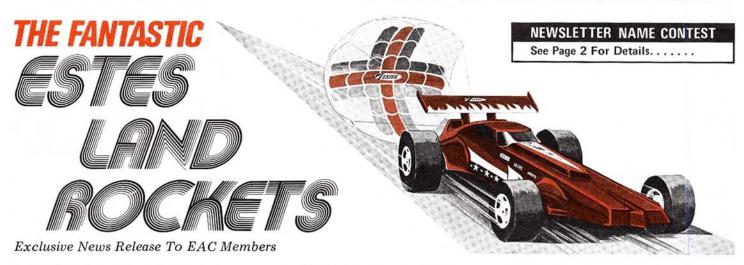


#### OFFICIAL NEWSLETTER OF THE ESTES AEROSPACE CLUB



Rocket Power has finally gotten down to Earth. At last a safe, practical system of rocket propulsion for model cars is available.

For years our Estes Rocketeer Communications Department has received 100's of requests for rocket powered cars. Unfortunately, cars powered by standard solid propellant rocket engines present several problems for the consumer, such as horizontal blast deflection. How-

ever, the development of the cold propellant rocket engine using Estes ColdPower fuel has solved these safety considerations. All the new Estes Land Rockets (ELR's) are powered by high performance XR 100 re-usable ColdPower engines for a really exciting and completely safe hobby.

The first ELR prototype was constructed in late 1971 and has been in development by the Estes R & D

staff since that time. Each Land Rocket is uniquely designed in the Estes quality tradition. Body styles include two "funny cars", the "Lightnin' Bug" and "Screamin' Eagle", a "salt flats machine" called "Scorcher", and the "Starfire", a "rocket powered dragster". All feature interchangeable chassis, reusable engine, T-wing air foil, racing slicks, and colorful decals. Engineered for action and speed each model is easy to build and fun to race. All Estes Land Rockets are only \$3.95 each. For added fun a special ELR Race Kit (#4000) has also been produced and is available for only \$6.95 each. Race Kit includes standard "Screamin' Eagle" Racer, drag chute, XR 100 engine, race flags, racing decals, ColdPower Propellant, Synchro Line and Anchor System, and Land Rocket Competition Guide. Be the first in your area to hold an ELR Grand Prix, Le Mans, or Championship Drags. Our Land Rockets are another

Our Land Rockets are another first from Estes...and as an EAC member you were the first to know!





#### **Newsletter Name** Contest

Name our official EAC newsletter and win a \$50.00 merchandise certificate. Name must fit within the area taken by the "?" in this issue. Send as many entries as you like. Be sure to include your name, address, city, state, and zip code with each entry. Deadline for entries is September 1, 1974.

### Letters to Headquarters

Dear Headquarters,

I have been an Estes rocketeer for 6 years and recently joined the EAC. As most of my rockets are scratch-built I would like to know if they can be used for skill level credit. Also, I have several built-up kits which I would like to show proof of, but I have thrown the panels away. What should I do?

Sincerely, Dale Morgan Anaheim, CA

Dear Dale,

Its really great to have long time Estes rocketeers joining the EAC. We have received many requests from EAC members for us to accept scratch-built models in place of kits as proof of skill level advancement. As it appears that this is what our members would like, we have decided to accept original designs as proof of achievement providing a photograph of the model is enclosed. A photo will allow us to decide if the model meets the skill level at which the member has placed it. A photo can also be used for proof of kits already built in place of panels.

Respectfully, EAC HQ

Dear EAC,

Is it possible to use kits or parts from other manufacturers for rockets used for proof of achievemnet? I have several models from other companies and was just wondering.

Dave Long Denver, CO

Dear Dave.

As the EAC is an Estes sponsored club we would prefer not to accept kits from other companies as proof of achievement. However, this is very difficult to enforce and we will therefore leave it to the conscience and best judgement of each EAC member. The EAC is offered to Estes customers mainly as a service and not as a product. For example, the cost of EAC membership barely covers the cost of the membership kit plus postage to mail it to you. For years our customers have asked for an Estes sponsored rocket club and that is why we began the EAC, as a service to our rocketeers.

> Sincerely, EAC HQ

Dear EAC HQ, What kind of additional services will for its members. I have the EAC provide for its members. I have several friends who are interested in joining, but would like to know just what the club will offer them.

Kindly, Larry Charles Dallas, TX

Dear Larry

In addition to the EAC membership kit which features a variety of outstanding membership materials including the Viper rocket, EAC members are provided with the following additional aer-

- The EAC Newsletter to be published several times yearly.
- Contests available only to EAC members and chapters.
- An opportunity to receive more technically oriented information through the EAC Newsletter.
- New kits designed and made available exclusively to EAC members.
- New product information
- An opportunity to share your experiences, ideas, and projects with fellow EAC members through your contributions to the EAC Newslet-
- Chance to have you name appear on the Skill Level Achievement Roll in honor of your reaching Skill Levels 4 and 5.
- Potential to be selected as a member of the EAC Advisory Board which will review new products and make new product suggestions directly to Estes Industries.
- Receiving of additional free goodies such as post cards, range box stickers, and free plans, with the return of your mail order shipments.
- The EAC Product Bulletin which features reduced prices, special offers, and exclusive items available only to EAC members.
- Additional club products such as personalized stationery, "T" shirts, and jackets to be offered in the near future.

The items listed above are just a start. EAC Headquarters would like to hear additional suggestions for club services and activities. EAC members are urged to let us know what items and services

they would like to have the club offer and sponsor.

> Sincerely, EAC HO

## Pirst EAC Member

Jon Randolph of Cleveland, Ohio was the first model rocketeer to join the EAC. Jon's application for membership was the very first re-



ceived by EAC HQ. The EAC is pleased to welcome Jon as it's first member, especially considering his past model rocketry activities.

Jon was the 1971 "D" Division National Champion for the National Association of Rocketry. He racked up first places in Scale and Space Systems at NARAM-12 and first places in Scale and Pee Wee Payload at NARAM-13. He was a member of our first U.S. Rocket Team in Vrsac, Yugoslovia in 1972 and has been chosen as a competing member on our second U.S. Team scheduled to compete in Dubnica, Czechoslvakia in September 1974.

EAC HQ wishes Jon the best of luck in representing the U.S.A. in Europe and is proud and happy he joined the EAC.

#### **ATTENTION EAC ROCKETEERS:**

EAC HQ wants you to share your ideas, projects, experiences and suggestions with your fellow EAC members. Our desire is to make the EAC Newsletter an exciting and valuable publication for EAC rocketeers. Your assistance is needed to make this newsletter the main vehicle for communication between EAC members and chapters.

Send us your contributions for plans, tech articles, cartoons, anecdotes, club news, and other interesting items. If you send us photos, please make sure that you pack them between cardboard sheets so that they won't get creased in the mail. All contributions become the property of the Estes Aerospace Club and cannot be returned. Address all material to: EAC Newsletter Editor, c/o Estes Industries, Penrose, Colorado 81240.

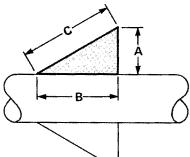
Should your article or photos be used in the EAC Newsletter, we'll reward your efforts and talent with an Estes merchandise certificate, the amount which will be determined by the EAC HQ editorial staff.

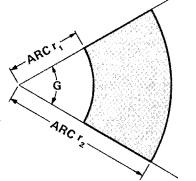
Hope to hear from you soon!

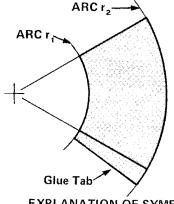
# egc tech note 1 TAPERED SHROUD DESIGN by William Simon, Mgr., Estes R & D

Ever wonder how to make custom designed shrouds for your orginal designs. Well, here's a simple method which should solve your problems. See box for explanation of symbols.

- 1) Calculate taper length C =  $(C = \sqrt{A^2 + B^2})$
- 2) Calculate distance  $r_1 = \frac{C}{(r_1 = \frac{C}{E D} \times D)}$
- 3) Calculate distance  $r_2 = \frac{C}{E D} \times E$
- 4) Calculate angle G =  $\frac{180E}{r_2}$ )
- 5) Draw arcs r<sub>1</sub> and r<sub>2</sub> on suitable paper stock.
- 6) Measure angle G and mark.
- 7) Add suitable glue tab.







#### **EXPLANATION OF SYMBOLS**

- A = ½ difference between tube diameters
- B = Distance along tube from start of taper to end
- C = Taper length ( $C^2 = B^2 + A^2$ )  $C = \sqrt{A^2 + B^2}$
- D = Smaller tube o.d.
- E = Larger tube o.d.
- G = Angle to draw for shroud
- r<sub>1</sub> = Radius of inner edge of shroud
- r<sub>2</sub> = Radius of outer edge of shroud

# EAC SPECIAL PROJECTS PART 1

NOTE: This article plus its future installments and our currently available list of "Model Rocketry Science Fair Projects" will provide the basis for our EAC guide to special projects. A new booklet entitled "Projects in Model Rocketry", to be published in late summer, will feature all special project information in one publication and will be available to all EAC members at a reduced price.

#### INTRODUCTION

Your project will be as good as you make it. Select a project that looks like fun and that you can handle. A project that is "over your head" is no fun, and your chance of successfully finishing it is small. It is better to pick a project with some challenge and lots of fun rather than an awe-inspiring task and failing to complete it.

The first step is to choose something that looks like fun and that appears possible for your present level of skill and financial resources. This article and its future installments should give you plenty of ideas. Read these articles carefully to see what appeals to you. The topics will

be topics for specific possible projects. The list of specific projects is not complete, but it should provide suggestions for you.

The grouping of topics in general areas is not entirely consistent because many projects can actually involve ideas from several areas. Look around in all areas for ideas which appeal to you.

#### **PLANNING**

Planning is half the secret of success for a good project. It is a lot easier, and cheaper, to think your way through your project BEFORE you do anything. So select your project, then think about it. Go through all of the steps several times in your mind. List on paper:

- A) What you want to accomplish
- B) What you plan to do
- C) How you plan to do it
- D) What supplies you need
- E) When you will start
- F) Where you will work
- G) When you should have a tentative result
- H) What you will use for references to read before you start
- 1) Who you can go to for help
- J) When the final report and/or display must be started
- K) When it must be completed

#### RECORDING

Write everything down. Date all of your notes. It is extremely easy to forget to write down a critical fact or idea, then have to do a lot of extra work later to rediscover that fact or idea.

Measure all things which seem pertinent. Record times. Weigh everything and record the weights carefully. Use English measurements or metric, but be consistent. Metric measurements are actually easier to use once you get the hang of them.

Make graphs as well as tables of data whenever possible. It is amazing how much information a graph can provide. Sometimes making a graph lets you see relationships which are not evident from the data. When making graphs always be sure to label each axis with what it is as well as with the appropriate numbers. Name the graph for what it tells. Plot each point on the graph carefully.

Photos can add a lot to your report and/or your display. Everyone likes pictures. Be sure the pictures are as sharp (focused) and as large as you can make them without spending too much money. A few, well-planned pictures can make the difference between a winning project and a nice effort.

Nearly every experiment should involve the use of "controls"; These are ex-

periments done on an unmodified subject to see if the modification you are testing really does anything. For example, if you are testing the effect of boat-tailing on drag, you should conduct experiments on an identical rocket without the boat-tail to see what effect the boat-tail had and how much was the change produced.

Make large, detailed drawings with everything labeled. So you are no great artist and you haven't had mechanical drawing, you can still do your best! Use a ruler and a compass to make things neat-looking. Do the drawing neatly in pencil and erase all goofs before you ink in the drawing. The drawing doesn't have to be in india ink. Use a ball point pen or a fountain pen, but ink it. A pencil drawing can be messed-up easily with handling. Put measurements on your drawings. It makes them look more impressive, and it also provides exact data which can make your report much more useful.

One format to use in writing up your experiment is the "classic" experiment report form.

- 1. Purpose. State exactly what you wanted to find out or to produce.
- 2. Procedure. What you planned to do, step-by-step.
- 3. Background. Information on your subject which you determined by reading in suitable references.
- 4. Materials. The apparatus (equipment) which you used.
- 5. Data. The facts you gathered as you did your project. Give full details on what you did and the results, Provide full details on your control experiment, also.
- 6. Results. The facts you learned which answer your original question. If the data is sufficient, you may be able to state a major truth instead of just the answer to your problem.

One question which a critic can ask about your project is "So What?". Your project should have a purpose in easy-tounderstand terms. If you are only after one specific fact, fine. Knowledge is usually accumulated slowly as a result of the efforts of many people.

The following is an outline of general and specific topics which will be discussed in greater detail in future issues of your EAC newsletter. Many of these have already been successfully researched by EAC members and Estes rocketeers participating in science fair projects.

#### 1. ACCELERATION STUDIES

- A. Rate of Acceleration
- B. Effects of Acceleration on Chick **Embryos**
- C. Effects of Acceleration on Insects
- D.Acceleration Effects on Algae Effects of Acceleration on Maze-
- Learning Ability F. Conditioning of Animals

#### II. RECOVERY SYSTEMS

- A. Descent Rates for Parachute-Recovered Rockets
- Parasitic Boost Gliders Designing the Most Efficient Parachute



- F. Glide Rates for Boost Gliders G. Optimizing Boost Glider Design
- H. Booster Stage Recovery by Gliding
- Parachute Modification Studies Recovery System Comparisons
- K. Helicopter Recovery Systems L. Streamers for Rocket Recovery
- M. Effects on Descent Rate of Dif-ferent Sized Parachutes
- N. Launch Angles, Wind Speeds, and Rocket Recovery
- O. Techniques to Improve Durability of Model Rockets

#### III. TELEMETRY

- A. Radio-Homing Devices to Assist Rocket Recovery
- B. Audio Devices to Assist Rocket Recovery
- C. Miniaturization of a Transmitter
- D. Air Temperature Profiles
  E. Causes and Cures for Spin
- G. Rocket Flight Log From View-point of a Passenger
- H. Cloud Studies
- Smog Studies J. Micro-Environmental Studies

#### IV. AERIAL PHOTOGRAPHY

- . Aerial Photo-Interpretation B. Habitat Analysis with Aerial
- **Photos** C. Aerial Movies



- D. Analysis of Stage Separation Survey of an Area by Aerial
- Photography F. Photo Mapping

#### V. WINDS

- A. Wind Speeds at Different Altitudes
- B. Relationship of Wind Speed to Drift Rate
- C. Effect of Surface Area and Weight of Falling Object and Wind Speed on Rate of Drift D. Wind Patterns at Specific Alti-
- tudes
- E. Wind Dispersal
- F. Air Turbulence
- G. Message Dispersal by Wind

#### VI. STAGING AND CLUSTERING

- A. Effects of Streamlining
- B. Optimization of Ballistic Coefficient
- C. Altitude Increase Through Stag-
- D. Effects of Using Clusters of Engines
  E. Staging Versus Clustering
- F. Improved Staging Techniques G. A Booster As A Piston

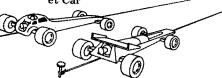
#### Launcher

#### VII. DRAG

- A. Effect of Minimizing Drag on Altitude Performance
- B. Drag Determination
- C. Drag Reducation Techniques and Their Effects
- D. Nose Cone Shape and Drag E. Fin Shape and Altitude Performance F. Derivation of a Formula for In-
- crease in Altitude with Different Types of Engines
- G. Effects of Changes in Weight of a Rocket on Altitude Performance
- H. Effect of Delay Smoke on Rocket Performance
- I. Boundary Layers

#### VIII. ROCKET POWER FOR HORIZON-TAL TRANSPORTATION

- A. Rocket Powered Car
- B. Performance Analysis for a Rocket Car



C. Rocket Powered Boat D. Guidance Systems for Rocket Powered Boats

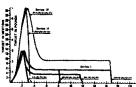
#### IX. STABILITY STUDIES

- A. Effect of Fin Shape on Performance
- B. Effect of Fin Size on Perfor-
- mance and Stability Wind Tunnel Tests

- D. Rotation for Stability
  E. Conical Shrouds for Stability
  F. Cylindrical Fins for Stability
  G. CLA Versus CP Determination
- H. Determining the Center of Aerodynamic Pressure Determining the Center of Grav-
- Roll Rate Study
- K. Spinning Rockets As An Aid to Stability

#### X. MODEL ROCKET ENGINES

- A. Krushnik Effect B. Static Tests



- C. Temperature Effects on Engine Performance
- D. Exhaust Plume Studies

#### XI. LAUNCH SYSTEMS

- A. Launch Towers
- B. Capacitative Discharge Ignition System
- Flash Blub Ignition System
- D. Closed Breech Launchers
- Gantries
- F. Effects of Igniter on Engine Thrust
- G. Underwater Launch

#### XII. ALTITUDE CALCULATIONS

- A. Three Dimensional Tracking
  B. Altitude Tracking Devices
  C. Enhancing Visibility at Apogee
  D. New System for Calculating Ap-
- gee E. Computerizing Altitude Calculations



Skill Level Achievement Roll

In recognition of their model rocketry accomplishments we have listed the names of EAC members who have achieved our highest and second highest Skill Levels. achieved our highest and second highest Skill Levels. Congratulations to these Skill Level 4 Advanced Rocketeers and Skill Level 5 Expert Rocketeers. Achievement roll is current through April 15, 1974. For information on skill level advancement write: EAC Headquarters, C/O Estes Industries, Penrose, CO 81240.

#### **EXPERT** ROCKETEER Skill Level 5

Gordon Bugg Ft. Gordon, GA Tom Carbone W. Simsbury, CT Marty Ciara Worth, IL

John Czach Houston, TX

Al Dampf Montrose, NY Thomas Dembawski Portland, CT

Richard Fero Memphis, TN

Mike Fields Pueblo West, CO

Garrett Fowler, Jr. Ft. Walton Beach, FL Don Guenther Ballwin, MO

Nicky Herthel Springville, IN

Norman Jen Scarsdale, NY

Thomas M. Johanneck St. Louis Park, MN

J. Kastrinos Trenton, NJ

Leonard Kay Oceanside, NY Sheldon M. Kornick Desplaines, IL

Brad Kushner Roslyn Hgts., NY Kevin Lougheed Moorhead, MN

Mike Marshall

Tray, MI Bill Martello Milwaukie, OR

Bruce Meyer Shaker Hgts., OH

Mark Minot Los Angeles, CA Ken Montanye Butler, NJ

R. J. Mullane Harrison, NJ

Tom Neale New Canaan, CT

Bill Norton Pleasanton, CA

Robert Orr Lordstown, OH Richard Packer Rye, NY

Glen Peterson Solon, OH

John Randolph Cleveland, OH

Michael Rausch Fairfax, VA

Alan Rollow Wynnewood, OK

Murray R. Roth Laurel, MD

George Ryan Village, OK Jeff Scott Scotia, NY

Bill Stoller New York City, NY

Joseph A. Tanner, Jr. Eldred, PA

William R. Tantlinger New Florence, PA

L. M. Taylor Rapid City, SD Edwin Teruga Honolulu, Hi Ken Wood

Inver Grove Hgts., MN

Rick Craig Greensboro, NC Carlisle DeWitt Savannah, GA

Fred Ebetino Waterloo, IA Scott Edick Syracuse, NY

Howard Goldstein Brooklyn, NY

Joey Grove Placerville, CA

Tim Hurst Richardson, TX Kenneth Inghram Esperance, NY

Paul Mead College, AK Bradley Moore Northglenn, CO

Ralph Parillo Jr. Milltown, NJ

Robert Piekiel Marcellus, NY

Steve Shabram Carmel, CA

David Smith Grand Prairie, TX John Spofford

Chicago, IL

Harvey Stoker San Manuel, AZ

Eddie Szekeres Pittsburgh, PA

Mark Temple Houston, TX

ADVANCED ROCKETEER Skill Level 4

Steven Agius Astoria, NY Jim Amos Mission Hills, CA

Adam Arxt Baldwin, NY Mark Bambach Springfield, PA

Michael Black Brockport, NY

Chip Botti Greenlawn, NY

Tim Brewer Waterford, CA George Brody Costa Mesa, CA

Roger Brown Farmington Hills, MI Clancy Carroll Milwaukee, WI

Richard Cox St. Thomas, Ontario, Canada

Pat Crerand Pittsburgh, PA David Cummings Modesto, CA Ferenc Dobronyi Miami, FL

Steve Domotor

Brian Doyle Nashua, NH Jeff Duvall Millbrae, CA

James Gearhart Rochester, NY

Craig George Rochester, NY Brad Gilbert Flemington, NJ

Russell Gillenwater Muscatine, IA

John Hanafin Milton, MA Al Hargas Chicago, IL Charles Harmison

B. Heaphy Brewster, NY

John Henn Quakertown, PA Carl Hides Baton Rouge, LA

Craig Hilton Los Angeles, CA Dale Hitchings St. Louis, MO

John Jenkins Richmond, VA Wayde Jenkins Atwater, OH

Lars Jensen Richmond, UT Terry Johnson Marengo, IL

Chris Jones Pittsford, NY

Steve Kalucki Nutley, NJ David Kaminsky Belle Harbor, NY

Bill Keese Niagara Falls, NY Burrell Kilmer Towson, MD

Roger Koch Pequot Lakes, MN

Mark Korngiebel Hutchinson, MN

Eric Kowalik Ridgefield, CT Andrew Kratick Jr. Allentown, PA

Sheldon Lange Salinas, CA David La Vie Boston, MA

Jon Lerner St. Louis, Park, MN

Mark Logsdon Arvada, CO Paul Lonstein Ellenville, NY Pedro Marinez Arvada, CO Paul Melka Baltimore, MD

David Miles Northglenn, CO Larry Morris Salt Lake City, UT Ronnie Myatich Allison Park, PA

Jack O'Leary Hanover, MA Wade Peterson Dassel, MN

Matthew Ploito Nutley, NJ Rodney Pop Visalia, CA

Mark Raker Bethesda, MD Joe Roberts Wilbuaham, MA Dean Russ Wellesley, MA Mark Schmitz Caldwell, KS Gordon Schwartz Brooklyn, NY Rob Seabrook St. Paris, OH

Royce Senn Odessa, TX Jay Silla Sewickley, PA Ken Solosan Southgate, MI

Ken Stefancic Milwaukee, WI Page Stoutland Ackley, IA

Gary Strathearn Simi, CA John Upchurch La Verne, CA

Claude Vest Sellersburg, IN Harold Webb Winthrop, NY Ron Wellman Mill Valley, CA

Ricky Whitt Burlington, NC Ken Aaron Alamagordo, NM

Shawn K. Aiken, Esq Marshall, MN Bill Alexander Walhalla, SC

Domenic Ali Brooklyn, NY Steve Bassett Lima, OH

Tom Beach Waterville, MN James E. Beggs, Jr. Rochester, NY

Frank Bisser Garland, TX Edward Boogaerts New Orleans, LA

Edward Bowes Brook Park, OH Dale Broehm Columbus, OH Stephen Brook Dix Hills, NY

Paul Buckingham Ft. Worth, TX Richard Bunt Glenmont, NY

Rick Carrico Louisville, KY Mark A. Chaney Heath, OH

Dan Cheng Dix Hills, NY Gunther Chin Calexico, CA

Michael Claprood Mt. Morris, NY Ray Cleaveland San Francisco, CA

Tim Cochran Greenwich, OH Joe Colangelo Port Chester, NY

Tom W. Crowell Manchester, MA Richard Debler Charlotte, MI Fred DeMey W. Redding, CT

Jeff Dunker Ephraim, UT Jeff Eaton Ft. Worth, TX Bob Farley Almont, Mi

Mark Ferree Ft. Worth, TX David H. A. Fitch Conventry, CT

Alan Funk Peoria, IL Jim Fyke Colenia, NJ Chris Gangi Cresskill, NJ

Frank H. Gee, Jr. Woodland Park, CO Joseph R. Gerusa Pacifica, CA

Robert Girard Mt. Clemens, MI Mark R. Glammeier

Sioux Falls, SD Richard Glossop Stamford, CT

Derek Gordon Kinnelon, NJ James Hageman Livingston, MT Alan Hammond Rochester, NY Steve Harper Kaufman, TX Douglas Harris Farmington Hills, MI Rick Hawkins Earlville, NY Gary Haynes Bell Gardens, CA Geoff Hayton Redlands, CA

Larry Henderson Northglenn, CO Bob Hickle N. Syracuse, NY John Ho Pittsburgh, PA

C. A. Hoffman Newport, NC Lee Hogman Baltimore, MD

Mike Hyman Allentown, PA Jerry Irvine Claremont, CA

Scott Isensee Morrhead, MN Andy Jackson Florence, AL

Curtis Johnson Cushing MN Johnny Johnson Ruston, LA Mike Jones Charlotte, MI

Elgin Keller Los Angeles, CA Brad Kemp Palmyra, NY

Tim J. Kennedy Oklahoma City, OK

Daniel Kingsburg
Huntsville, AL Rick Kolstad Inver Grove Hgts., MN Jeff Kottmyer York, PA

Chris Lageman Elsberry, MO Mark Laiuppa San Diego, CA Frank Lauback Mentor, OH

Dan Lavin Cleveland, OH Brian Lewis Montpelier, IN John F. Lehning Ridgewood, NY

Robert Long Reading Center, NY Robert Lopez Merced, CA

Adham Loutfi Oakland, CA P. J. Lynch Southbury, CT Richard Maebe La Verne, CA Robert Meier, Jr. Winston Salem, NC

Ronald Merkord Corpus Christi, TX Roy A. Metz Rochester, NY Roger L. Miller Greenwood, IN

David Mitchell Portsmouth, VA Bradley J. Moore Northglenn, CO Graham Mottola San Diego, CA

Ben Myers Chicago, IL Kenneth E. McAlester Jacksonville, FL Patrick McGraw St. Louis, MO Ray McKnight Mount Union, PA

Scott MacLaren Chagrin Falls, OH Steve Nagy Solon, OH David Naver Ypsilanti, MI

Mike Neely Ei Paso, TX Alan Neff Belleville, IL

Tommy Nichals Memphis, TN David Nicklas Danvers, MA James T. Ormond Burlington, MA Richard Portnoy Far Rockaway, NY Bruce Poyer Rome, OH Andrew Pozdol DeKalb, IL

James Pyle Lebanon, VA David Rapp Colorado Springs, CO Michael Rausch

Norris G. Reynolds Oolitic, IN Stanley Seleski City of Sunrise, FL Scott Robertson Knoxville, TN

Kent Rose Kailua, HA Joe Roth Westbury, NY Mark Schleckser Bricktown, NY

Randy Schultz Seattle, WA Tim Schwartz Pine Grove, PA S. Schweitzer Wilmington, DE Shannon Sebunich Cocoa Beach, FL

Terry Senger Fairfield, OH George Shaw San Lorenzo, CA Steve Shaw Newport, MN

Michael Sherman Staten Island, NY Dan Slama St. Paul, MN Paul Smethana Raleigh, NC

Jay Smith Concord, NH Buddy Sohl Louisville, KY F. Sole W. Paterson, NJ

Steven Spada Berlin, CT David Squires Massena, NY

Harvey Stoker Minden, NV Gary Tanson Leominster, MA Frank Tegel Cleveland, OH

Eric Theisen Hutchinson, MN Andy Thompson Lytle, TX

Darrell Thompson Milltown, NJ David Tremble Tulso, OK

Mike Turner Pittsburgh, PA Donald Vdel Coral Gables, FL Roger Uzun Wood Dale, IL

Christopher Vargas Kansas City, MO David Vaughn High Point, NC Jeffrey S. Viglielmo Woodstock, NY

Paul Voelker San Diego, CA Andy Walgemuth State College, PA

Mark Weber Elyria, OH John Wesly Warrentown, MO Danny Wheeler Chester, VA Mark Wladecki Elyria, OH Scott Woelfel St. Peters, MO

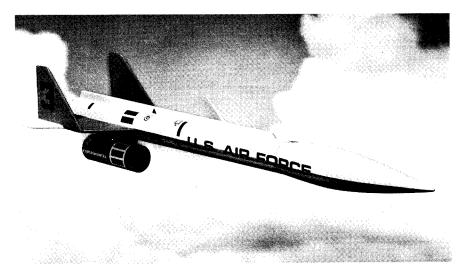
Mike Wong Cincinnati, OH Dale Woys Pinconning, MI

Bryan Zajakawski Chicopee Falls, MA



## Available Only to EAC Rocketeers

Limited Run Edition—This Kit Will Not Be Made Again—Order Today As It Will Become A Collectors Item—Supplies Are Limited.



From the drawing boards of the not-too-distant future comes the FireCat, a remotepiloted, reconnaissance drone. Able to slip undetected at treetop level behind enemy lines using advanced terrain avoidance control or race high above hostile areas at speeds in excess of Mach 4. Launched from high altitude bomber aircraft or "zero launched" with strap-on solid propellant booster from mobile ground platform, it can perform a variety of surveillance and intelligence missions.

Scale version of this authentic vehicle-of-the-future features military decor, two-color decals, die-cut balsa fins, quick-change engine mount, 12" parachute recovery, and scramjet

**RECOMMENDED ENGINES:** 

A8-3 B6-4

C6-5

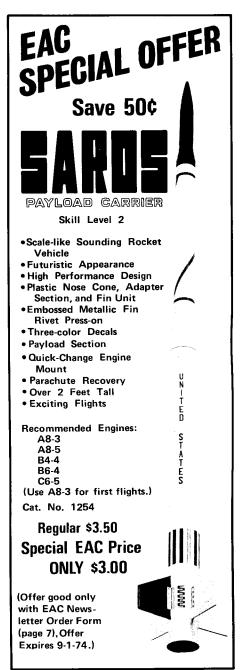
(Use A8-3 for first flights.)

SPECIFIATIONS: Length I4.32" (36.4cm.) Body Dia. 0.976" (24.8mm.) Weight 1.13 oz. (32.0g.) Shipping Wt. 7 oz.

Cat. No. 0821 Reg. \$2.75

Special Price Only \$2.25 With Orders Over \$4.00. Save 50¢

(Offer good only with EAC Newsletter Order Form (page 7). Offer expires 9-1-74 or when supply is exhausted. Hurry! Supplies are limited.)



#### CLOSE-OUT SPECIALS DRAFTING AND CALCULATING SUPPLIES

	ITEM	CAT. NO.	REG. PRICE	EAC PRICE ONLY	ITEM	CAT. NO.	REG / PRICE	EAC PRICE ONLY
7	Metal Compass (DC-2) Use as pencil compass or divider. Includes extra leads-		40∉	25¢	10" Decimal-Trig, Multi-Log Slide Rule (SR-4) Features 22 scales and covers log-log and trig requirements. Double faced, spring loaded			
-50	Bow Compass (DC-3) -Use as divider, ink, or pencil compass. Interchangeable points and screw adjustment-				adjustable cursor and protect carrying case-	ve <b>#2707</b>	\$4.00	\$2.00
		#2698	\$1.40	\$1.00	Triangle Set (DT-2) Clear plastic with beveled ed	nes		
	6" Protractor (DP-6) -Clear plastic with sharp graduations and accurate 6" ruler-	#2699	25¢	15¢	and recessed lifts. Accurate a precise. Set includes one 6" 4 triangle and one 8" 30° – 60° triangle.	nd 5 <sup>0</sup>	85¢	50¢
	6" Pocket Slide Rule (SR-3) -Features A, B, C, Cl, D, K, S, T, and L scales. Very accurate, perfect for computing altitudes. Includes vinyl case-	2300			Basic Slide Rule With Book (EK-1) -Features A, B, C, D, Cl, K, S and T scales. Durable plastic Excellent self-instruction mar	case.		
		#2706	\$1.40	\$1.00	Easy, quick, accurate way to	earn- #2703	\$6.00	\$5.00



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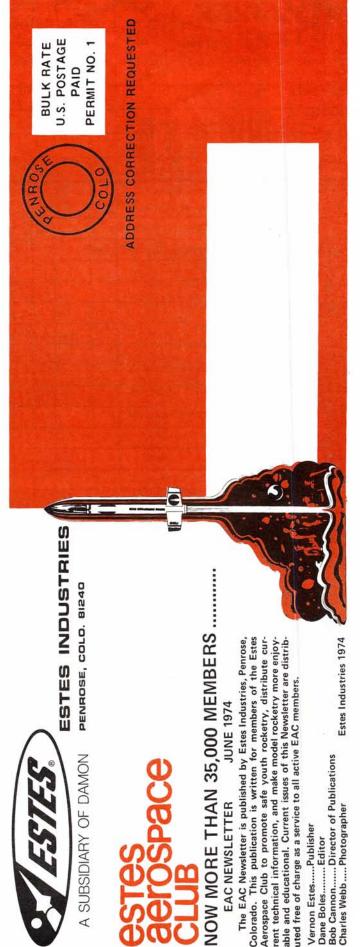
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PENROSE, COLO. 81240

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"Guide for Aerospace Clubs"

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