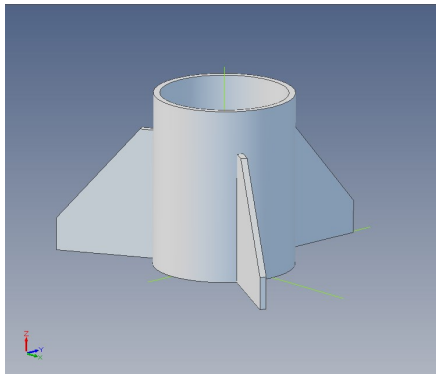




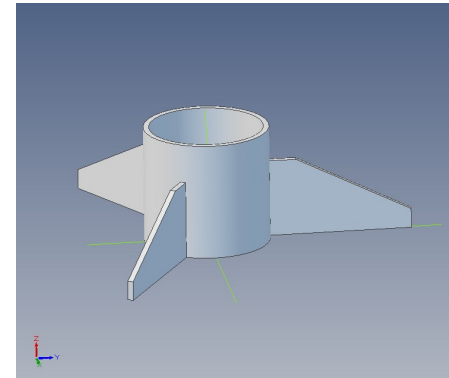
RIPPL3D™

Tail Configuration 1



RIPPL3D™

Tail Configuration 2



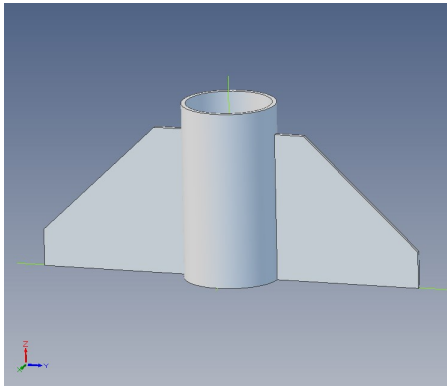
	Configuration 1	Configuration 2	Configuration 3	Configuration 4
Fin Height (in)	0.75	0.5	1.25	1
Fin Dia (in)	1.96	2.62	3.27	2.62
Fin Qty	3	3	2	4
Fin Angle (deg)	0	0	0	0
Image				

	Configuration 1	Configuration 2	Configuration 3	Configuration 4
Fin Height (in)	0.75	0.5	1.25	1
Fin Dia (in)	1.96	2.62	3.27	2.62
Fin Qty	3	3	2	4
Fin Angle (deg)	0	0	0	0
Image				



RIPPL3D™

Tail Configuration 3

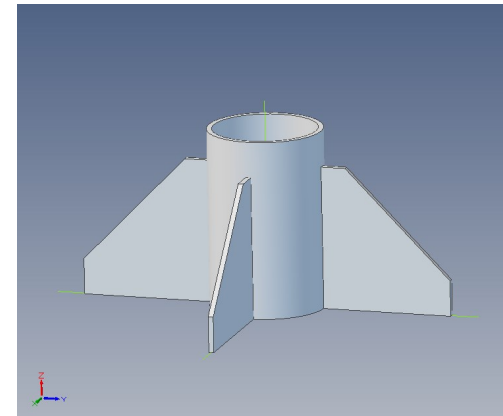


	Configuration 1	Configuration 2	Configuration 3	Configuration 4
Fin Height (in)	0.75	0.5	1.25	1
Fin Dia (in)	1.96	2.62	3.27	2.62
Fin Qty	3	3	2	4
Fin Angle (deg)	0	0	0	0
Image				



RIPPL3D™

Tail Configuration 4



	Configuration 1	Configuration 2	Configuration 3	Configuration 4
Fin Height (in)	0.75	0.5	1.25	1
Fin Dia (in)	1.96	2.62	3.27	2.62
Fin Qty	3	3	2	4
Fin Angle (deg)	0	0	0	0
Image				



RIPPL3D™

Rocket Bodies

To enable more players to participate,
please take only **ONE** Rocket Body
per player.

Please reuse these components for as
many attempts as you would like!



RIPPL3D™

Nose Cones

To enable more players to participate,
please take only **ONE** Nose Cone
per player.

Please reuse these components for as
many attempts as you would like!