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**Safety:**

- Never point your airgun at anyone or anything other than a legitimate target.
- Always check that your airgun is not loaded when you first pick it up.
- Always treat your airgun as if it was loaded, even if you know it's not.
- Never shoot on land where you do not have permission to shoot.
- Always use a safe, large backstop to catch your pellets- and pay due attention to what's behind it, should you miss.
- Never leave your airgun unattended.
- Always store your airgun and pellets separately and securely so that no unauthorised person can use them.
- Know and abide by the laws relating to airguns.

**General information.**

Congratulations on choosing a Daystate air rifle. Your rifle has been made using the finest materials available and has been precision made using CNC engineering technology. This rifle is the culmination of Daystate's involvement with pre-charged air rifles and uses knowledge gained from manufacturing this type of air rifle for nearly 30 years, making your Daystate one of the most accurate and reliable rifles available today. The maximum power output of your rifle has been factory set. In the UK It is the owner's responsibility to ensure that non-firearms licenced rifles do not exceed the legal limit of 12ft./lbs. If you have to leave your rifle for any length of time Daystate suggest that some air is left in the reservoir, this will keep moisture at bay

and help to maintain the integrity of the seals. Spare parts are available by contacting Daystate or your local agent and ordering the relevant parts.

**Daystate Owners Club**

The official owner’s club can be found on the Internet at: [www.daystate.com](http://www.daystate.com). Log-on for all the latest information and news.

WRITE YOUR RIFLE’S DETAILS HERE:

- 3) Fill to the **charging pressure** indicated on the side of the breech and then close the feed valve. Allow a few seconds for the pressure to ‘settle’ and then top up if required.
- 4) Open the bleed valve on the hose and gauge unit and bleed off the air from the filler hose.
- 5) Remove the snap-on connector and replace the dust cap.

**Loading your rifle – Single Shot**

Remember to keep the muzzle of the air rifle pointing in a safe direction at all times.

- 1) Apply the safety catch\*.
- 2) Lift the cocking handle at the rear of the breech block and pull all the way back.



- 3) Check that the pellet is not damaged and place it in the loading channel.
- 4) Push the cocking handle forward and make sure that the handle is down.

**THE AIR RIFLE IS NOW LOADED!**

Disengage the safety catch and the rifle will now fire.

**Filling your air rifle with compressed air**

- 1) Remove the dust cap from the front of the reservoir and connect the female snap-on connector onto the inlet valve whilst making sure that the outer sleeve is fully forward and that the connection is secure.
- 2) Check that the bleed screw on the hose and gauge unit is closed and slowly open the feed valve. Compressed air will now fill the reservoir.

**\*CDT (electronic) models.** With the safety catch pushed up into the 'Fire' mode, a red light will illuminate.

**TO PREVENT DAMAGE TO THE RIFLING, ONLY USE SOFT METAL OR PLASTIC PELLETS**

**Loading the Daystate 10 shot magazine.**

*Note: The two countersunk screws located in the magazine housing must be in place and tightened when using the 10 shot magazine.*

Remember to keep the muzzle of the air rifle pointing in a safe direction at all times.

- 1) Apply the safety catch.
- 2) Rotate the breech bolt by 45° upwards and pull fully back. Release the bolt and remove the magazine from the left side. Note that the magazine can be adapted to fit from the right or both sides by moving the magazine stop pin.



- 3) The magazine can now be charged. Load one pellet into the large bottom hole ensuring that the pellet head passes the seating o-ring. Rotate anti clockwise to load each subsequent pellets one click at a time up to a maximum of ten pellets.



- 4) Replace the magazine back into the breech block and return the bolt forward to the closed and locked position.

**THE AIR RIFLE IS NOW LOADED**

- 5) Disengage the safety catch and the rifle will now fire. On CDT (electronic) models a red light will illuminate to confirm the rifle is in fire mode.
- 6) To fire the next shot rotate the breech bolt by 45° upwards and pull fully back the last movement of the bolt is against a spring which will rotate the magazine. Return the bolt forwards to the locked position to chamber a pellet into the barrel.
- 7) When the magazine is empty an indicator is displayed on the left side of the magazine. It is possible to remove and 'top up' the magazine should shooting time allow.

**Recommended Maintenance.**

Your Daystate rifle has been designed to give many years service, to do this we ask that you do not exceed the recommendations for the gun.

Regular maintenance will ensure longer trouble free life therefore regular servicing and inspection will help maintain accurate and consistent shooting.

In order for your rifle to perform correctly we recommend the rifle be returned to the factory or your Daystate approved servicing agent for routine maintenance at the following intervals:

Unregulated rifles: (Harrier X) Every 3 years  
Regulated rifles: (CR-X, Mk3 RT, MK3 FT) Every 2 years

**Reservoir:**

The steel under-barrel pressure chamber must always be kept in good order. Should damage occur i.e. denting, rusting, exposure to extremes of either heat or cold or any other blemish, it is advisable to return the gun for an inspection and pressure test. Every 15 years the rifle should be returned to the factory or their approved agents, to be inspected and the air reservoir pressure tested to confirm its safety.

**Hand Pumps:**

This type of charger offers an inexpensive and convenient method of charging your rifle. They do not contain the sophisticated water extraction and dirt removal filters found in breathing quality air compressors usually used to fill a scuba tank. If you regularly use this type of charger, care should be taken to avoid condensation build-up from inside the pump being transferred to the rifle. The pump should not be used in sandy or dusty conditions. Always refer to the pump manufacturers operating instructions.

**Walnut Stock:**

The stock is finished with a high-grade two-pack eggshell varnish and should be periodically cleaned using proprietary furniture wax. If it becomes damaged it is not necessary to strip the entire stock. Simply sand or wire wool the damaged area and reseal with an appropriate varnish.

**Beech Stock:**

All beech stocks are lacquer finished. This type of finish gives a darker appearance to the stock.

Note: If the lacquer were to be removed then the lighter colour of the Beech would show through. All scratches and dents can be repaired in the same way as the walnut stock.

**Action:**

Steel parts are chemically blackened, or on silver finished parts, hard chromed. Aluminium parts are anodised for a tough and durable finish. Daystate recommend that a silicone or synthetic based product applied to a cloth be used to wipe over the entire outside of the gun, making sure that the entire area is covered with an even amount to protect the metal parts. Do not use oils that contain rust inhibitors on chemically blackened parts (such as WD40, 3-in one oil, etc.) as this can adversely affect the finish.

**Lubrication:**

The bolt shaft should be lubricated with a small amount of light grease. Do not allow any grease to get onto the pellet channel where it could enter the barrel. **DO NOT OIL OR GREASE** any of the internal parts such as the striker or hammer, the inlet valve system or the snap-on connector (filler valve). Doing this could cause problems with consistency & unit sealing. See also filling instructions.

**Trigger Adjustment – Mechanical 2 stage trigger.**

Fitted to all Harrier models - See diagram.

Note: It is advisable to remove the rifle's action from the stock to adjust the trigger.

**1<sup>st</sup> Adjustment:** Adjusts the second stage weight setting. To increase the weight, turn the screw anti-clockwise and clockwise to lighten the weight.

**IMPORTANT.** Adjusting this screw too far clockwise will cause the sear NOT to engage and the gun will not cock.

**ALL TRIGGER ADJUSTMENT SCREWS HAVE A LOCKING SCREW. THIS MUST BE REMOVED BEFORE ANY ADJUSTMENTS ARE MADE**

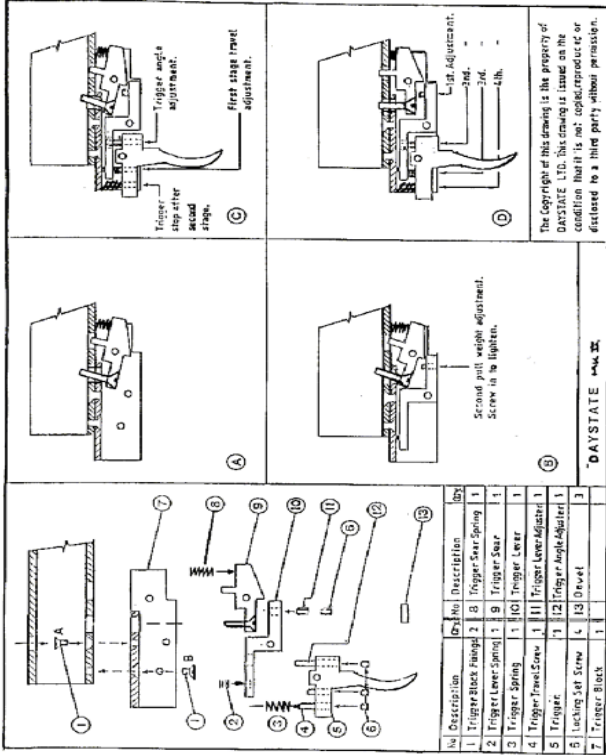
**MK3 CDT(a) Battery Replacement.**

The MK3 CDT(a) is Powered by two disposable type 9 volt (PP3) Alkaline batteries, located in a recess in the fore-end of the stock.

To replace these batteries, unscrew the stock-retaining bolt in front of the trigger guard, lift the air-tube to allow access to the battery compartment. Note that the air tube is connected to the stock by four leads, though it is unnecessary to disconnect them to perform this function.

Daystate recommend the use of high quality alkaline batteries only.

The batteries should be replaced when the red 'Fire' indicator light flashes on firing the rifle indicating low battery power.



**2<sup>nd</sup> Adjustment:** Enables you to set the angle that the trigger blade sits in the trigger block, factory setting is approximately 90°

If this is adjusted then the 3<sup>rd</sup> and 4<sup>th</sup> adjustments will have to be altered to give you the necessary feel.

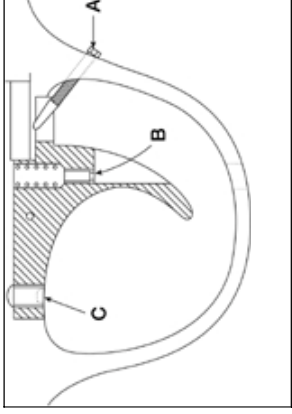
**3<sup>rd</sup> Adjustment:** This screw will adjust the first stage travel, turning it anti-clockwise will increase the travel and clockwise will decrease the travel

**4<sup>th</sup> Adjustment:** This screw is for the after travel of the trigger once the gun has been fired. This is factory set to have minimal travel, if you require this travel to be less then turn the screw clockwise. **(PLEASE NOTE:** Turning this screw too far clockwise will cause the trigger NOT to fire). Anti-clockwise will give you more after travel once the gun has been fired.

### MK3 CDT(a) Electronic Trigger Unit.

Fitted to Mk3 CDT(a) rifles

Note: It is not necessary to remove the rifle's action from the stock to adjust the trigger.



**Screw A:** Adjusts the second stage weight setting. To increase the weight, turn the screw anti-clockwise. To lighten the weight, turn the screw clockwise.

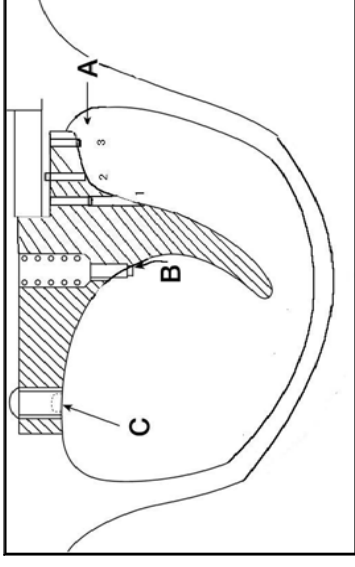
**IMPORTANT.** Adjusting this screw too far clockwise will cause the gun not to fire.

**Screw B:** Enables you to set the weight of the first stage travel.  
**Screw C:** This screw will adjust the first stage (take up) travel, turning it anti-clockwise will increase the travel and clockwise will decrease the travel. The trigger can be changed from a two-stage unit to a single stage unit by adjusting out the first stage with this screw.

### MK3 CDT(b) Electronic Trigger Unit.

Fitted to CDT(b) type rifles

Note: It is not necessary to remove the rifle's action from the stock to adjust the trigger.



Ensure that the safety switch is in the "safe" position and that the rifle is unloaded.

**Screws:** Adjusts the second stage weight setting.

**A1, A2, A3:** Back of all three screws A1, A2 and A3 and choose an appropriate weight.

A1 Heavy

A2 Medium

A3 Light

Screw down the weight screw of your choice testing the trigger between each fine adjustment, until the trigger clicks.

**Screw B:** Enables you to set the weight of the first stage travel. Screw in clockwise to make heavier

**Screw C:** This screw will adjust the first stage (take-up) travel, turning it anti-clockwise will increase the travel and clockwise will decrease the travel. The trigger can be changed from a two-stage unit to a single stage unit by adjusting out the first stage with this screw.

### **MK3 CDT(b) Programming & Operation.**

The Mk3's CDT(b) unit has many advanced features:

- Rechargeable battery with a minimum of a 3000 shot capacity
- Automatic safety charging interlock feature
- Auto-safe feature if gun is left unattended
- User programmable shot counter with automatic reminder
- User programmable power adjustment
- User programmable magazine capacity counter
- User programmable on/off safety warning light
- Key operated isolating switch to allow authorised use only
- Low unlocked operating current in FIRE condition
- Settings remain programmed even if the battery is allowed to drain

The unit will not lose its programmed settings even if the gun is left switched on and allowed to drain the batteries completely.

**Battery:** A maintenance-free 12-volt rechargeable battery is fitted, identifiable by a charging socket at the rear of the trigger guard. The unit should be recharged every 3-5,000 shots or when the red display light flashes to indicate 'low battery'.

### **CDT(b) Battery Charging.**

The unit has integral nickel-metal-hydride batteries, which have a minimum life of at least 1000 charging cycles or 5 years when being continuously charged. The batteries will provide a minimum of 3000 full power shots with a typical capacity of 5000 shots at the UK muzzle energy limit. The on-board charging circuit is current limited and can be left on indefinitely with a charging time of typically 14 hours, the batteries can be "topped-up" at any time without degrading the batteries' capacity.

When the 15V unregulated power adapter is plugged in the gun's yellow light will flash every second to indicate charging. The safety switch should be in the safe position before charging.

### **Gun Operation and Programming.**

The features of the gun and the associated programming of these items are described below.

#### **NOTE:**

The gun is designed with a safety interlock that will not allow it to fire with the trigger pulled when switching the safety catch to FIRE to arm the gun. This safety feature also allows the user to enter the programming mode of the gun.

**Auto-safe Feature:** The gun is fitted with an auto-safe feature that will put the gun into an inert condition if the safety catch is left in the FIRE position for over 30 minutes after the last shot fired. The gun will beep and flash every 30-seconds to remind the user to switch the gun to the safe condition. This condition is simply reset by switching the safety catch to SAFE then to FIRE. If the gun is left in the auto-safe inert condition, the batteries will slowly discharge.

**Magazine Counter and Operation:** The magazine counter operates by beeping and blinking twice after 10 shots, representing the 10 shot capacity of the magazine. The magazine counter is set to 10 shots and cannot be altered. Should the counter get out of synch with the magazine, for instance after a "dry" shot is accidentally fired with an empty magazine, then the counter can be reset easily by the shooter. If the magazine counter and shot counter coincide to provide warnings, 6 beeps and blinks will be given indicating both events.

### **Resetting the magazine counter.**

- 1) Ensure that the gun is unloaded and the safety switch is in the safe position.
- 2) Ensure the isolator switch is unlocked and the gun is pointed in a safe direction. Squeeze the trigger and then switch the safety switch to FIRE with the trigger still squeezed. A red light will be on. A single beep will be heard and the red light will blink once, release the trigger and the shot counter will be reset. The gun will be ready for firing.

### **Shot Counter and Operation.**

When a predetermined number of shots have been discharged, the gun will give 4 beeps and the indicator light will blink 4 times. This can be used to remind the shooter to fill the gun before the muzzle velocity is reduced by low pressure. This will only happen once during shooting, however the user will be reminded with four beeps and blinks every time the safety catch is set to FIRE. When the magazine counter and shot counter coincide to provide warnings, six beeps and blinks will be given indicating both events have occurred. The user can easily reset the shot counter after a fill of air.

### **Shot Counter Reset.**

- 1) Ensure that the gun is unloaded and the safety catch is in the SAFE position.
- 2) Ensure the isolator switch is set to unlocked and the gun is pointed in a safe direction. Squeeze the trigger and then switch the safety catch to FIRE with the trigger still squeezed. A red light will be on.
- 3) A single beep will be heard and the red light will blink once, keep the trigger squeezed for three seconds longer until a double beep and blink is given. The gun is ready for firing and the shot counter is reset.
- 4) Release the trigger.

### **Shot Counter Programming.**

Depending on the calibre, fill pressure and user preference, the shot counter can be either turned off or programmed for shot counting in multiples of ten, by using the following procedure:

- 1) Ensure that the gun is unloaded and the safety catch is in the safe position.
- 2) Ensure the isolator switch is set to unlocked and the gun is pointed in a safe direction. Squeeze the trigger and then switch the safety catch to FIRE with the trigger still squeezed. A red light will be on.
- 3) A single beep will be heard and the red light will blink once, keep the trigger squeezed until 2, 3 and then 4 beeps and blinks are given at 3-second periods.
- 4) Release the trigger after the 4 beeps and the gun is in shot programming mode. Every squeeze of the trigger will give a single beep and blink and the shot counter will increase by 10 shots e.g. 15 pulls will program a 150 shot limit. Leaving the shot counter at zero (do not pull the trigger when in programming mode) will switch off the shot counting feature.

When the required number of shots has been entered, switch the safety catch to safe; the shot counter is now programmed.

### **Switching The Safety LED on and off.**

The safety LED might need to be switched off, especially if the gun is used at dusk or at night, when lamping for instance. The green and red dot on the safety catch will still display the status of the gun. When the light is in its OFF condition, it will only flash for shot counting and magazine warnings if selected.

- 1) Ensure that the gun is unloaded and the safety switch is in the safe position.
- 2) Ensure the isolator switch is unlocked and the gun is pointed in a safe direction. Squeeze the trigger and then



switch the safety catch to FIRE with the trigger still pressed in. A red light will be on.

- 3) A single beep will be heard and the red light will blink once, keep the trigger squeezed so that there are 2, and 3 beeps and blinks given at 3 second periods, release the trigger when 3 beeps and blinks are noted.
- 4) When the trigger is squeezed the programming will toggle between normally on and off, one beep and blink for off, 2 beeps and blinks for on. When the required setting has been selected, switch the safety switch to safe; the safety light status is now programmed.

### **Switching The Magazine Counter On and Off.**

The magazine counter can be disabled, for instance when the gun is used with the loading tray instead of the magazine in single shot mode.

- 1) Ensure that the gun is unloaded and the safety catch is in the safe position.
- 2) Ensure the isolator switch is unlocked and the gun is pointed in a safe direction. Pull the trigger and then switch the safety catch to FIRE with the trigger still squeezed. A red light will be on.
- 3) A single beep will be heard and the red LED will blink once, keep the trigger depressed so that there are 2, 3, 4 and 5 beeps and blinks given at 3 second periods, release the trigger when 5 beeps and blinks are noted.
- 4) When the trigger is squeezed the programming mode will toggle between on and off, one beep and blink for off, 2 beeps and blinks for on. When the required setting has been selected, switch the safety switch to safe; the magazine counter status is now programmed.

### **Power Setting.**

The user can adjust the muzzle velocity. The gun is supplied at a maximum power setting depending on local legislation and a model type. The adjustment will allow the user to adjust the gun to lower power levels for other applications in up to 16 steps (depending on calibre and power output). The number of settings will depend on the rifles' initial power output and calibre.

### **Power Setting Programming.**

- 1) Ensure that the gun is unloaded and the safety catch is in the safe position.
- 2) Ensure the isolator switch is unlocked and the gun is pointed in a safe direction. Squeeze the trigger and then set the safety switch to FIRE with the trigger still depressed. A red light will be on.
- 3) A single beep will be heard and the red light will blink once, keep the trigger squeezed so that there are 2, 3, 4, 5 and 6 beeps and blinks given at 3 second periods. Release the trigger when 6 beeps and blinks are noted.
- 4) The gun will now be set at maximum power; every time the trigger is squeezed, the power will be reduced one step. The size of each step will depend on the initial power output of the rifle.
- 5) When the required power setting has been selected, switch the safety catch to safe; the power setting is now programmed.

### **Default Setting:**

The user can set the gun to a default condition to switch off all the features.

- 1) Ensure that the gun is unloaded and the safety switch is in the safe position.
- 2) Squeeze the trigger while plugging the charging lead in and the yellow charging light will be illuminated.
- 3) Keep trigger depressed until 7 beeps are heard. Defaults have been restored:
  - a) Magazine counter off
  - b) Magazine counter set to zero
  - c) Shot counter off
  - d) Shot count set to zero
  - e) Safety light normally on
  - f) Power set to maximum

**Technical data.**

	Mk3 RT/FT	HarrierX	Firefly	Firefly carbine	CR-X
Overall length	37.5" 95cm	37.5" 95cm	38" 97cm	33" 84cm	39.5" 101cm
Barrel length (High Power)	15" 38cm (16" 41cm)	15" 38cm (16" 41cm)	18" cm	13" cm	20.5" - 52.1cm
Calibre	177 .22	177 .22	.177 .20 .22 .25	.177 .20 .22 .25	177 .22
Weight (approx)	7.5 lbs	7.2 lbs	6 lbs	5 lbs	10.8 lbs
Safety	Manual	Manual	Manual	Manual	None
Action finish	Gloss	Matt	Matt	Matt	Gloss or Matt
Performance (12 ft/lbs)					
.177	110	60 shots	60	50	110

	shots	shots	shots	shots	shots
.20	n/a	n/a	60 shots	60 shots	n/a
.22	150 shots	65 shots	65 shots	70 shots	130 shots
.25	n/a	n/a	65 shots	75 shots	n/a
Export & FAC ft/lbs					
.177	Up to 17	Up to 20 ft/lbs	Up to 20	Up to 20	Up to 18
.20	n/a	n/a	Up to 25	Up to 25	n/a
.22	Up to 25	Up to 40 ft/lbs	Up to 30	Up to 35	Up to 23
.25	n/a	n/a	Up to 35	Up to 35	n/a

Due to a policy of constant upgrading, specification and performance may vary.

**Accessories for your Daystate rifle.**

**Daystate FT Pellets:**

Available in either 0.177cal or 0.22cal, these domed pellets are the natural choice for your Daystate rifle.

**10 Shot magazine.**

177 or .22 calibre

**Airstream Silencer:**

Our super efficient 8" (20.5 cm) long Airstream Silencer reduces muzzle noise down to a whisper. The Airstream screw

fits to the standard 1/2 inch UNF silencer thread fitted to the end of our Mk3 and Harrier X. Gloss or matt finish.

**Compact Silencer:**

The perfect addition to either the Harrier X or Daystate MKIII. Small and unobtrusive, this small unit delivers excellent sound reducing qualities and complements the rifle's clean, sleek lines.

**MFC - Muzzle Flip Compensator:**

A series of thirty rear-facing holes considerably reduces barrel movement on firing, without destabilising the pellet. A set of plastic baffle inserts are available that convert the MFC into an efficient silencer.

**Woodsman Case:**

A high protection rifle bag designed for field use. Opened up it doubles as a ground sheet or shooting mat. Reinforced waterproof Cordura™ outer with a tough nylon lining backed with two inches of impact absorbing foam. Fitted with three zip-fastened side pockets.

**BKL Mounts:**

The Mk3 and Harrier X breechblock was designed specifically for use with BKL mounts. Made from hi-grade aluminium these scope mounts clamp evenly onto the rifles scope rails eliminating side misalignment and allow sufficient clearance for the 10 shot magazine.

**Other Accessories:**

**Polo Shirt:**

Yellow with blue trim, 3 embroidered panels

**Fleece Jacket:**

Black with Yellow trim, 2 Daystate logo's

**Baseball Caps:**

Suede Peak 2 Daystate logo's

**Daystate Small Arms Badge:**

Sew on, three colour

**Separate Charging Hose:**

'A' clamp or DIN type and Gauge Unit.

**Air Cylinders With Hose & Gauge Unit:**

3.0 Litre Air Cylinder 232 BAR or 3.0 Litre Air Cylinder 300 BAR

**Brass Bolt Handle, Chrome Bolt Handle, Black Bolt Handle Left-Handed Bolt Handle Machined aluminium**

**Trigger Guard (not Mk3):** Polished Brass

**Sling Swivels:** QD type

**Sling kit:** Polypropylene sling plus studs and QD Swivels

**Rangefinder Oil:**

100 ml Dispenser. Exclusively formulated for Daystate by Lubro-Teknik. The perfect oil for your Daystate rifle.

### Pellet recommendations.

Daystate rifles and 10 shot magazines have been engineered for longer pellets and may misalign or even jam if used with other shorter brands. The use of Crosman Accupell for example, may cause jamming and could invalidate the Daystate warranty. In the UK, unlicensed rifles must not be capable of producing power, with any projectile above the legal limit of 12 foot/pounds energy. The rifle has been set at the factory with sufficient safety margin to ensure compliance with all currently available pellets.

### UK Test Pellets:

Harrier: Bisley Magnum  
Mk3: Daystate FT

### Recommended pellet types:

#### **12 ft/lbs (UK unlicensed)**

Daystate FT, JSB Exact, Air Arms Field, Bisley Magnum, Beeman Kodiak.

#### **Up to 25 ft/lbs:**

Bisley Magnum, Beeman Kodiak, Daystate FT, JSB Exact, Air Arms Field.

#### **Up to 42 ft/lbs:**

Bisley Magnum, Beeman Kodiak.

#### **Over 42 ft/lbs:**

.22 calibre: Eley Magnum.

### CDT(b) Programming Quick Guide:

STEP	RESETTING THE MAGAZINE COUNTER, STAGE 1
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	The gun will beep and the red light will blink,
3	Release the trigger, the magazine counter is reset and the gun is now ready for firing
STEP	RESETTING THE SHOT COUNTER, STAGE 2
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	The gun will beep and the red light will blink
3	Keep trigger pulled for 3 seconds until a double beep and blink is given after 3s
4	Release the trigger, the shot counter is now reset and the gun is ready for firing
STEP	TURNING ON AND OFF THE SAFETY LIGHT, STAGE 3
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	Keep trigger pulled until 3 beeps and blinks are given after 6s and release the trigger
3	Pull the trigger to toggle between normally off/on, 1 beep and blink for off, 2 beeps and blinks for on.
4	Set the safety switch to safe, the safety light status is programmed
STEP	PROGRAMMING THE SHOT COUNTER, STAGE 4
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	The gun will beep and the red light will blink
3	Keep trigger pulled until 4 beeps / blinks are given after 9s
4	Release trigger and the gun is now in programming mode with the shot count reset to zero
5	Each time the trigger is pulled a beep and blink will indicate that the shot counter is increased by 10
6	When the required shot count is reached, set the safety

	switch to safe, the shot count is now programmed
<b>STEP</b>	<b>TURNING OFF THE SHOT COUNTER, STAGE 4</b>
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	The gun will beep and the red light will blink
3	Keep trigger pulled until 4 beeps / blinks are given after 9s
4	Release trigger and the gun is now in programming mode with the shot count reset to zero
5	Do not pull the trigger again to leave the shot count at zero
6	Set the safety switch to safe, the shot counter is off
<b>STEP</b>	<b>TURNING ON AND OFF THE MAG COUNTER, STAGE 5</b>
1	Pull trigger, then switch safety to FIRE, a red light will be on
2	Keep trigger pulled until 5 beeps / blinks are given after 12s and release the trigger
3	Pull the trigger to toggle between off/on, 1 beep and blink for off, 2 beeps and blinks for on
4	Set the safety switch to safe, the magazine counter status is programmed
<b>STEP</b>	<b>PROGRAMMING POWER SETTING, STAGE 6</b>
1	Pull the trigger, then switch the safety switch to FIRE, a red light will be on
2	Keep trigger pulled until 6 beeps / blinks are given after 15s
3	Release trigger and the gun is now in programming mode with power set to maximum
4	Each time the trigger is pulled a beep and blink will indicate that the power has been reduced by one step
5	Set the safety switch to safe, the power level is programmed
<b>STEP</b>	<b>RESETTING THE GUN TO DEFAULTS</b>
1	Pull the trigger, then plug in the charger plug with the safety switch in the safe position, a yellow light is on
2	Keep trigger pulled for three seconds until 7 beeps are given
3	Release trigger and the gun is in charging mode and returned to default settings: magazine counter off, magazine count set to zero, shot counter off, safety light normally on, shot count set to zero and maximum power

## Telescopic Rifle Sight Fitting and Zeroing Instructions:

### **Items required:**

- 1) Two pieces of 35mm Film Negative
- 2) Sticky tape
- 3) Spirit level
- 4) Gun vice or ‘Workmate’ – This only applies to recoilless rifles.
- 5) Plumb line set at a distance

### **Procedures Described:**

1. Focusing
2. Attaching the mounts
3. Eye relief
4. Aligning the crosshair
5. Zeroing the rifle / scope combination.

### **Focusing:**

At the rear of the scope there is a focus ring, point the scope at a neutral object such as a light wall or the sky and rotate in and out until the reticule is clear, if it has a locking ring lock it up tight.

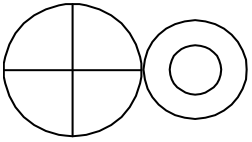
### **Attaching the mounts:**

Daystate recommend the use of BKL 2-piece mounts. Loosely fix one mount to the dovetails on the front section of the breechblock and the other on the rear

### **Aligning the crosshair:**

In this section you will be aligning the crosshair to the centre of the bore.

You will need either the gun vice or ‘Workmate’ as to align the sight the rifle will need to be held firmly and level.



### Right

The diagrams above show what the relationship between the sight and the barrel should be.

- 1) Place the gun vice or workmate on a firm and level surface.
- 2) Clamp the rifle, making sure that you do not damage the stock.
- 3) Place one spirit level across the flat part of the breechblock and adjust the rifle until it is level.
- 4) Now look through the sight and without moving the rifle rotate the scope until the vertical cross hair aligns with the plumb line.
- 5) All screws should now be tightened. BKL mounts breechblock securing screws should be tensioned just over  $\frac{1}{4}$  of a turn or 49 lb/in torque.

### Adjusting the zero:

Set up a large paper target, **with a safe and suitable backstop** at around 12yds.

- 1) Mark a simple cross on the target and from about 12 yds. Fire a test shot.
- 2) If the pellet is close to the 'mark' then note its position.

- 3) If the shot was lower than 5 inches then you will probably run out of adjustment on the elevation turret and it will be necessary to pack up the back of the scope.
- 4) Using the turrets on your scope, adjust until the centre of the crosshair and the pellet hole coincide.
- 5) Repeat stages 1-4 at your chosen zeroing distance.

### **NOTE:**

It is quite common when sighting in an airgun to need to tilt the scope forward by shimming the rear mount. A good material to use for this purpose is 35mm film negative and you should only need to use 1-2 pieces. Simply cut the negative to the same size as the mount and place it under the scope in the rearmost mount. This does mean that you will have to remove the clamps and repeat the alignment procedure. However if the masking tape is still on the scope tube then this will allow you to remove the scope and refit it and still have the correct eye relief.

### **Safe Shooting Ranges.**

Safety must be your main priority when setting up a shooting range. Whether it be in your garden, a friendly farmers field, or even in your attic space, thought must be given to where the pellet is going to finish up, and what might cause it to deviate from its intended path. A modern air rifle is capable of shooting a pellet up to 250 yards and for most shooters, unless you are shooting in a field this means the shot WILL travel off your property unless you have taken precautions to prevent it.

The following should give you some ideas and while not a complete list, will get you thinking "**SAFETY**".

When setting up your range, you must ensure that either:

- 1) A suitable backstop has been set up to prevent the pellet from travelling further than you intend. Do not assume that your garden fence will act as a backstop; it won't!

- 2) You can see clearly at least the maximum distance the pellet could travel; with no footpaths or public rights of way in the direction you intend to shoot.
- 3) There is no possibility of a person or pet entering your range while you are shooting.
- 4) If shooting in your garden, give consideration to your neighbours. Talk to them; explain what you are doing. Show them you are acting in a safe and responsible manner.

Ensure that the target you are shooting at will not cause a ricochet. Metal targets should be at 90° angle to you. NEVER shoot at golf balls or other rubber objects; the shot will ricochet and possibly come straight back to you!

**NOTES:**

**Daystate Warranty**

Serial Number: .....

Dealer name and date of purchase: .....

.....

.....

All Daystate rifles are guaranteed against faulty parts and labour for a period of 3 years from date of purchaser (proof of purchase required).

After this period it is recommended that the rifle be returned to Daystate or its authorised agent for a scheduled service, and subsequently every 3 years (2 years in the case of regulated rifles such as the CR-X, MK3 RT & MK3 FT). Servicing is charged at current rates.

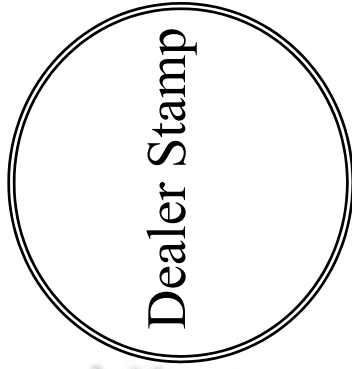
The Daystate warranty extends for a three-year period from date of purchase and is valid as long as proof of purchase can be provided, or by returning to Daystate the Warranty Registration Card. This guarantee only applies to the original purchaser and is non transferable.

**Excluded from guarantee:**

Springs, O-rings, batteries and seals. Wooden stock & fittings. Removable magazines. Normal wear & tear. Damage caused by misuse abuse or unauthorised modification or repair. Daystate or their authorised agents must carry out all repair modification and servicing.

For a list of these agents, please contact Daystate Ltd at the address below.

# Warranty Registration



Name: .....

Address:.....

Post Code: .....

Telephone No: .....

Model: .....

Type: .....

Calibre: .....

Date of purchase: ..... / ..... / .....

Send card to: Guarantee Registration, Daystate Ltd,  
 Birch House Lane, Cotes, Nr Stone, Staffs ST15 0QQ

1 <sup>st</sup> Service Stamp	2 <sup>nd</sup> Service Stamp	3 <sup>rd</sup> Service Stamp
4 <sup>th</sup> Service Stamp	5 <sup>th</sup> Service Stamp	6 <sup>th</sup> Service Stamp
7 <sup>th</sup> Service Stamp	8 <sup>th</sup> Service Stamp	9 <sup>th</sup> Service Stamp

While every effort is taken to ensure the accuracy of the information in this instruction manual, Daystate Ltd or their agents cannot be held responsible for errors or admissions contained in this manual. Products are continually updated and specification may change without notice.