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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.

WRITE YOUR RIFLE'S DETAILS HERE:

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.



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.
- 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) Sharply 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.

- 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.

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

The rifle can be 'dry' fired (no pellet in the breech) without any mechanical damage occurring.

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: (X2, MK3 sports) Every 3 years

Regulated rifles: (MK3 RT/FT, X2 Sports R) Every 2 years or every 50,000 shots

Pneumatic regulator:

A pneumatic regulator is fitted to the MK3 RT/ FT and X2 Sports R. A regulator keeps the air supply absolutely constant and increase in the amount of usable shots by as much as 80%. Due to the high pressures involved, after recharging the rifle, or if the rifle is left unfired for a length of time the first shot can register 10 fps or so lower than usual. For this reason, when the first shot is critical, a shot should be fired to clear the regulator of excess pressure. Regulated rifles can be filled to a maximum of 220 bar.

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:

Walnut stocks have an oiled finish; the stock should be periodically wiped over with boiled linseed oil or other proprietary stock oil preparation. If it becomes damaged it is not necessary to strip the entire stock. Simply sand or wire wool the damaged area and reseal with the appropriate oil.

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.

Synthetic Stocks:

Manufactured from a blend of polyurethane that has been centrifugally spun to enhance strength while reducing specific density. This gives an extremely strong yet lightweight stock. Synthetic stocks are resistant to oils, water - even some acids and can be kept clean using washing up liquid on a damp cloth.

Action:

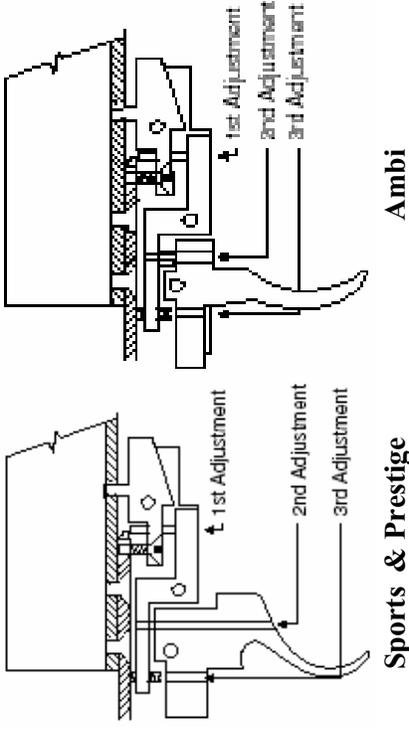
Steel parts are chemically blackened, or on silver finished parts, hard chromed. Aluminium parts are anodised for a tough and durable finish. Daystate recommend that a silicone or synthetic based product applied to a cloth be used to wipe over the entire outside of the gun, making sure that the entire 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 – X2 two-stage trigger.



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

1st Adjustment: Adjusts the second stage weight setting. Remove the locking screw. 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.

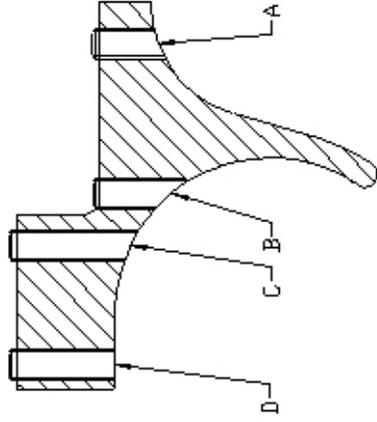
2nd Adjustment: Enables you to set the angle that the trigger blade sits in the trigger block, factory setting is approximately 90°. Remove the locking screw on Ambi blade only. If this is adjusted then the 3rd adjustment will have to be altered.

3rd Adjustment: This screw will adjust the first stage travel. Remove the locking screw on Ambi blade only. turning it anti-clockwise will increase the travel and clockwise will decrease the travel

Allen Key Size: 1.5 mm

MK3 Electronic Trigger Unit.

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.

Screw A: 2nd Stage Contact Screw – Factory Set

Screw B: 2nd Stage Weight Screw – Adjust clockwise to Make heavier

Screw C: 1st stage Weight Screw – Adjust clockwise to Make heavier

Screw D: 1st Stage Travel Screw – Adjust clockwise to Decrease trigger travel

Allen Key Size: 1.5 mm

MK3 Programming & Operation.

The Mk3's CDT unit has many advanced features:

- Rechargeable battery – up to 5,000 shot capacity
- Auto-safe feature if gun is left unattended
- User set shot counter with automatic reminder
- Double shot eliminator for light trigger settings
- User set power adjustment
- User set magazine capacity counter and pre-warning
- User set on/off safety warning light
- Key operated isolating switch
- Low operating current in FIRE condition
- Settings remain set even if the battery is allowed to drain

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 at least every 3-5,000 shots or when the red display light flashes to indicate ‘low battery’.

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 give approximately 3000 to 5000 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.

Before charging, the safety switch should be in the safe position and the isolator switch set to off.

When the power adapter is plugged in the gun's yellow light will flash every second to indicate charging. The yellow light will continue to blink once every two seconds as long as the batteries are on charge.

As batteries loose a little power while in storage, we advise that the rifle be fully charged before its first use.

Gun Operation and Programming.

The Rifle comes with the following default settings:

- Magazine counter off
- Magazine counter set to zero
- Shot counter off
- Shot count set to zero
- Safety light normally on
- Power set to maximum

NOTE: The gun is designed not 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 15 minutes after the last shot fired. The gun will beep and flash every 20-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 blinking once on the 9th shot as a pre-warning and 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 synchronism with the magazine, for instance after a “dry” shot is accidentally fired with an empty magazine, then the counter can be resynchronised easily by the shooter.

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.

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. 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	X2
Overall length	37.5" 95cm	37.5" 95cm
Barrel length (High Power)	15" 38cm (16" 41cm)	15" 38cm (16" 41cm)
Calibre	177 .22	177 .22
Weight (approx)	8 lbs	7.5 lbs
Safety	Manual	Manual
Action finish	Gloss	Satin
Performance (12 ft/lbs)		
.177	110 shots minimum	60 shots minimum
.22	150 shots minimum	70 shots minimum
Export & FAC ft/lbs		
.177	Up to 17	Up to 20 ft/lbs
.22	Up to 25	Up to 40 ft/lbs

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

Accessories for your Daystate rifle

Daystate FT Pellets:

0.177 (4.5mm) cal or 0.22 (5.5mm) cal, these domed pellets are the natural choice for your Daystate rifle.

10 Shot magazine.

.177 or .22 calibre

Airstream II Silencer:

Our new super efficient 7" long Airstream II Silencer reduces muzzle noise down to a whisper. The Airstream screw fits to the standard ½ inch UNF silencer thread fitted to the end of all our rifles. Satin finish.

Compact Silencer:

Small and unobtrusive, this small unit delivers excellent sound reducing qualities and complements the rifle's clean, sleek lines. Satin finish.

MFC - Muzzle Flip Compensator:

A series of thirty rear-facing holes considerably reduces barrel movement on firing, without destabilising the pellet.

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 zip-fastened side pocket.

BKL Mounts:

The Daystate breech block 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.

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 when using the 10 shot magazine 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:

X2: Bisley Magnum
Mk3: Daystate FT

Recommended pellet types:

12 ft/lbs (UK unlicensed)

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

Up to 25 ft/lbs:

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

Up to 42 ft/lbs:

Bisley Magnum, Beeman Kodiak.

Over 42 ft/lbs:

.22 calibre: Eley Magnum.

CDI(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
STEP	TURNING OFF 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	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
STEP	TURNING ON AND OFF THE MAG COUNTER, STAGE 5
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
STEP	PROGRAMMING POWER SETTING, STAGE 6
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
STEP	RESETTING THE GUN TO DEFAULTS
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’
- 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.

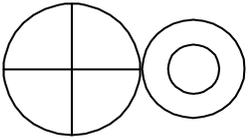
Attaching the mounts:

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 (10 metres) . 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 (130 mm) 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.

NOTES

Warranty Registration

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, MK3 RT, MK3 FT & X2 Sport R). Servicing is charged at current rates.



Dealer Stamp
name/address

Name:
Address:.....
Post Code:
Telephone No:
Model:
Serial Number:.....
Calibre:
Date of purchase: / /

Send card to: Warranty Registration, Daystate Ltd, Birch House Lane, Cotes, Nr Stone, Staffs ST15 0QQ UK or overseas, your local Daystate agent.

For details, please visit: www.daystate.co.uk/dealers.htm

or contact Daystate at

Daystate Ltd, Birch House Lane, Cotes, Nr Stone. ST15 0QQ tel: +44 1782 791755 Fax: +44 1782 791617 e-mail: warranty@Daystate.co.uk

1 st Service Stamp	2 nd Service Stamp	3 rd Service Stamp
4 th Service Stamp	5 th Service Stamp	6 th Service Stamp
7 th Service Stamp	8 th Service Stamp	9 th 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. **E&OE**