

THE BEACON™

(LOCATOR LIGHT)

To install batteries into the Beacon™ II Locator Light: Unscrew and remove the top. Loosen the screw in the battery door until it can be removed. Remove battery door and install two AA batteries (not included) making sure to note the polarity as marked. Replace battery door and top and screw on until

When ready to use your Beacon™ II Locator Light: Unscrew and remove the top. Turn the small switch next to the batteries to the "ON" position. Replace and tighten top. Test unit by pressing the button on the remote. Light should flash for about 12 seconds and the speaker should chirp 3 times. To hang the Beacon™ II Locator Light: Attach the supplied lanyard to the unit by threading it through the loop at the top of the lid and tie the ends together with a secure knot, then hang as desired. During extended times of nonuse, be sure to turn off light to conserve battery life.

Pour mettre en place les piles dans le BeaconMD II Locator Light: Dévissez et enlevez la partie supérieure. Dévissez les vis du couvercle du logement pour les piles jusqu'à ce qu'il soit possible de l'enlever. Enlevez le couvercle et mettez en place deux piles AA (non comprises) en vous assurant de la polarité comme indiqué. Replacez le couvercle du logement et la partie supérieure et vissez-les bien.

Lorsque vous êtes prêt à utiliser votre BeaconMD II Locator Light: Dévissez et enlevez la partie supérieure. Placez le petit commutateur près des piles à la position "ON". Replacez et vissez la partie supérieure. Testez l'appareil en enfonçant la touche sur la télécommande. La lumière devrait clignoter durant environ 12 secondes et le haut-parleur devrait faire entendre un bruit 3 fois.

Pour accrocher l'appareil BeaconMD II Locator Light: Fixez la courroie fournie à l'appareil en la passant dans le trou sur le dessus du couvercle, nouez les extrémités ensemble à l'aide d'un bon nœud, puis accrochez où vous le désirez. Lorsque vous n'utilisez pas votre appareil pendant une longue période, éteignez la lumière pour épargnez les piles.

NOTE: Changes or Modifications not expressly approved by the party responsible could void the user's authority to operate this device

S of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause device must accept any interference received, including interference that may cause undesired operation. S NOT RESPONSIBLE FOR ANY PAGIO OR T WINTERFERENCE CAUSED BY VANUATHORIZED INPIRENT. SUCH MODIFICATIONS COULD VIOLD THE USER AUTHORITY TO DIFFERENT EXPLIPIED FOR These and found to comply with the limit for a Clease 8 digital devices, pursuant to Part 1 for the 7GC Rules, these and found to comply with the limit for a Clease 8 digital devices, pursuant to Part 1 for the 7GC Rules, ency energy and, if not installed and used in accordance with the instructions, may cause harmly generate tools. However, there is no quarantee that indireference will not court in a particular installation.

the equipment and receiver.

Itlet on a circuit different from that to which the receiver is connected.





Knight & Hale Game Calls 3601 Jenny Lind Road Fort Smith, AR 72901 800-500-YELP www.knightandhale.com