

## ARTICLE

### Comet Para Illuminating Rocket - White - 9123710

Number: 3.05.0051

## SPECIFICATIONS

Measurements: 287 (l) x 38 (w) x 38 (h) mm

Weight: 0,26 kg

Made in: Germany

HS Code: 93069090



## DESCRIPTION

The Comet Parachute Illuminating Rocket is used in Search and Rescue operations at night or for collision warning. Designed to withstand exceptional environmental exposure and to perform reliably even after immersion in water, the pull wire ignitor and improved grip provides easy handling. The rocket ejects a white flare suspended on a parachute at 300m (1000ft), which burns for 30 seconds at 90,000 candela.

### Application

A day or night collision warning signal, or used at night to illuminate areas for Search and Rescue operations. Suitable for use in commercial vessels, recreational boats and rescue services.

### Operation

1. Hold signal firmly by ribbed handle. Unscrew WHITE bottom cap.  
Do not point at people or property.
2. Hold rocket vertically above head pointing away from body.
3. Ensure hands remain clear of top. To fire – pull red ball sharply down.

### Packing & Transport Information

- 56 rockets in 2 metal tins in a fibreboard box
- Gross weight 17.2 kg (37.92 lb.)
- Net weight 14.6 kg (32.18 lb.)
- Measurements of fibreboard box:  
47 x 27 x 35 cm (18.5 x 10.6 x 13.8 in)
- Net Explosive Content per box: 5.152 kg (11.36 lb.)
- Hazard Class 1.4G
- UN 0505
- Proper Shipping Name: Signals, Distress, Ship
- Other Information: Cargo Aircraft Only

### Storage

Ideally, should be stored in the robust, specially designed Polybottle, or in a dry, easily accessed location at ambient temperature.

### Approvals

CE 0589, BAM- P2-0060, BAM 0589-P2-0056

### Specifications

- Length: 287 mm (11.3 in)
- Diameter at handle: 38 mm (1.5 in)
- Diameter: 32 mm (1.25 in)
- Nominal weight: 260 g (9.17 oz)
- Net explosive cont: 92 g (3.2 oz)
- Light intensity: 90,000 candela
- Burning time: 30 seconds
- Colour of light: white
- Ignition: pull-wire ignitor
- Altitude: 300 m (985 ft)

0505