INDEX

FEEE

PEAK OF FLIGHT

NEWSLETTER

Newsletter Index - By Issue Number and Date

- <u>Issue #101</u> (4-4-03) Why do simulations show unstable descents?
- <u>Issue #102</u> (4-18-03) Running Quick-and-Dirty Simulations.
- <u>Issue #103</u> (5-16-03) Determining Base Drag on a rocket.
- <u>Issue #104</u> (6-1-03) How to design and build engine mounts.
- <u>Issue #105</u> (6-13-03) Designing Rockets with Asymmetrical fins.
- <u>Issue #106</u> (7-3-03) Newton's Laws of Motion, and How Rockets work.
- Issue #107 (7-25-03) Selecting the right beginner level kit
- <u>Issue #108</u> (8-4-03) Simulating Strap-on Boosters in Rock-Sim 7: Part 1
- <u>Issue #109</u> (8-22-03) Simulating Strap-on Boosters in Rock-Sim 7: Part 2
- <u>Issue#110</u> (9-12-03) Simulating Strap-on Boosters in Rock-Sim 7: Part 3
- <u>Issue #111</u> (9-30-03) Simulating Strap-on Boosters in Rock-Sim 7: Part 4
- <u>Issue #112</u> (10-10-03) Rocketry Education Cross-curriculum examples.
- <u>Issue #113</u> (10-27-03) Simulating fins-on-fins in RockSim.
- Issue #113 (10-27-03) How to use bulkheads in rockets.
- <u>Issue #114</u> (11-7-03) Simple hand tools that will save you money.
- <u>Issue #114</u> Poster How Black Powder Rocket Motors work.
- <u>Issue #115</u> (11-21-03) Designing a simple glider using RockSim 7.
- <u>Issue #115</u> Poster How Composite propellant rocket motors work
- <u>Issue #116</u> (12-5-03) Simulating Pop-Pod Boost Gliders In RockSim v7 Part 1.
- <u>Issue #117</u> (12-19-03) Simulating Pop-Pod Boost Gliders In RockSim v7 Part 2.
- Issue #117 (12-19-03) Phases of a Rocket's Flight.

- <u>Issue #118</u> (1-12-04) How to Create Subassemblies in Rock-Sim to help speed up the design process.
- <u>Issue #119</u> (1-27-04) Simulation of Side Pods Using Rock-Sim v7.
- Issue #120 (2-15-04) The Parts of a Model Rocket.
- <u>Issue #121</u> (3-15-04) Making a Cutting Pattern to Angle-Cut Body Tubes.
- <u>Issue #122</u> (3-26-04) Simulating Foam-filled parts in Rock-Sim.
- <u>Issue #123</u> (4-9-04) How to Add Decals and Decoration to your RockSim Designs.
- <u>Issue #124</u> (4-26-04) Differences between chuck-gliders and rocket boosted glider.
- <u>Issue #125</u> (5-17-04) How To Make Simulated Nozzles To Add Pizzaz To Your Rockets.
- <u>Issue #126</u> (6-10-04) Common Misconceptions About Centering Rings.
- <u>Issue #127</u> (7-5-04) How To Design and Construct Oblique Nose Cones.
- <u>Issue #128</u> (7-20-04) The Art and Science of Streamer Recovery.
- Issue #129 (8-10-04) Using Ejection Charge Baffles.
- <u>Issue #130</u> (8-23-04) Optimizing Your Design Using SMARTSim.
- <u>Issue #131</u> (9-20-04) Rocket Engine Classification System Explained.
- <u>Issue #132</u> (9-28-04) Selecting Rocket Motors: A Step-By-Step Proceedure.
- <u>Issue #133</u> (10-11-04) What is "Static Margin?"
- <u>Issue #134</u> (11-01-04) SMARTSim Tips for design Optimization.
- <u>Issue #135</u> (11-22-04) How To Make Your Own Rocket Motors.
- <u>Issue #136</u> (12-13-04) Make Your Own Transition Sections.
- <u>Issue #137</u> (1-11-05) Designing a Parachute Compartment Into a Booster Stage.

FPOSEE

PEAK OF FLIGHT

- <u>Issue #138</u> (2-2-05) Joining Paper Transition Sections Together.
- <u>Issue #139</u> (2-24-05) What Is Contained In A Rocket Engine Data File.
- <u>Issue #140</u> (3-17-05) Hidden Features in RockSim v8. Also, SHROX plan: the "TwoNer."
- <u>Issue #141</u> (4-29-05) How to create complex clusters in RockSim.
- <u>Issue #142</u> (5-26-05) Attending an organized rocketry launch.
- Issue #143 (6-10-05) Mood Lighting With RockSim Part 1.
- <u>Issue #144</u> (6-27-05) Mood Lighting With RockSim Part 2.
- <u>Issue #145</u> (7-14-05) Getting Certified the Hard Way.
- <u>Issue #146</u> (8-01-05) Creating Sprites In RockSim.
- Issue #147 (8-22-05) Filling Body Tube Spiral Grooves.
- <u>Issue #148</u> (9-13-05) Speeding up RockSim's 2D flight profile simulation.
- <u>Issue #149</u> (10-7-05) Properly Sizing Your Rocket's Parachute.
- Issue #150 (10-24-05) Swivel Fins Do Fly Straight
- Issue #151 (11-7-05) Machine tools on your wish list.
- <u>Issue #152</u> (11-18-05) Aligning "In-Line" fins
- <u>Issue #153</u> (12-6-05) Adding Parachutes to Boosters in RockSim.
- <u>Issue #154</u> (12-30-05) CP's of Short and Fat Rockets in RockSim.
- Issue #155 (1-17-06) Interview with Tim Quigg
- <u>Issue #156</u> (2-2-06) Rocketry in South America
- Issue #157 (2-22-06) Cold Power Rocketry
- <u>Issue #158</u> (3-14-06) Creating Short/Fat Rockets in RockSim, Pt. 2
- Issue #159 (3-29-06) Re-release of the Saturn V Rocket
- Issue #160 (4-24-06) Science Fairs: Tips on Winning.
- <u>Issue #161</u> (5-18-06) How To Finance A School Rocket Club.
- <u>Issue #162</u> (6-15-06) Simulating UFO and Cube Rockets in RockSim
- Issue #163 (7-14-06) How-To Info: Using RockSim's 2D

- Flight Profile
- <u>Issue #164</u> (7-28-06) Precision vs. Accuracy when tracking rockets
- Issue #165 (8-15-06) Making Fin Slots With A Dremel.
- <u>Issue #166</u> (8-29-06) Working On The Tomahawk Cruise Missile
- <u>Issue #167</u> (9-12-06) Teen builds largest amateur rocket flown in Colorado
- <u>Issue #168</u> (10-05-06) Using SMARTSim 2.0's Batch Processing Feature Part 1
- <u>Issue #169</u> (10-26-06) Using SMARTSim 2.0's Batch Processing Feature Part 2
- <u>Issue #170</u> (11-7-06) New Rocketry Items shown at the I-Hobby Expo
- <u>Issue #171</u> (11-22-06) A Visit to A Rocket Education Conference
- <u>Issue #172</u> (12-07-06) Advanced RockSim Technique: How to create a nested boattail in a 2-stage rocket (1.2 MB pdf)
- <u>Issue #173</u> (12-21-06) Rocketry Electronics Explained Part 1 (1.2 MB pdf)
- <u>Issue #174</u> (1-4-07) Rocketry Electronics Explained Part 2 (1.4 MB pdf)
- <u>Issue #175</u> (1-16-07) Coming Back Into Model Rocketry (1.1 MB pdf)
- <u>Issue #176</u> (1-30-07) How To Set Up Multiple Flight Events In RockSim - (1.1 MB pdf)
- <u>Issue #177</u> (2-14-07) Rocketry Education in Norway (1.3 MB pdf)
- <u>Issue #178</u> (2-28-07) Take Better Aerial Photos By Using RockSim (1.1 MB pdf)
- <u>Issue #179</u> (3-13-07) Student Launch Initative Puts RockSim Past Mach 1 - (1.2 MB pdf)
- <u>Issue #180</u> (3-23-07) Dr. Zooch Rockets Uses RockSim (880 K pdf)
- <u>Issue #181</u> (4-10-07) Early days of Rocketry (1.7 MB pdf)
- <u>Issue #182</u> (4-24-07) RockSim Technique: How To Put A Payload Bay Inside A Nose Cone - (1.1 MB pdf)
- <u>Issue #183</u> (5-8-07) How to turn a flat parachute into a NASA style parachute (1.2 MB pdf)





P E A K O F F L I G H T

<u>Issue #184</u> - (5-22-07) Parachute folding techniques

<u>Issue #185</u> - (6-5-07) The Ultimate Rocketry Glue Guide

<u>Issue #186</u> - (6-19-07) The Ultimate Rocketry Glue Guide:

<u>Issue #187</u> - (7-3-07) Parachute clusters and small rockets

<u>Issue #188</u> - (7-17-07) Build a cold gas-piston ejection-baffle system

<u>Issue #189</u> - (7-31-07) VERTIKAL The only way is up!

<u>Issue #190</u> - (8-14-07) How To Get Started In Rocketry Education

Issue #191 - (8-28-07) Oddchutes - Fun With Polygons

<u>Issue #192</u> - (9/11/07) Basics Of Flight Analysis - Moment Of Inertia

<u>Issue #193</u> - (9/25/07) Basics Of Flight Analysis - The Corrective Moment Coefficient

<u>Issue #194</u> - (10/09/07 Rotating Parachutes

<u>Issue #195</u> - (10/22/07) Basics Of Flight Analysis - Damping Moment Coefficient