



BINDER DESIGN SCREW SWITCH

A robust screw activated switch, featuring fully soldered connections, stranded wire, strain relief and ferrule ends. Includes vinyl arming decal.

Installation Instructions:

Drilling and mounting:

Mark where you want to place the hole for the switch, making sure on smaller diameter airframes that the back of the screw will not hit against your altimeter mounting. When you are pleased with the placement, drill a 3/8" hole through the airframe, and or coupler. Test fit the switch and make sure that there is clearance between the back of the switch and your electronics mount. If you are pleased with the placement, mix up a batch of epoxy and epoxy the switch in the hole. After your model is painted, affix the arming decal to your airframe by peeling off the application tape. The decal will come up with the tape. Line up carefully and press the decal into position, smoothing out the bubbles. Remove the tape and the decal will remain affixed to your rocket.

Attaching to your electronics:

If you have an altimeter with terminals to attach to a remote arming switch, just attach the ferrules to your altimeter's switch terminals. If your altimeter does not have separate terminals for a remote arming switch, you have to wire the switch on the positive lead of the battery. This is done by cutting off the ferrules and splicing the switch leads between the battery positive lead and the altimeter's positive terminal. Be sure to use solder and shrink tubing on the splices.

Switch operation:

The switch closes the circuit by turning the screw clockwise, and opens the circuit by turning counter-clockwise. Be aware that the contact may be intermittent when the screw first closes the circuit, but as it is tightened the circuit is completed.

Once you have marked where to place your buttons, it is time to drill the pilot holes. Depending on airframe material and the type of drill bit you are using, you will need anywhere from a 1/8" to 5/32 bit. Note that it is best to start out with a smaller hole and enlarge it if need be. You'll know when it is the right size when you can screw and unscrew the button just as if a nut were in place. If you are installing on a Kraft paper airframe tube, be sure to wick some thin CA into the edge of the hole and let it dry to harden the edge.

Rough up the airframe with sandpaper around the hole and remove any and all paint. Rough up the bottom surface of the button as well. Take the assembled button and smear some epoxy on the exposed threads. Also, smear some epoxy on the bottom surface of the button. It doesn't take much! Now screw the button into the airframe and check the alignment. If you've used the correct amount of epoxy, you should see a small fillet form around the lower lip as you snug down the button. Do not over-tighten, as you could deform, compress, or crack the button.

ENJOY!