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OPERATING INSTRUCTIONS

SHORT RANGE PROJECTOR



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Operating Instructions For Short Range Projector

A SYRINGE PROJECTOR IS POTENTIALLY DANGEROUS TO HUMAN LIFE. ALWAYS CHECK THAT THERE IS NO SYRINGE IN THE BARREL BEFORE ATTEMPTING TO CLEAN OR DISMANTLE THE PROJECTOR. NEVER POINT THE PROJECTOR AT ANY PERSON FOR ANY REASON. ALWAYS HANDLE THE PROJECTOR AS IF IT WERE FULLY LOADED. **Note:** *All CO2 Projectors (Unless Noted) Are Shipped Under Pressure Ready To Use.*

To load a syringe into the projector:

1. Place the Safety (Fig. 3) into the **'On'** position by pushing it in from the left.
2. Remove the Breech Bolt (Fig. 2), checking to make sure that the Barrel is clear.
3. Insert the Syringe to be used, Needle forward, into the Barrel of the Projector using the Breech Bolt to push the Syringe into the barrel. **Note:** *Never leave a Loaded Syringe in Barrel of Projector.* Work the Breech Bolt in and out a couple of times to make sure the Tail Piece is not caught on the Breech Bolt. Place the Breech Bolt into the down, **'Locked'** position (Fig. 3).
4. Place the Cocking Knob into the **'Cocked'** position (Fig. 3). The Short Range Projector has a Cocking Knob under the Barrel. The Cocking Knob has three settings. Pulling it to the first setting is for storage only. On the first setting the Projector will not fire. Pulling it to the second setting is for the **'Low'** power. Pulling it to the third setting is for **'Full'** power. Refer to the distance chart for a full range of distances that you can obtain with this Projector.
5. Place the Safety (Fig. 3) into the **'Off'** position by pushing it in from the right.
6. The Projector is now ready to fire.
7. To fire the Projector, aim at your target and pull the Trigger.

Note: *If you were to 'Cock' the Projector to 'Full' power setting when you only needed the 'Low' power setting, you may readjust to a lower setting. First, point the Projector in a safe direction, then pull back on the Cocking Knob and hold it. Do not let the Cocking Knob go. Pull the Trigger of the Projector and gently let the Cocking Knob move forward while continuing to hold the Cocking Knob. You may now 'Cock' the Projector to the power setting you wish to use.*

To Exhaust CO2 From Short Range Projector:

1. Remove Breech Bolt (Fig. 2) and make certain that there is no Syringe in the Barrel.
2. Replace the Breech Bolt and put it into the **'Locked'** position (Fig. 3).
3. Place the Cocking Knob into the **'Cocked'** position (Fig. 3) and fire the Projector repeatedly until the gas is exhausted from the chamber.

To Unload Syringe From Projector

1. Remove the Breech Bolt (Fig. 2).
2. Insert a Cleaning Rod or some other round object (No more than 7/16" in diameter) into the Breech Bolt end of the Barrel and push the Syringe out of the Barrel just far enough to remove it by hand.

To Charge Projector with CO2 Gas: See page 3



Fig. 1

Short Range Projectors are Shipped
 'Under Pressure' with CO₂ (Unless Noted)

Note: Danger Tags

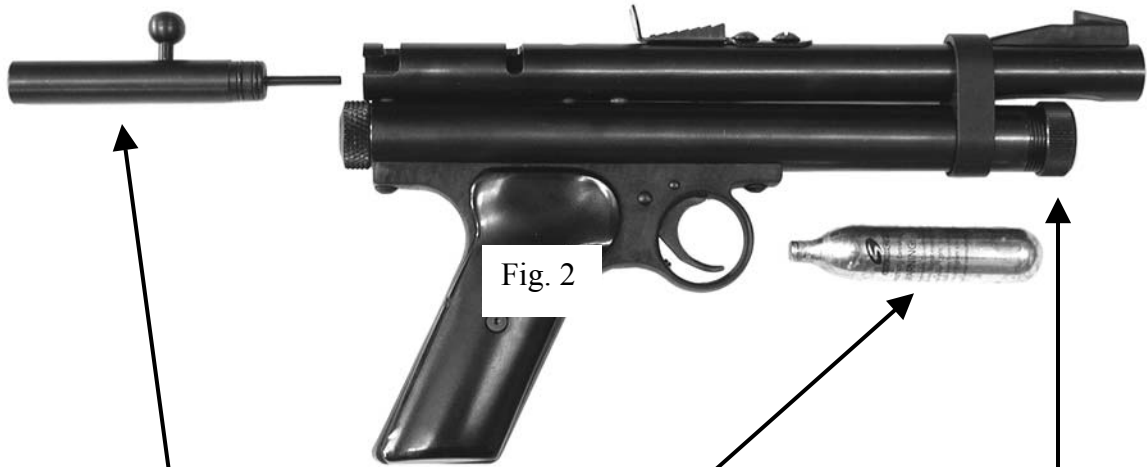


Fig. 2

Breech Bolt Removed
 for Loading Syringe

CO₂ is positioned
 as shown

Tube Cap

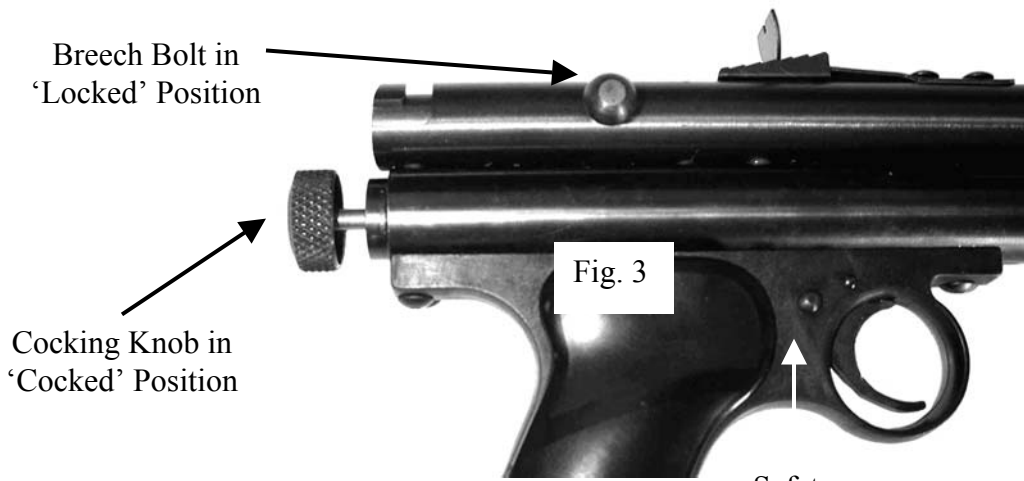


Fig. 3

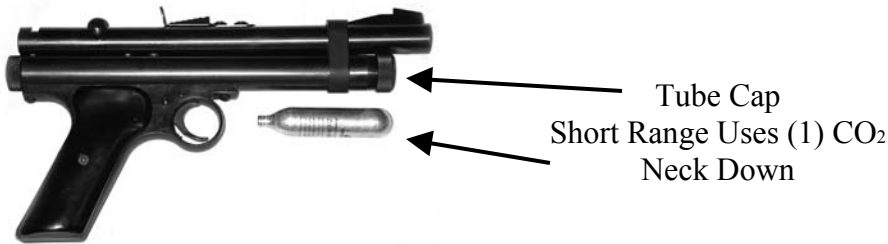
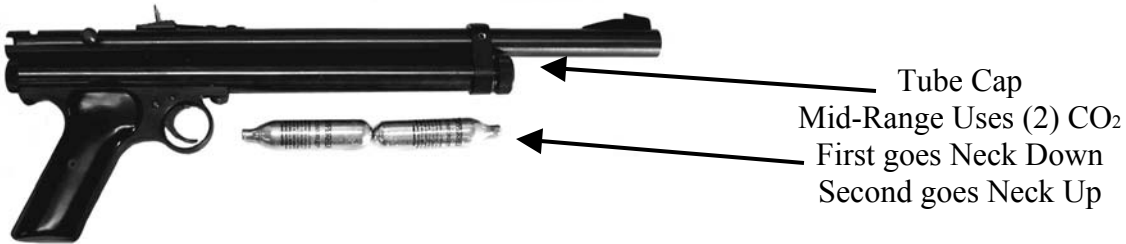
Breech Bolt in
 'Locked' Position

Cocking Knob in
 'Cocked' Position

Safety



Fig. 5



Replacing the CO₂ Gaspaks on All Projectors

1. Remove the Breech Bolt and make certain there is no Syringe in the Barrel of the Projector.
2. Replace the Breech Bolt, placing it in the **'Locked'** position (Fig. 2, 3 & 4).
3. **A.** On the Mid and **Short** Range Projectors place the Cocking Knob in the **'Cocked'** position and fire the Projector repeatedly until the gas is exhausted from the Chamber. **B.** On the Long Range Projector, with the Cocking Knob in the **'Fired'** position, push the Cocking Knob forward until the gas is exhausted from the Chamber. If you are unable to push the Cocking Knob forward, place the Cocking Knob in the **'Cocked'** position (Fig. 2) and fire the Projector repeatedly until the gas is exhausted from the Chamber.
4. Unscrew and remove the Knurled Tube Cap (Fig. 5). **Note:** Always check to make sure the projector is not under pressure. If you can not turn it by hand, repeat steps 1-3. **Note:** Do not attempt to remove the Tube Cap with pliers or other tools. This could mean the Projector is still under pressure.
5. Hold the Projector Barrel end down and the expended Gaspaks will drop out.
6. **A.** On the Mid and **Short** Range Projectors, place the Safety in the **'On'** position by pushing it in from the left. **B.** On the Long Range Projector, place the Cocking Knob in the **'Safe'** position (Fig. 4).
7. Insert the CO₂ Gaspaks into the Gas Tube (Fig. 5). The **Short** Range Projector uses one (1) CO₂ Gaspak inserted neck down. The Mid and Long Range Projectors use two (2) CO₂ Gaspaks. The first is inserted neck down and the second is inserted neck up (Fig. 5).
8. Screw the Tube Cap (Fig. 5) firmly in place by hand. On the Mid and Long Range Projectors, back off the tube cap $\frac{1}{4}$ to $\frac{1}{2}$ of a turn, this will allow the gas from the second Gaspak to be completely released into the Chamber.
9. **'Cock'** and fire the Projector to pierce the CO₂ Gaspak(s). By firing the Projector several times, the Gas Chamber will be allowed to fill with CO₂ gas and seal. The Projector is now ready to use.

Cap-Chur Charges

What Does A Cap-Chur Charge Do?

When a Syringe contacts the target animal, the Cap-Chur Charge is automatically triggered and the expanding gas generated drives the Rubber Plunger forward, injecting the animal with the liquid carried in the Syringe. **Note:** *You must use a Cap-Chur Charge each time you fire the Syringe, you Do Not need to use a Cap-Chur Charge for Target Practice.*

There are three strengths of Cap-Chur Charges:

50 Cap-Chur Charges
For 1cc Thru 3cc Syringes Part # 2361
Store in a cool, dry and safe place
KEEP OUT OF REACH OF CHILDREN
Manufactured in the USA by
Palmer Cap-Chur Equipment
421 Tidwell Rd, Powder Springs, Ga. 30127
770-942-4395
Cartridges for weapons, inert projectile-Class 1.4S

**1-3cc Cap-Chur Charges
(Yellow/Black)**

50 Cap-Chur Charges
For 4cc Thru 10cc Syringes Part # 2363
Store in a cool, dry and safe place
KEEP OUT OF REACH OF CHILDREN
Manufactured in the USA by
Palmer Cap-Chur Equipment
421 Tidwell Rd, Powder Springs, Ga. 30127
770-942-4395
Cartridges for weapons, inert projectile-Class 1.4S

**4-10cc Cap-Chur Charges
(Orange /Black)**

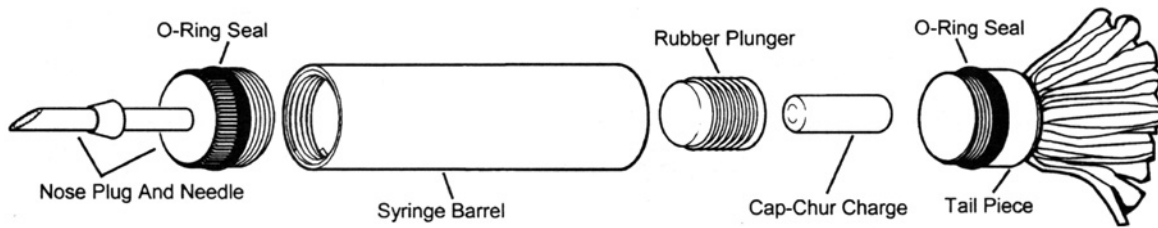
50 Cap-Chur Charges
For 15cc & 20cc Syringes Part # 2365
Store in a cool, dry and safe place
KEEP OUT OF REACH OF CHILDREN
Manufactured in the USA by
Palmer Cap-Chur Equipment
421 Tidwell Rd, Powder Springs, Ga. 30217
770-942-4395
Cartridges for weapons, inert projectile-Class 1.4S

**15cc Cap-Chur Charges
(White/Red)**



Note that one end of the Cap-Chur Charge is solid with rounded ends. The other end also has a rounded end but the center can be pushed down (**'Swaged'** end). The solid end must be put into the Rubber Plunger for the Syringe to work properly. **Note:** *Be careful not to use any object that will fit inside the charge. This could cause the firing pin to strike the primer.*

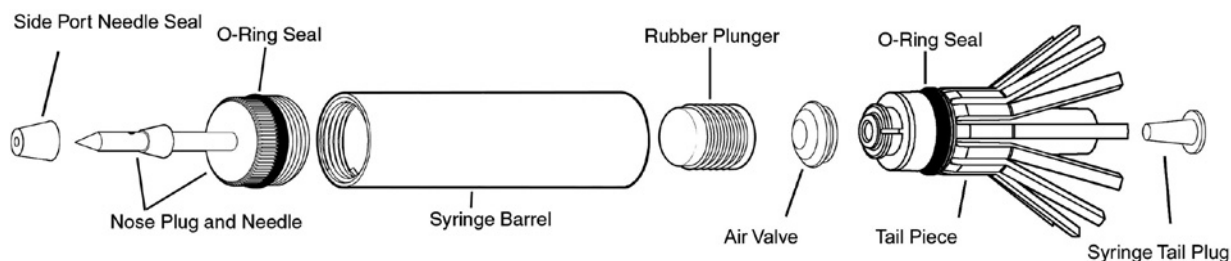
Instructions for Loading the Cap-Chur Syringe



**Any time you are working with medication, use the correct protocol.
(I.e. Rubber Gloves, Eye Protection, and Face Mask)**

1. Lubricate the Rubber Plunger with Silicone Lubricant (Plunger Lube). **Note:** *Keeping Rubber Plungers pre-lubricated in small bag or jar saves time and they last longer.*
2. Using the clear plastic rod labeled 'Positioner', push the Rubber Plunger 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.
3. Place the Cap-Chur Charge into the Rubber Plunger. The solid end is inserted into the Rubber Plunger with the 'Swaged' end, the end that can be pushed in and out, pointing toward the Tail Piece (see page 5). The threads are the same on either end of the Syringe Barrels so it does not matter which end you place the Tail Piece or the Needle.
4. Insert the Rubber Plunger containing the Cap-Chur Charge into the Syringe Barrel.
5. Screw the Tail Piece onto the Syringe Barrel until the O-ring is at least half way into the Syringe Barrel or until it is tight (hand tight only). The Tail Piece will position the Rubber Plunger and Cap-Chur Charge inside the Syringe Barrel, so you do not have to guess how far to push the Rubber Plunger down into the Syringe Barrel.
6. Holding the Syringe Barrel Tail Piece down you are now ready to load your medication. Do so by using a hand Syringe. Inject the amount of medication you will be using into the Syringe Barrel. If medication does not fill the Syringe to bottom of the threads, finish filling it with sterile water. **Note:** *Always fill the Syringe to bottom of threads.* Screw the Nose Plug and Needle onto the Syringe Barrel until the O-ring is at least $\frac{1}{2}$ way into the Syringe Barrel or until it is tight (hand tight only).
7. After you recover the Syringe, *always* remove the Tail Piece *first* to release any pressure remaining in the Syringe.

Instructions for Loading the Air Inject Syringe



**Any time you are working with medication, use the correct protocol.
(I.e.: Rubber Gloves, Eye Protection, and Face Mask)**

1. Lubricate the Rubber Plunger with Silicone Lubricant (Plunger Lube). **Note:** *Keeping Rubber Plungers pre-lubricated in small bag or jar saves time and they last longer.*
2. Using the clear plastic rod labeled 'Positioner', push the Rubber Plunger 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.
3. Replace the Rubber Plunger into the Syringe Barrel. Rotate the Tail Piece 180° from the picture above and use the end of the Tail Piece with the (orange) Syringe Tail Plug to push the Rubber Plunger into the Syringe Barrel. This will provide the space needed for the air pressure to empty the Syringe.
4. Screw the Air Inject Tail Piece onto the end of the Syringe Barrel with the Rubber Plunger until the O-ring is at least half way into the Syringe Barrel or until it is tight (hand tight only).
5. Using a Hand Syringe put the medication you will be using into the Syringe Barrel. If medication does not fill Syringe to bottom of threads, finish filling with sterile water. **Note:** *Always fill the Syringe to bottom of threads.* Screw the Needle onto the Syringe Barrel until the O-ring is at least half way into the Syringe Barrel or until it is tight (hand tight only). With the Air Inject Tail Piece you must use a Side Port Needle only. After you have put the Needle on the Syringe Barrel, slide the Side Port Needle Seal over the Side Port Needle holes. A little silicone makes the Side Port Needle Seal work better. Now you are ready to pressurize the Syringe.
6. Remove the 'orange' Syringe Tail Plug from the Tail Piece. This is where you will pressurize the Syringe. Using a regular Hand Syringe (without a needle on it) put air into the Tail Piece. **Note:** *Make sure you have the Hand Syringe plunger all the way back before you put it into the Tail Piece.* It takes from 3-5 cc of air to empty 1cc, 2cc, 3cc and 4cc Syringes. With the 5cc and 7cc Syringes, you may need to put in 10cc of air **Note:** *Before you pressurize the syringe, make sure you have the needle seal over the Side Port Needle holes and the tail piece is tight. Always point the syringe away from your face and away from anyone else when you are pressurizing the syringe.* Replace the (orange) Syringe Tail Plug back into the rear of the Air Inject Tail Piece (where you put air into the Syringe). The Syringe is now loaded and ready to use. **Note:** *The Syringe Tail Plug must be in place to protect the Air Valve from damage when the Syringe is shot from the Projector.*
7. After you recover the Syringe, *always* remove the Tail Piece *first* to release any pressure remaining in the Syringe.