

Owner's Manual

Models 1300C and 1400C

BUYER AND USER HAVE THE DUTY TO OBEY ALL LAWS REGARDING THE USE AND OWNERSHIP OF THIS CHEMICAL CAPTURE PROJECTOR. (HEREINAFTER REFERRED TO AS PROJECTOR).

READ ALL INSTRUCTIONS AND WARNINGS IN THIS MANUAL AND ALL SYRINGE/DART INSTRUCTIONS BEFORE CHARGING AND USING YOUR PROJECTOR.

WARNING: THIS PROJECTOR IS NOT A TOY AND IS INTENDED FOR ADULT USE ONLY. ALWAYS STORE YOUR PROJECTOR IN A SAFE PLACE AWAY FROM CHILDREN. MISUSE OR CARELESS USE MAY RESULT IN SERIOUS INJURY OR DEATH TO YOU AND/OR OTHERS AROUND YOU. YOU AND OTHERS SHOULD ALWAYS WEAR SAFETY GLASSES WHEN FIRING YOUR PROJECTOR. MODELS 1300C AND 1400C MAY BE DANGEROUS UP TO BUT NOT LIMITED TO 550 YARDS (503 meters)

Please read this owner's manual completely. And remember, this Projector is not a toy. Treat it with the same respect you would a firearm. **Always** follow the safety instructions found in this owner's manual and keep this manual in a safe place for future reference.

If you have any questions regarding your new Projector, please contact Palmer Cap-Chur Equipment Inc. at 770-942-4395/800-294-9482 or email: info@palmercap-chur.com or visit our website: www.cap-chur.com for online ordering and support videos.

OPERATING PROCEDURES

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1. Learning the Parts of Your New Projector

Learning the names of the parts of your new Projector will help you to understand your owner's manual. Use this manual to increase your enjoyment of this Projector.(Fig.1)

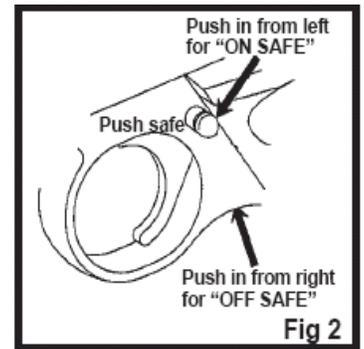


Fig.1

2. Operating the Safety

2.1 To Put the Projector "ON SAFE"

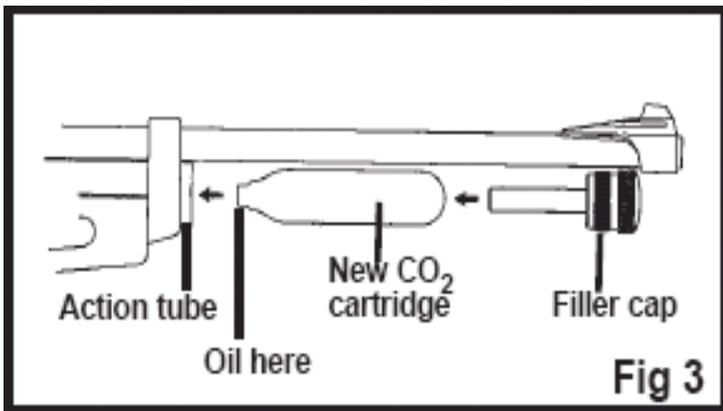
- Locate the safety directly in back of the trigger.
- Push the safety from the left side all the way in (**Fig. 2**). The safety is not "ON SAFE" unless it is pushed all the way in and the **RED** ring around the left side of the safety is **NOT** showing. Like all mechanical devices, a Projector safety can fail. Even when the safety is "ON SAFE", you should continue to handle the Projector in a safe and responsible manner. **NEVER** point the Projector at any person. **NEVER** point the Projector at anything you do not intend to shoot.



2.2 To Take the Projector "Off Safe"

- Push the safety from the right side all the way in.
- The Projector is ready to fire when "Off Safe".
- When you can see the **RED** line on the left side of the safety, the Projector is "Off Safe" and can be fired.

3. Installing and Removing CO2 Cartridge



VERY IMPORTANT: Put 1 drop of Crosman Pellgunoil (Item #2405) on the tip of every CO2 cartridge to help maintain your Projector Seals.

Note: Model 1400C does not have the rod on the filler cap.

WARNING: CO2 cartridge may explode at temperatures above 120°F (48.9°C). Do not mutilate or incinerate them. Do not expose them to heat or store CO2 cartridge at temperatures above 120°F (48.9°C). Never leave your projector inside your vehicle. Always store your projector inside where constant temperatures are maintained

WARNING: Keep hands and face away from escaping CO2 gas. CO2 can cause severe frostbite if allowed to come in contact with skin.

WARNING: ALWAYS make sure the CO2 Cartridge is empty before attempting to remove it from the Projector. Follow the steps below carefully.

3.1 Installing a New CO2 Cartridge

- Put the Projector "ON SAFE." (See Section 2.1)
- Make sure your Projector is **unloaded** and **free** of any obstructions or syringe/darts in the barrel of your Projector by removing the breech bolt. Remove the breech bolt by pulling the bolt handle up and all the way back from Projector barrel. (**Fig. 4**) **From the rear of your Projector** you should be able to look through the barrel. After being satisfied that there are no obstructions or objects in the barrel, replace the breech bolt. Replace the breech bolt by gently pushing in and locking down into slot. The breech bolt must be in place and locked before installing CO2 and pressurizing your Projector. (**Fig.5**)
- Even if this is the **first time** you are loading your CO2 into your Projector **ALWAYS** make sure there is no CO2 Cartridge in your Projector and the barrel is clear before attempting to load and pressurize it.
- IMPORTANT:** To check for any CO2, slowly turn the filler cap counter-clockwise. **If you hear ANY CO2 gas escaping STOP here and follow the steps in Sec. 3.2 for Removal of CO2.**
- Assured there is no CO2 in the projector and the barrel is clear, proceed by placing one drop of Crosman 0241 Pellgunoil® (included with purchase of your projector) on a new CO2 cartridge and insert into Action Tube with the small neck of the CO2 cartridge going in first. (**Fig.3**)
- Replace the filler cap assembly on the action tube. Screw the filler cap completely into place **finger tight only, do not overtighten**. You will feel the cap touch the CO2, turn 1 to 1-1/2 turns. (Some threads may still show.)

The filler cap does not pierce the CO2, this action is done by cocking and firing your Projector as directed in the following steps.

- Pull back on the Cocking Knob. There are (3) settings/clicks. **(Fig.5)** First click does nothing, **Second** click is **Low** power setting, **Third** click is **High** power setting. Cock and fire your Projector on the **Third/High** setting **3** times to fully charge your Projector. *The first cock/fire pierces the CO2, the second cock/fire pressurizes the Projector and the third cock/fire gives full power.

- . *If you do not hear the popping noise tighten the filler cap slightly and repeat the cocking operation and fire the Projector until there is a popping noise, which will mean the Projector is releasing CO2 with each pull of the trigger.

- Return safety to the "ON SAFE" position (See Section 2.1).

Congratulations! Your Projector now fully charged and ready to use.

NOTE: Obviously, the Projector must be charged with CO2 to fire but remember, do not store your Projector with a CO2 cartridge in it. (See Section 3.2)

3.2 Removing the CO2 Cartridge

- Put the Projector "On Safe" (See Section 2.1).

- Make sure your Projector is **unloaded** and **free** of any obstructions or syringe/darts in the barrel of your Projector by removing the breech bolt. Remove the breech bolt by pulling the bolt handle up and all the way back removing the breech bolt from barrel. **(Fig. 4)** From the rear of your projector look down the barrel of your Projector being satisfied that there are no obstructions or objects in the barrel replace the breech bolt. **(Fig.5)**

- Point the Projector in a **SAFE DIRECTION** away from yourself and others.

- To remove any CO2 **slowly** turn the filler cap counter-clockwise all the way until you do not hear the escape of CO2 gas. **Do not place fingers or hand in front of the Projector barrel.**

- Unscrew the filler cap. Pull the filler assembly from the action tube.* Model 1400C **does not** have the rod on filler cap.

- Point the muzzle of the Projector down so the CO2 cartridge will fall out. *See **CO2 Warnings Above.**

4. Loading and Unloading Syringes / Darts in Projector

4.1 Loading Syringes / Darts in Projector

***READ LOADING AND ASSEMBLY INSTRUCTIONS INCLUDED WITH THIS MANUAL FOR YOUR SPECIFIC SYRINGE / DART.**

- When handling darts/syringes with medications and your projector always wear gloves and safety glasses in addition to following any and all firearm safety procedures.

- Put the Projector "On Safe". (Section 2.1).

- Point the Projector in a **SAFE DIRECTION.**

- You should follow the steps under 3. 1 Installing a CO2 cartridge **prior** to loading syringe / dart into your Projector.

- Open the breech bolt by pulling the breech bolt handle up and all the way back removing breech bolt from barrel. **(Fig. 4)**

- With the breech bolt removed, place a loaded syringe / dart, needle first, into the barrel **(Fig. 4)**. This is a single shot syringe / dart Projector. Load no more than one syringe / dart at a time.

- Lightly push the syringe / dart into the barrel. Close the breech bolt making sure the tailpiece is not caught and push the breech bolt handle down to lock. **DO NOT** jam or shove the breech bolt forward as this action can damage your Projector.

- Be sure the breech bolt is in 'lock' position before firing. If it is not closed and fully locked, the syringe / dart may not be discharged.

- Take the Projector "Off Safe"

- Cock your projector **Note: Projector MUST BE COCKED BEFORE EACH SHOT BY PULLING BACK ON THE COCKING KNOB, FIRST click does nothing, Second click LOW power, and Third click is for HIGH power. (Fig.5)**

- Aim at your target area. Remember to be aware of your surroundings in the event you miss your target.

- FIRE

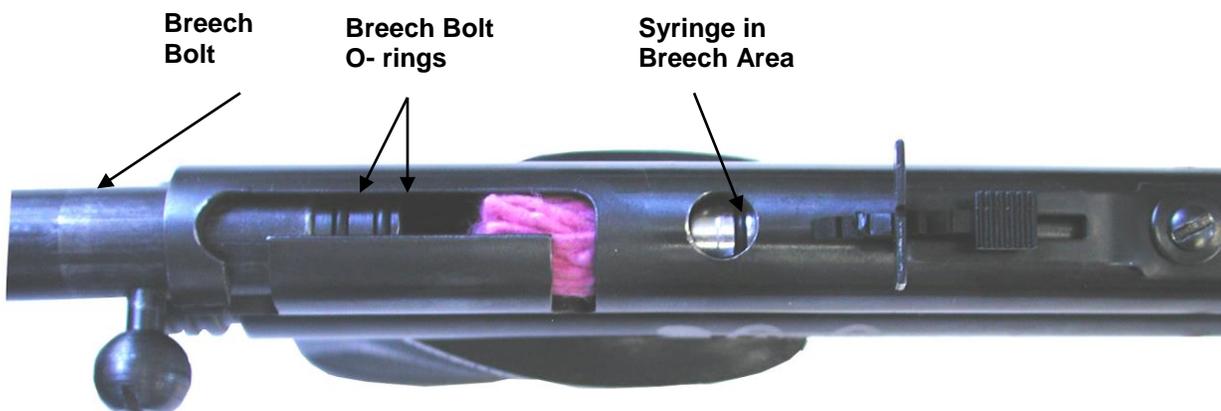


Fig.4



Fig. 5

4.2 Unloading Syringes / Darts in Projector

Unloading by firing your Projector

- The most common way to unload syringes / darts is to fire your Projector at your intended target following **Section 6** on aiming and firing safely.

Unloading without firing

- It is possible to unload your Projector without firing by following (**Section 5**) below:

5. Removing Unfired Syringe / Dart from Projector

- When handling darts/syringes with medications and your projector always wear gloves and safety glasses in addition to following any and all firearm safety procedures.

- Put the Projector "On Safe." (**Section 2.1**)
- Empty and remove the CO2 cartridge. (**Section 3.1**)
- Open the breech bolt. (**Section 4.1 - Fig. 4**)
- Insert a cleaning rod (ramrod) of the proper size into the barrel of your Projector (starting at the breech end).

The barrel could be damaged if the proper sized cleaning rod (ramrod) is not used.

- Push the unfired syringe / dart to the muzzle end of Projector just far enough to remove by hand or push the dart/syringe onto a flat surface. (**Fig. 5**) **Do not force or strike the syringe /dart with the cleaning rod. Do not allow the syringe / dart to free fall from the barrel of your Projector.**

***Upon removal of your unfired Syringe/Dart refer to your specific Syringe/Dart Instructions included with this manual for steps regarding the proper process to disassemble a loaded/unfired syringe/dart.**

- If you are not able to remove the syringe / dart from your projector by following this procedure, take **no further action** and contact Palmer Cap-Chur Equipment, Inc.

If you find you have left a syringe/dart in your Projector over time and it has seized up inside the barrel take **no action** and contact **Palmer Cap-Chur Equipment at 770-942-4395 / 800-294-9482.**

6. Aiming and Firing Safely

6.1 Aiming the Projector

- You and others with you should always wear shooting glasses to protect your eyes along with following any and all firearm safety procedures.

Note: Projector MUST BE COCKED BEFORE EACH SHOT BY PULLING BACK ON THE COCKING KNOB, FIRST click does nothing, Second click is for LOW Power, and Third click is for HIGH Power. (Fig.5)

- Always point your Projector in a **SAFE DIRECTION.**
- Follow the instructions for installing a CO2 cartridge (**Step 3.1**) and loading syringes / darts (**Step 4.1 and Section 9**).

- Do not shoot at hard surfaces or at the surface of water. The syringe / dart may bounce off or ricochet and hit someone or something you had not intended to hit causing serious injury or death.
- When target practice shooting, always choose your target carefully. For example, you may wish to shoot at a paper bulls-eye target that is attached to a safe backstop such as a foam archery target. A heavy blanket should be hung behind the target trap to prevent ricochet should you miss the backstop.
- Always remember to aim at your target carefully. **THINK** about what you will hit if you miss the target.
- When using the notched rear sight, the Projector is correctly aimed when the front sight blade is positioned exactly in the center of the notch of the rear sight. The top of the front sight blade should be even with the top of the notch in the rear sight. The bulls-eye should appear to rest on the top of the front sight.

6.2 Sight Adjustment

The rear sight is designed so that it can be used as a notched sight.

The rear sight may be adjusted to shoot higher (elevation). Loosen the windage adjustment screws by turning it counterclockwise.

Move the elevator down away from the muzzle (**Fig.1**) to make the syringe/dart hit higher on the target. Next, tighten the windage adjustment screws by turning it clockwise.

The rear sight may be adjusted to shoot right or left (windage). Loosen the windage adjustment screws by turning it counterclockwise.

Move the sight to the right to make the syringe / dart hit to the right on the target. Move the sight to the left to make the syringe / dart hit to the left on the target. Then tighten the windage adjustment screws by turning it clockwise.

7. Maintaining Your Projector

- Before you attempt to oil your Projector, make sure the Projector is "ON SAFE", unloaded and the CO2 cartridge has been removed (see **Steps 2.1, 3.2 and 4.2**).
- Put 1 drop of Crosman 0241 Pellgunoil® on the tip of every CO2 cartridge to help maintain your Projector.(**Fig. 3**) **DO NOT** use petroleum, distillate based oil or solvents, such as Vaseline and **DO NOT** over-oil as this can cause damage to your Projector.
- Your Projector will maintain proper function longer if you place one drop of oil on the breech bolt o-ring every 250 shots. (**Fig. 4**).
- Rub a light coat of Lubricating Oil on all **exposed** metal parts of your Projector. Use a lightly coated cleaning patch on the inside of your Projector barrel. Do not spray or pour oil into the Projector barrel as this will cause internal seals and o-rings to wear faster.
- **DO NOT MODIFY OR ALTER YOUR Projector.** Attempts to modify the Projector in any way inconsistent with this manual may make your Projector unsafe to use, cause serious injury or death, and will void the warranty.
- If you drop your airgun, visually check to see that it works properly before you use it again. If anything seems changed, like a shorter or weaker trigger pull, this may mean worn out or broken parts. **Call Palmer Cap-Chur Equipment Inc. 770-942-4395 / 800-294-9482.**

8. Reviewing Safety

- Never point the Projector at a person or anything you do not intend to shoot.
 - Always treat the Projector as though it is loaded and with the same respect you would a firearm.
 - Always aim in a **SAFE DIRECTION**. Always keep the muzzle of the Projector pointed in a **SAFE DIRECTION**.
 - Always keep the Projector "**On Safe**" until you are ready to shoot.
 - Always check to see if the Projector is "**On Safe**" and "**Unloaded**" when getting it from another person or from storage.
 - Always keep your finger off the trigger and out of the trigger guard until ready to shoot.
 - You and others with you should always wear shooting glasses to protect your eyes.
 - If your reading or prescription glasses are not safety glasses make sure you wear shooting glasses over your regular glasses.
 - Use Palmer Cap-Chur Equipment Inc. Syringes /Darts. **ALWAYS**, handle the syringe/darts with care wearing gloves when loading and unloading to protect your hands from medications.
 - Do not shoot at hard surfaces or at the surface of water. The Syringe / Dart may bounce off or ricochet and hit someone or something you had not intended to hit.
 - When practice target shooting place the backstop in a location that will be safe should the backstop fail.
 - Your backstop should be checked for wear before and after each use. All backstops are subject to wear and will eventually fail. Replace your backstop if the surface is worn or damaged or if a ricochet occurs.
 - Do not attempt to disassemble or tamper with your Projector. **Contact Palmer Cap-Chur Equipment for all repairs and service.** Using unauthorized repair centers or modifying the function of your Projector in any way may be unsafe and will void your warranty.
 - Before you store your Projector, make sure that it is unloaded, not charged, and that the projector is "**On Safe.**" **DO NOT store your Projector with CO2 for more than one week.**
- **PALMER CAP-CHUR HAS GIVEN MANY SAFETY AND WARNING COMMENTS TO YOU THE OWNER AND/OR USER. HOWEVER, THIS DOES NOT REPLACE COMMON SENSE. AS USER AND/OR OWNER OF A PROJECTOR YOU HAVE THE DUTY TO OBEY ALL LAWS AND SAFETY RULES THE SAME AS THAT OF A FIREARM.**

SPECIFICATIONS:

Model 1300C

Capacity Single Shot CO2 Projector
Weight: 3.00 Lbs
Sights Front: Fixed
Rear: Notched adjustable for windage and elevation
Power Source 12 gram CO2 cartridge
Safety Cross bolt
Velocity: Low Setting 112 FPS, High Setting 155 FPS
Barrel: 16-15/16" Steel / Smooth Bore

SPECIFICATIONS:

Model 1400C

Capacity Single Shot CO2 Projector
Weight: 2.35 Lbs
Sights Front: Fixed
Rear: Notched adjustable for windage and elevation
Power Source 12 gram CO2 cartridge
Safety Cross bolt
Velocity: Low Setting 112 FPS, High Setting 155 FPS
Barrel: 10-1/8" Steel / Smooth Bore

PERFORMANCE

Many factors affect velocity, including brand of syringe/dart, type of syringe/dart, amount of CO2 in cartridge, lubrication, barrel condition and temperature.

REPAIR SERVICE

If your Projector needs repair, we recommend you contact Palmer Cap-Chur Equipment Inc. at **770-942-4395 / 800-294-9482** or by email info@palmercap-chur.com **DO NOT ATTEMPT TO DISASSEMBLE YOUR PROJECTOR!** Your Projector requires special tools and fixtures for repair. Any disassembly or modification of your Projector not performed by Palmer Cap-Chur Equipment, Inc. will void the warranty.

LIMITED ONE YEAR WARRANTY

This product is warranted to the retail consumer for one year from date of retail purchase against defects in material and workmanship and is transferable. The serial number of your airgun is recorded by Palmer Cap-Chur Equipment it is a good idea to record the serial number in the event the Projector is stolen or service is needed.

WHAT IS COVERED

Replacement parts, labor and transportation charges to consumer for repaired 'warrantied' product.

WHAT IS NOT COVERED

Transportation charges to Palmer Cap-Chur Equipment Inc. for product. Damages caused by abuse, modification or failure to perform normal maintenance - see Owner's Manual. Any other expense. **CONSEQUENTIAL DAMAGES, INCIDENTAL DAMAGES, OR INCIDENTAL EXPENSES INCLUDING DAMAGE TO PROPERTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.**

HOW TO OBTAIN WARRANTY PERFORMANCE

Email Palmer Cap-Chur Equipment Inc. at info@palmercap-chur.com or phone Palmer Cap-Chur Equipment Inc. at 770-942-4395 / 800-294-9482 Palmer Cap-Chur Equipment Inc. will provide details of how to proceed with sending the item in for repair. You must contact Palmer Cap-Chur Equipment prior to shipping your product.

IMPLIED WARRANTIES

ANY IMPLIED WARRANTIES INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED IN DURATION TO ONE YEAR FROM DATE OF RETAIL PURCHASE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

To the extent any provision of this warranty is prohibited by federal, state or municipal law, which cannot be preempted, it shall not be applicable. This warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

CROSMAN, PELLGUNOIL and CROSBLOCK are registered trademark of Crosman Corporation in the United States.

Cap-Chur Reusable Syringe/Dart Loading Instructions

Complete Cap-Chur Syringe

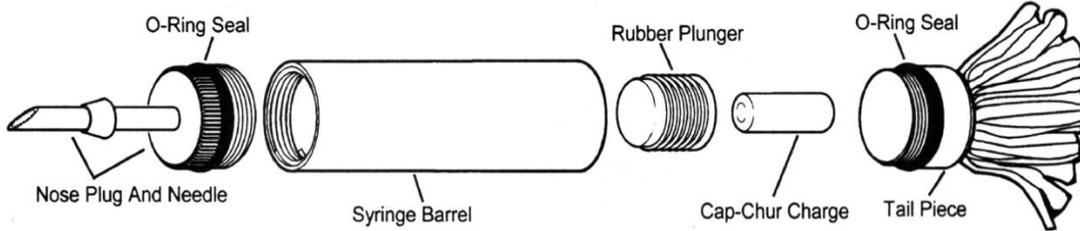


Fig.1

IMPORTANT

To assure safe operation, any user of this syringe / dart must read these instructions carefully. Failure to follow the instructions and warnings in these instructions can cause accidents resulting in injury or death.

WARNING: Keep and Store Away From Children. Sharp Objects and Small Parts enclosed which can cause injury or death.

Health Warning: In the course of loading /unloading and shooting these syringes / darts you and others around you will come in contact with sharp objects and medications. Carelessness or Mishandling can result in serious injury or death to you and others around you. Always wear impact protective glasses when shooting syringes / darts. Refer to manufacturer's information regarding proper dosage, handling and storage procedures for your specific medications. Always wear protective eyewear, gloves and facemask when loading / unloading or handling any medications or equipment. **Always** Wash hands thoroughly after loading / unloading syringes / darts, shooting, handling ammunition, medications or cleaning a projector and syringes / darts. Do not eat, smoke or use any type of chewing tobacco products during these activities.

WARNING: Attempting to modify the intended function of your syringes /darts or using the syringes / darts in any way inconsistent with this manual may make your syringes / darts unstable and unsafe to use which can result in serious injury or death to you and/or others with you. If you see or feel your Syringe/Darts may have a flaw or damage upon purchase, DO NOT use them and call Palmer Cap-Chur immediately at 770-942-4395 / 800-294-9482.

The Complete Cap-Chur Reusable Syringe/Dart consists of the following:

1. Nose Plug and Needle w/ O-ring
2. Syringe Barrel
3. Rubber Plunger
4. Cap-Chur Charge (Sold Separately)
5. Tail Piece w/ O-ring

- * Cap-Chur Charges are used **INSIDE** the syringe/dart barrel, inserted into the rubber plunger (not to be confused with Power Loads/.22 blank). Fig.1
- * A new Cap-Chur Charge must be used each time a new syringe is loaded.
- * Cap-Chur Reusable Syringe/Darts may be ordered as complete units or as individual components.
- * ALL Cap-Chur Reusable Needles, Rubber Plungers and Tail Pieces may be interchanged from syringe to syringe.
- * Using the **Incorrect** Cap-Chur Charge for your syringe size will damage the Syringe/Dart Barrel.
- * Many factors determine the recovery of the syringe such as needle type, hard hit (bounce outs) or placement of shot on animal.
- * **Always** use Plunger Lube (Item #2400) on the rubber plungers. Do not use petroleum gels as this will cause the rubber plungers to become 'gummy' and break down quicker.

Step 1. Lubricate the Rubber Plunger with Plunger Lube.

Tip: Keeping Rubber Plungers pre-lubricated in small bag or jar saves time and extends use.

Step 2. Using the clear plastic rod labeled 'Positioner' push the Rubber Plunger back and forth through the **inside** of the Syringe Barrel twice. Once the **inside** of the Syringe Barrel is properly lubricated you should get several shots before you will need to repeat this process. For larger syringe sizes it is recommended that you re-lubricate the plunger and pass through the barrel again to insure a smooth glide for medications to push out.

Step 3. Place the Cap-Chur Charge into the 'lubricated' Rubber Plunger. The solid end of the Cap-Chur Charge is inserted into the Rubber Plunger with the 'Swaged' end, (the end that can be pushed in and out) pointing toward the Tail Piece. Fig.2



Fig.2

Step 4. Insert the Rubber Plunger containing the Cap-Chur Charge into the Syringe Barrel. The threads are the same on each end of the syringe/dart Barrel so either end is acceptable. It is not necessary to push the 'loaded' rubber plunger all the way into the syringe/dart barrel as the Tail Piece will adjust the depth.(Step 5)

Step 5. Taking the Tail Piece (Fig.1) place it on the end of the syringe/dart barrel containing the Rubber Plunger and Cap-Chur Charge. As you screw the Tail Piece onto the syringe/dart barrel it will adjust the Rubber Plunger to the proper depth so you do not have to guess how far to push the Rubber Plunger down into the syringe/dart barrel. Hand Tighten (not too tight) the Tail Piece until the O-ring on the Tail Piece is at least half way into the syringe/dart Barrel.

Step 6. Holding the Syringe Barrel with Tail Piece down you are now ready to load your medication. Using a hand Syringe draw your medication up and inject the proper amount of medication you will be using into the open end of the Syringe/Dart Barrel. Medication should fill the Syringe to bottom of the threads. If medication does not meet the threads consider using a smaller sized barrel or adding sterile water if allowed. Any air space left in the syringe/dart barrel can inject air into the target animal and cause damage to your syringe/dart barrel. **Important: Do Not Dilute Medications with water unless advised by Veterinarian or your medication drug labeling. Refer to these BEFORE adding sterile water.**

Step 7. Screw the Nose Plug and Needle (Fig.1) snug (hand tight only) onto the Syringe/Dart Barrel until the O-ring is at least half way into the Syringe/Dart Barrel.

You are now ready to load and fire the syringe/dart from your projector. Follow the correct loading procedures for your type of projector found in your Projector Instruction Manual.

Recovery of the Syringe/Dart

Follow **Health Warning** and procedures above.

With Nose Hub and Needle pointed in a safe direction away from you and others . Remove the tail piece **FIRST** to release any pressure that may be remaining in the syringe / dart. After the tailpiece is removed you may now remove the nose hub and needle, rubber plunger and spent Cap-Chur Charge. Cap-Chur Charge must be disposed of.

Always recover and disassemble your syringe/darts. Never leave the syringe/darts lying in the field or out where they pose a danger to you, your livestock and/or others.

NEVER: Store your Projector with a Loaded Syringe / Dart in the barrel of your projector. Always remove Syringe/Dart and discard of properly.

WARNING: Extreme caution must be used when firing syringes / darts as the syringe / dart could bounce back striking you or others or spraying medication causing injury or death to you and others. Remember to always follow safety and warnings listed but not limited to along with medication labeling and warnings and apply common sense when using Projectors, syringe/darts and equipment!

Cleaning and Care of Reusable Syringes

Recover your Syringe/Dart as soon as possible unscrew and remove all Parts from the syringe following recovery directions above. Medication is very corrosive so the sooner you recover and disassemble the longer you will extend the life of the syringe/dart.

Using a mild soap and warm water wash syringe/dart parts(with exception of yarn Tail Piece). **DO NOT reassemble and allow to fully dry before storing.**

Our Syringe Brush (Item #6004) makes this task quicker and helps to remove build up inside the Syringe/Dart Barrel.



Item # 6004

Helpful Hints:

**Blank Nose Hubs(Item #2390) are very useful when carrying loaded syringes. Follow loading instructions however, instead of using a Nose Hub with a Needle use the Blank Nose Hub. When you are ready to shoot just replace the blank nose hub with hub w/ needle. These are great for loading multiple syringe/darts and carrying on horseback or ATV.



Item #2390

**When Loading larger syringes/darts consider purchasing a 12" Positioner (item # 2412) instead of standard 9"Positioner (item # 2411). These reach further inside the syringe/dart barrel.

**Choosing the correct needle for your application makes recovery of your syringe/darts much faster and easier. Some needle types are designed to stay in longer than others. The best 'all-around' choice is a SidePort type needle. If in doubt as to which needle would be best for your application please email ; info@palmercap-chur.com or call 770-942-4395 and we will be happy to assist you.

Loading and Assembling the Air-Inject Syringe Patent Pending



Needle Cap Nose Hub & Needle Barrel Rubber Plunger with Spacer Air-Inject Tail Piece

Fig.1

IMPORTANT

To assure safe operation, any user of this syringe / dart must read these instructions carefully. Failure to follow the instructions and warnings in these instructions can cause accidents resulting in injury or death.

WARNING: Keep and Store Away From Children. Sharp Objects and Small Parts enclosed which can cause injury or death.

Health Warning: In the course of loading / unloading and shooting these syringes / darts you and others around you will come in contact with sharp objects and medications. Carelessness or Mishandling can result in serious injury or death to you and others around you. Always wear impact protective glasses when shooting syringes / darts. Refer to manufacturer's information regarding proper dosage, handling and storage procedures for your specific medications. Always wear protective eyewear, gloves and facemask when loading / unloading or handling any medications or equipment. **Always** Wash hands thoroughly after loading / unloading syringes / darts, shooting, handling ammunition, medications or cleaning a projector and syringes / darts. Do not eat, smoke or use any type of chewing tobacco products during these activities.

WARNING: Attempting to modify the intended function of your syringes /darts or using the syringes / darts in any way inconsistent with this manual may make your syringes / darts unstable and unsafe to use which can result in serious injury or death to you and/or others with you. If you see or feel your Syringe/Darts may have a flaw or damage upon purchase, **DO NOT** use them and call Palmer Cap-Chur immediately at 770-942-4395 / 800-294-9482.

NOTE: Always use correct size syringe for the amount of medications you are injecting. Syringe barrel **MUST** be **FULL**. Any air space left in the barrel can cause damage to syringe barrel and inject air into target animal.

Step 1: Lubricate the Rubber Plunger (fig.1) with Silicone Lubricant (Plunger Lube). **only**. Do not use Liquid Silicone with Air-Inject System.

Step 2: Using the clear plastic rod labeled 'Positioner', push the Rubber Plunger back and forth through the **inside** of the Syringe Barrel twice. ****Larger Syringe Barrels may require lubricant to be applied again before the second pass through the Syringe Barrel. This process is to lubricate the inside of the Syringe Barrel only. Rubber Plunger MUST slide freely through inside of Syringe Barrel in order to push your medications out.**

Step 3: Place Spacer into the Rubber Plunger.(Fig.1)

Step 4: Insert the Rubber Plunger and Spacer into the Syringe Barrel. (fig.1)* The threads are the same on either end of the Syringe Barrels so it does not matter which end you place the Rubber Plunger. **Note:** Step 5 the tail piece will push the rubber plunger and spacer to the correct depth in your syringe/dart barrel so you need not worry about pushing it all the way in the barrel.

Step 5: Screw the Tail Piece (fig.1) onto the Syringe Barrel until the O-ring is at least half way into the Syringe Barrel or until it is **hand tight only**. **(Making sure not to overtighten)**. The Tail Piece will position the Rubber Plunger and Spacer to the correct depth inside the Syringe Barrel, positioning the Rubber Plunger and Spacer farther down the Syringe Barrel can result in damage to the syringe barrel and improper flight of Syringe/ Dart.

Step 6: Holding the Syringe Barrel with Tail Piece down you are now ready to load your medication. Using a hand Syringe draw your medication up and inject the proper amount of medication you will be using into the open end of the Syringe/Dart Barrel. Medication should fill the Syringe to bottom of the threads. If medication does not meet the threads consider using a smaller sized barrel or adding sterile water if allowed. **Important: Do Not Dilute Medications with water unless advised by Veterinarian or your medication drug labeling. Refer to these BEFORE adding sterile water.** Screw the Nose Plug and Needle (Fig.1) onto the Syringe Barrel until the O-ring is at least ½ way into the Syringe Barrel or until it is tight **(Hand tight only. Do not overtighten)**. ****Sideport or Front Inject Needles may be used with Needle Caps.**

Step 7: Holding the Needle Cap (fig. 1) by the sides (never on top) place Needle Cap on the Needle end of the Syringe/Dart. **NOTE: Needle Cap remains on the syringe do not remove !** You are now ready to load and fire the syringe/dart from your projector. Follow the correct loading procedures for your type of projector found in your Projector Instruction Manual.

DISASSEMBLING THE AIR-INJECT SYRINGE:

Follow **Health Warning** and procedures above. With Nose Hub and Needle pointed in a safe direction away from you and others remove the tail piece **FIRST** to release any pressure that may be remaining in the syringe / dart. **After** the tailpiece is removed you may now remove the nose hub and needle, rubber plunger and spacer. Wash all parts (with exception of Tail Piece) in warm soapy water. **DO NOT** reassemble and allow to fully dry before storing. **WARNING: NEVER** remove the needle end of the syringe/dart first! **ALWAYS** remove the Tail Piece first!

Always recover and disassemble your syringe/darts. Never leave the syringe/darts lying in the field or out where they pose a danger to you, your livestock and/or others. NEVER: Store your Projector with a Loaded Syringe / Dart in the barrel of your projector. Always remove Syringe/Dart and discard of properly.

WARNING: Extreme caution must be used when firing syringes / darts as the syringe / dart could bounce back striking you or others or spraying medication causing injury or death to you and others. Remember to always follow safety and warnings listed but not limited to along with medication labeling and warnings and apply common sense when using Projectors, syringe/darts and equipment! Remember to always follow safety and warnings listed but not limited to along with medication labeling and apply common sense when using Projectors, syringe/darts and equipment!

Loading Instructions for Disposable Charge Fired Syringe (DCF)TM

DCF Disposable Syringe/Darts are SINGLE use only.

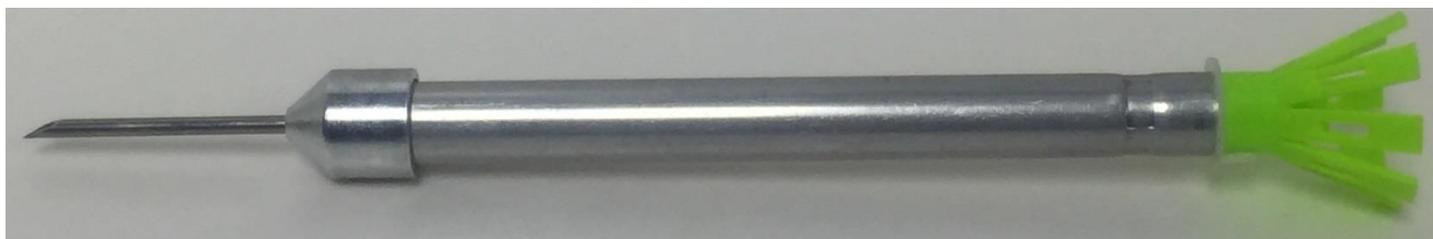


Fig.1

To assure safe operation, any purchaser or user of this syringe / dart must read these instructions carefully. Failure to follow the instructions and warnings in these instructions can cause accidents resulting in injury or death to you the user and those around you.

WARNING: Keep and Store Away From Children. Sharp Objects and Small Parts enclosed which can cause injury or death.

HEALTH WARNING: In the course of loading /unloading and shooting these syringes /darts you and others around you will come in contact with sharp objects and medications. Carelessness or Mishandling of any of these can result in serious injury or death to you and others around you. Always wear impact protective glasses when shooting syringes / darts. Always wear protective eyewear, gloves and facemask when loading / unloading or handling any medications or equipment. **Always** Wash hands thoroughly after loading and/or unloading, shooting, handling ammunition, medications or cleaning a projector and syringes / darts. Do not eat, smoke or use any type of chewing tobacco products during the process of using Chemical Capture Equipment and/or supplies such as but not limited to Syringe/Darts and Projectors.

WARNING: Attempting to modify the intended function of your syringes /darts or using the syringes / darts in any way inconsistent with this manual may make your syringes / darts unstable and unsafe to use which can result in serious injury or death to you and/or others with you. If you see or feel your Syringe/Darts may have a flaw or damage upon purchase, **DO NOT** use them and call Palmer Cap-Chur immediately at 770-942-4395 / 800-294-9482.



DANGER. Fire or projection hazard. Suspected of causing cancer. May damage fertility or the unborn child. May cause damage to organs (central nervous system, blood, kidney, reproductive system) through prolonged or repeated exposure. Do not handle until all safety precautions have been read and understood. Keep away from heat. No smoking. Do not subject to shock. Wear eye protection. Do not breathe fumes. If exposed, concerned or you feel unwell: Get medical attention. In case of fire: Evacuate area. Fight fire with normal precautions from a reasonable distance.

Store in accordance with applicable fire codes. Keep only in original packaging. Dispose of ammunition in accordance with local regulations. Other information: The hazardous components of this product are encased and are not biologically available. Therefore, some health hazards do not apply to the overall product. Decomposition products, including lead containing compounds, are released during the firing of cartridges. Use only outdoors or in a well-ventilated area.

⚠ WARNING:

Cancer and Reproductive Harm

www.P65Warnings.ca.gov

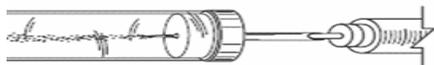
Step 1:

Draw up medication into a Hand Syringe with ****loading needle** attached, using the above proper safety and handling procedures. *Refer to Manufacturer's information sheet regarding proper dosages, handling and storage procedures for your specific medications. ** Loading Needle Not Including Order Item #2852.

Step 2:

Insert the Hand Syringe needle into the needle end of the DCF Syringe / Dart and **SLOWLY** inject Medication in the DCF Syringe / Dart. **Note:** The loading needle must reach all the way into the Syringe / Dart barrel cavity to prevent medication from coming out of the needle as you inject the medication. **Fig.2** Your DCF Syringe/Dart **must be completely full** of medication. Choosing the correct syringe/dart size for your dosage will help accomplish this. **Important: Do Not Dilute Medications with water unless advised by Veterinarian or your medication drug labeling. Refer to these BEFORE adding sterile water.**

Fig. 2



WARNING: Never point the DCF Syringe / Dart or hand syringe towards you or others when medication is being loaded or drawn

up as this could result in serious injury or death to you and others with you.

Step 3: After completing **Steps 1 and 2** you are now ready to load your DCF Syringe/Dart into your Projector and fire the Projector. Refer to your specific projector manual for achievable distances.

NEVER: Store your Projector with a Syringe/Dart in the barrel of your Projector. Always remove Syringe/Darts and discard of properly.

WARNING: Extreme caution must be used when firing Syringes / Darts as they could bounce back striking you or others or spraying medication causing injury or death to you and others.

ALWAYS recover and dispose of your syringe/darts safely and properly. Never leave the syringe/darts lying in the field or out where they pose a danger to you, your livestock and/or others. Remember, to always follow safety and warnings listed but not limited to along with medication labeling and warnings and apply common sense when using Projectors, syringe/darts and equipment.

AERO SYRINGE / DARTS LOADING INSTRUCTIONS

U.S. Patent No: 9,358,090

Aero Syringes / Darts are **SINGLE** use only.



Fig. 1



Fig. 2

To assure safe operation, any purchaser or user of this syringe / dart must read these instructions carefully. Failure to follow the instructions and warnings in these instructions can cause accidents resulting in injury or death to you the user and those around you.

WARNING: Keep and Store Away From Children. Sharp Objects and Small Parts enclosed which can cause injury or death.

HEALTH WARNING: In the course of loading /unloading and shooting these syringes /darts you and others around you will come in contact with sharp objects and medications. Carelessness or Mishandling of any of these can result in serious injury or death to you and others around you. Always wear impact protective glasses when shooting syringes / darts. Always wear protective eyewear, gloves and facemask when loading / unloading or handling any medications or equipment. **Always** Wash hands thoroughly after loading and/or unloading, shooting, handling ammunition, medications or cleaning a projector and syringes / darts. Do not eat, smoke or use any type of chewing tobacco products during the process of using Chemical Capture Equipment and/or supplies such as but not limited to Syringe/Darts and Projectors.

WARNING: Attempting to modify the intended function of your syringes /darts or using the syringes / darts in any way inconsistent with this manual may make your syringes / darts unstable and unsafe to use which can result in serious injury or death to you and/or others with you. If you see or feel your Syringe/Darts may have a flaw or damage upon purchase, **DO NOT** use them and call Palmer Cap-Chur immediately at 770-942-4395 / 800-294-9482.

Step 1:

Draw up medication into a Hand Syringe with loading needle attached, using the above proper safety and handling procedures. *Refer to Manufacturer's information sheet regarding proper dosages, handling and storage procedures for your specific medications.

Step 2:

Insert the Hand Syringe Needle into the needle end of the Aero Syringe / Dart and **SLOWLY** inject Medication in the Aero Syringe / Dart. **Note:** The loading needle must reach all the way into the Syringe / Dart barrel cavity to prevent medication from coming out of the needle as you inject the medication. **Fig. 1** (a 2" or longer needle works well for this procedure). Cap-Chur has the loading needle available for purchase. Item #2850. Your AERO Syringe/Dart **must be completely full** of medication. Choosing the correct syringe/dart size for your dosage will help accomplish this.

WARNING: Never point the Aero Syringe / Dart or hand syringe towards you or others when medication is being loaded or drawn up as this could result in serious injury or death to you and others with you.

Step 3:

Holding the Needle Cap by the sides (never on top) place the Needle Cap onto the needle end of the Aero Syringe / Dart being extremely careful not to push the needle through the Needle Cap. **Fig. 2**

WARNING: Needles are extremely sharp and care must be taken to ensure safe handling when installing Needle Cap on the Aero Syringe / Dart.

IMPORTANT: The Needle Cap MUST REMAIN on the Syringe/Dart with medication and placed inside your Projector. Failure to place and leave the Needle Cap on the Aero Syringe will cause an improper function of your Aero Syringe / Dart and can result in serious injury or death to you and others with you.

After completing Steps 1 through 3 you are now ready to load your Aero Syringe/Dart into your Projector and fire the Projector.

NEVER: Store your Projector with a Syringe/Dart in the barrel of your Projector. Always remove Syringe/Darts and discard of properly.

WARNING: Extreme caution must be used when firing Syringes / Darts as they could bounce back striking you or others or spraying medication causing injury or death to you and others. **ALWAYS recover and dispose of your syringe/darts safely and properly. Never leave the syringe/darts lying in the field or out where they pose a danger to you, your livestock and/or others.**

1300C Mid-Range Projector

Reusable Cap-Chur Syringes

Achievable distances are listed below (achievable distances: a distance which is within the ability of the projector to fire a certain size syringe). However, greater distances can be achieved with practice, depending on your target size and skill level.

NOTE: Syringes should have some drop in flight from point of aim to point of impact. Syringes are self-contained meaning there is something inside them which will empty the contents on impact **YOU DO NOT HAVE TO HIT HARD!!**

NOTE: Distances listed below are for Cap-Chur Projectors and Cap-Chur syringes only.

PERFORMANCE: Many factors affect the accuracy of the syringe. Including but not limited to: size of syringe, condition and type of tailpiece, CO2, Power Loads, excessive oiling of projector, condition of projector, temperature and wind. Most importantly the person firing the projector, if you are unable to fire a modern firearm accurately then you most likely will not be accurate when shooting your projector.

NOTE: Projectors have a velocity closer to that of archery than modern firearms.

Note: Projectors have **THREE** clicks the First click does **NOTHING**.

Low Power Setting (Second Click)

- 1cc Syringe 15 yards or 45 feet (14 meters)
- 2cc Syringe 10 yards or 30 feet (9 meters)
- 3cc Syringe 10 yards or 30 feet (9 meters)
- 4cc Syringe 10 yards or 30 feet (9 meters)
- 5cc Syringe 10yards or 30feet (9 meters)
- 7cc Syringe 10 yards or 30 feet (9 meters)
- 10cc Syringe 10 yards or 30 feet (9 meters)
- 15cc Syringe 7 yards or 21 feet (6 meters)
- 20cc Syringe 7 yards or 21 feet (6 meters)

High Power Setting (Third Setting)

- 1cc Syringe 20 yards or 60 feet (18 meters)
- 2cc Syringe 20 yards or 60 feet (18 meters)
- 3cc Syringe 17 yards or 51 feet (14 meters)
- 4cc Syringe 15 yards or 45feet (14 meters)
- 5cc Syringe 15 yards or 45 feet (18 meters)
- 7cc Syringe 12 yards or 36 feet (11 meters)
- 10cc Syringe 12 yards or 36 feet (11 meters)
- 15cc Syringe 12 yards or 36 feet (11 meters)
- 20cc Syringe 10 yards or 30 feet (9 meters)

***Distance Chart for Cap-Chur Equipment Only**

1400C Short Range Projector Reusable Cap-Chur Syringes

Achievable distances are listed below (achievable distances: a distance which is within the ability of the projector to fire a certain size syringe). However, greater distances can be achieved with practice, depending on your target size and skill level.

NOTE: Syringes should have some drop in flight from point of aim to point of impact. Syringes are self-contained meaning there is something inside them which will empty the contents on impact **YOU DO NOT HAVE TO HIT HARD!!**

NOTE: Distances listed below are for Cap-Chur Projectors and Cap-Chur syringes only.

PERFORMANCE: Many factors affect the accuracy of the syringe. Including but not limited to: size of syringe, condition and type of tailpiece, CO2, Power Loads, excessive oiling of projector, condition of projector, temperature and wind. Most importantly the person firing the projector, if you are unable to fire a modern firearm accurately then you most likely will not be accurate when shooting your projector.

NOTE: Projectors have a velocity closer to that of archery than modern firearms.

Note: Projectors have THREE clicks the First click does NOTHING.

Low Power Setting (Second Click)

- 1cc Syringe 10 yards or 30 feet (14 meters)
- 2cc Syringe 10 yards or 30 feet (14 meters)
- 3cc Syringe 10 yards or 30 feet (14 meters)
- 4cc Syringe 10 yards or 30 feet (14 meters)
- 5cc Syringe 10 yards or 30 feet (14 meters)
- 7cc Syringe 8 yards or 24 feet (7 meters)
- 10cc Syringe 8 yards or 24 feet (7 meters)
- 15cc Syringe 7 yards or 21 feet (6 meters)
- 20cc Syringe 7 yards or 21 feet (6 meters)

High Power Setting (Third Setting)

- 1cc Syringe 20 yards or 60 feet (18 meters)
- 2cc Syringe 18 yards or 54 feet (17 meters)
- 3cc Syringe 15 yards or 45 feet (14 meters)
- 4cc Syringe 15 yards or 45 feet (14 meters)
- 5cc Syringe 15 yards or 45 feet (14 meters)
- 7cc Syringe 15 yards or 45 feet (14 meters)
- 10cc Syringe 12 yards or 36 feet (11 meters)
- 15cc Syringe 10 yards or 30 feet (9 meters)
- 20cc Syringe 10 yards or 30 feet (9 meters)

***Distance Chart for Cap-Chur Equipment Only**

DISTANCE CHART FOR DISPOSABLE AERO™ SYRINGES

US Patent No: 9,358,090

CARTRIDGE FIRED PROJECTORS (.22 BLANK)

	<u>VERY LOW (BROWN) LOAD</u>	<u>LOW (GREEN) LOAD</u>
1cc	30 YARDS (90 FT)	43 YARDS (129 FT)
2cc	25 YARDS (75 FT)	38 YARDS (114 FT)
3cc	25 YARDS (75 FT)	38 YARDS (114 FT)
4cc	25 YARDS (75 FT)	38 YARDS (114 FT)
5cc	23 YARDS (69 FT)	35 YARDS (105 FT)
6cc	20 YARDS (60 FT)	29 YARDS (87 FT)
7cc	19 YARDS (57 FT)	25 YARDS (75 FT)
10cc	17 YARDS (51 FT)	23 YARDS (69 FT)
12cc	12 YARDS (36 FT)	15 YARDS (45 FT)

LONG RANGE PROJECTOR

	<u>LOW POWER SETTING</u>	<u>HIGH POWER SETTING</u>
1cc	17 YARDS (51 FT)	25 YARDS (75 FT)
2cc	15 YARDS (45 FT)	23 YARDS (69 FT)
3cc	15 YARDS (45 FT)	20 YARDS (60 FT)
4cc	15 YARDS (45 FT)	19 YARDS (57 FT)
5cc	15 YARDS (45 FT)	18 YARDS (54 FT)
6cc	13 YARDS (39 FT)	18 YARDS (54 FT)
7cc	12 YARDS (36 FT)	17 YARDS (51 FT)
10cc	10 YARDS (30 FT)	15 YARDS (45 FT)
12cc	9 YARDS (27 FT)	14 YARDS (42 FT)

MID RANGE PROJECTOR

	<u>LOW POWER SETTING</u>	<u>HIGH POWER SETTING</u>
1cc	10 YARDS (30 FT)	25 YARDS (75 FT)
2cc	7 YARDS (21 FT)	22 YARDS (66 FT)
3cc	7 YARDS (21 FT)	20 YARDS (60 FT)
4cc	7 YARDS (21 FT)	20 YARDS (60 FT)
5cc	7 YARDS (21 FT)	18 YARDS (54 FT)
6cc	6 YARDS (18 FT)	15 YARDS (45 FT)
7cc	6 YARDS (18 FT)	15 YARDS (45 FT)
10cc	5 YARDS (15 FT)	14 YARDS (42 FT)
12cc	5 YARDS (15 FT)	13 YARDS (39 FT)

SHORT RANGE PROJECTOR

	<u>LOW POWER SETTING</u>	<u>HIGH POWER SETTING</u>
1cc	10 YARDS (30 FT)	20 YARDS (60 FT)
2cc	7 YARDS (21 FT)	17 YARDS (51 FT)
3cc	6 YARDS (18 FT)	15 YARDS (45 FT)
4cc	5 YARDS (15 FT)	14 YARDS (42 FT)
5cc	5 YARDS (15 FT)	13 YARDS (39 FT)
6cc	5 YARDS (15 FT)	13 YARDS (39 FT)
7cc	5 YARDS (15 FT)	12 YARDS (36 FT)
10cc	5 YARDS (15 FT)	10 YARDS (30 FT)
12cc	5 YARDS (15 FT)	10 YARDS (30 FT)

***Distance Chart for Cap-Chur Equipment Only**

DCF™ Syringe Distance Chart for CO2 Projectors 1200C / 1300C / 1400C

Achievable distances are listed below (achievable distances: a distance which is within the ability of the projector to fire a certain size syringe). However, greater distances can be achieved with practice, depending on your target size and skill level.

NOTE: Syringes should have some drop in flight from point of aim to point of impact. Syringes are self-contained meaning there is something inside them which will empty the contents on impact

YOU DO NOT HAVE TO HIT HARD!!

NOTE: Distances listed below are for Cap-Chur Projectors and Cap-Chur syringes only.

PERFORMANCE: Many factors affect the accuracy of the syringe. Including but not limited to: size of syringe, condition and type of tailpiece, CO2, Power Loads, excessive oiling of projector, condition of projector, temperature and wind. Most importantly the person firing the projector, if you are unable to fire a modern firearm accurately then you most likely will not be accurate when shooting your projector.

NOTE: Projectors have a velocity closer to that of archery than modern firearms.

Note: Projectors have THREE clicks the First click does NOTHING.

1200C Long Range Projector

	Low (Second Click)	High (Third Click)
1cc	18 Yards / 54 Feet	25 Yards / 75 Feet
2cc	17 Yards / 51 Feet	23 Yards / 68 Feet
3cc	16 Yards / 48 Feet	19 Yards / 57 Feet
4cc	15 Yards / 45 Feet	18 Yards / 54 Feet
5cc	13 Yards / 39 Feet	18 Yards / 54 Feet
6cc	12 Yards / 36 Feet	16 Yards / 48 Feet
7cc	12 Yards / 36 Feet	16 Yards / 48 Feet
10cc	8 Yards / 24 Feet	15 Yards / 45 Feet

1300C Mid-Range Projector

	Low (Second Click)	High (Third Click)
1cc	10 Yards / 30 Feet	22 Yards / 66 Feet
2cc	9 Yards / 27 Feet	19 Yards / 57 Feet
3cc	8 Yards / 24 Feet	17 Yards / 51 Feet
4cc	6 Yards / 18 Feet	15 Yards / 45 Feet
5cc	6 Yards / 18 Feet	15 Yards / 45 Feet
6cc	5 Yards / 15 Feet	14 Yards / 42 Feet
7cc	5 Yards / 15 Feet	14 Yards / 42 Feet
10cc	5 Yards / 15 Feet	10 Yards / 30 Feet

1400C Short Range Projector

	Low (Second Click)	High (Third Click)
1cc	10 Yards / 54 Feet	20 Yards / 60 Feet
2cc	9 Yards / 27 Feet	17 Yards / 51 Feet
3cc	8 Yards / 24 Feet	15 Yards / 45 Feet
4cc	6 Yards / 18 Feet	13 Yards / 39 Feet
5cc	6 Yards / 18 Feet	12 Yards / 36 Feet
6cc	5 Yards / 15 Feet	11 Yards / 33 Feet
7cc	5 Yards / 15 Feet	10 Yards / 30 Feet
10cc	5 Yards / 15 Feet	8 Yards / 24 Feet

***Distance Chart for Cap-Chur Equipment Only**