewhere (usually at the launcher). Check out the circuit in the following manner:

After waiting one full minute, approach the rocket, remove it from the launcher, and set aside in a safe place. Next, check to make sure all battery and launcher connections are secure. Then back at the launcher, check the igniter clips (micro-clips) to see if they're clean. If tips are covered with exhaust residue, clean with fine sandpaper or scrape with a knife. Connect a short test piece of nichrome wire (about 2" long) between the micro-clips. Check to make sure the tips (jaws) of the clips are firmly "biting" the nichrome wire. Now insert the safety key into the panel and observe light. If bulb lights up, press firing button and watch for nichrome wire to glow red. Caution!! Do not hold nichrome wire during test.

If bulb fails to light up, check thru the circuit again for loose connections and examine the light bulb itself to make sure it's not burned out.

PROBLEM 'B' Light bulb glows when key is inserted, but rocket engine fails to ignite when button is pressed.

SOLUTION: Follow the same "check-out" procedure as described above. If the test nichrome wire glows red hot, your problem is in the igniter placement (into the engine nozzle). Remove the igniter from the engine carefully and re-install according to Centuri's Engine Operating Instruction.

Should the test nichrome not glow at all, or glow very faintly, the problem is in the battery or the wiring. Any one or more of the following conditions could result in failure of the ignition circuit:

CHECK PROBLEM

SOLUTION

Battery connections loose or dirty--Clean and tighten.
Battery weak or dead------Replace or recharge.
Loose wiring connections------Check all connections.
Micro-clips bent or dirty-------Straighten and clean with emery board, knife or fine sandpaper.

Finally, connect up the test piece of nichrome again, insert safety key, press firing button, and watch for wire to glow red hot. If wire heats OK, begin the launch procedure again.

If the test nichrome fails to glow, repeat the "checkout" again until the problem is located.

RECOMMENDED BATTERIES

FOR 6 VOLT PANEL

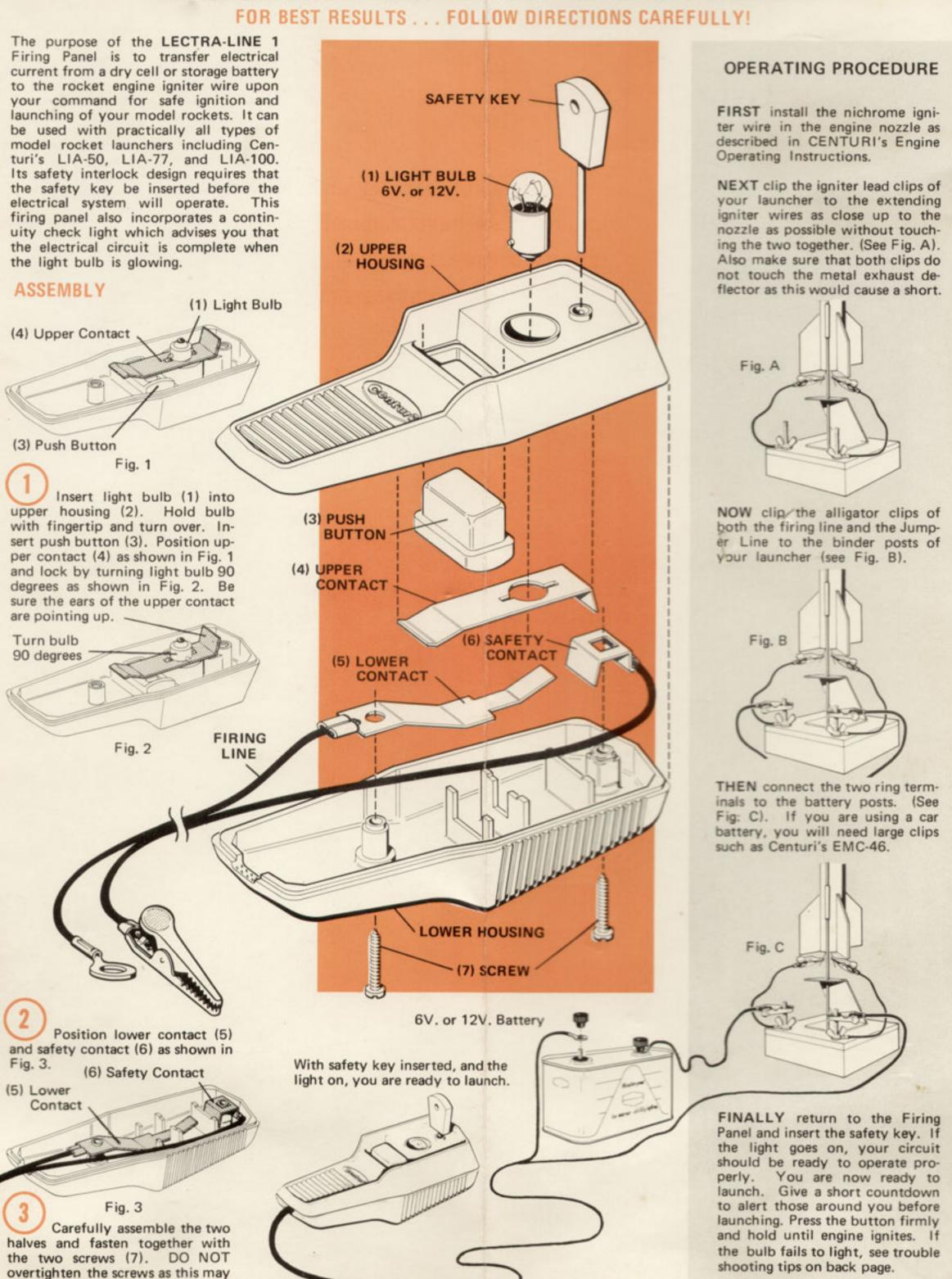
Eveready #731 Lantern Eveready #520 Lantern Eveready #1461 Hot Shot Eveready #1462 Hot Shot Eveready #706 Emergency Ray-O-Vac #641 or #918 Ray-O-Vac #902 or #903 Mallory #M904 or #M903 Burgess 4F4H or 4F5H FOR 12 VOLT PANEL
Eveready #732 Lantern
Eveready #1463 Hot Shot
Marathon #926 or 904
Ray-O-Vac #904 or 922
Mallory M904
Bright Star #164 or #187
Burgess TW2 or S461
Burgess 4F6H or 2G8H
Any Car Battery

For further information concerning model rocket launchers, igniters, rocket engines, or any rocket supplies, see your Local Hobby Dealer.





ASSEMBLY INSTRUCTIONS



cause stripping of the threads.