

SPECIAL HYPERLITE™ POCKET NOTICE

Precision Shooting Equipment, Inc. 2/10/06

The new Hyperlite™ Pocket System is unlike that on any other bow. Some special considerations must be followed so that the system continues to function properly.

- **IMPORTANT: Do not adjust the pocket alignment set screws.** If your bow is equipped with this feature, there is one setscrew used to locate the horizontal position of each pocket (Figure 1). They are factory set to the proper depth and secured in place with Loctite® Threadlocker. Any changes from the factory position may create noise and/or damage the bow.
- **IMPORTANT: Do not “bottom” the limbs against the riser on a bow equipped with the Hyperlite™ Pocket System!** Traditional limb pockets use a “bottomed” position to determine peak weight. This position is where the limb, pocket and riser contact one another simultaneously. Due to the compact design of the Hyperlite™ Pocket System, the “bottomed” limb position does not exist. The “bottomed” position for Hyperlite™ pockets is where the bottom surface of the limb is approximately .20” (3/16” or 5 mm) away from the riser (Figure 2). The limb bolt may be adjusted to slightly increase the draw weight, but the gap between the limb and riser must never be less than .15” (4 mm). Always loosen the limb bolt set screws when adjusting limb bolts. Retighten after adjustments are made.
- **IMPORTANT: Loosen the barrel location set screw before making weight or tiller adjustments to a bow equipped with the Hyperlite™ Pocket System!** Some bows equipped with the Hyperlite™ Pocket System use a barrel-locating setscrew (Figure 3). This setscrew has a conical point that engages a groove in the limb bolt barrel (Figure 4). Before the bow is placed in a bow press for service or bow weight adjustments are made, loosen these screws up to 1/2 turn from the locked position so that the barrel is free to swivel but the point of the set screw remains in the groove. Re-tighten these setscrews before shooting the bow.



Figure 1



Figure 2

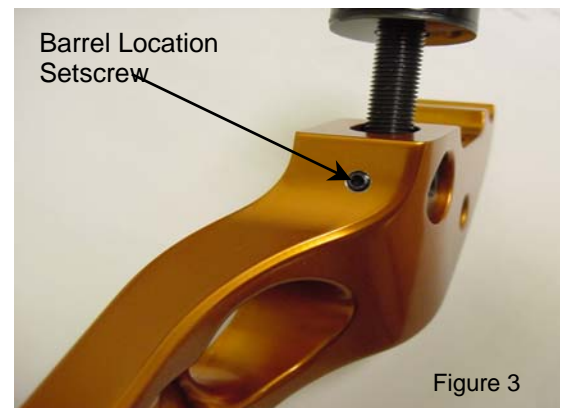


Figure 3

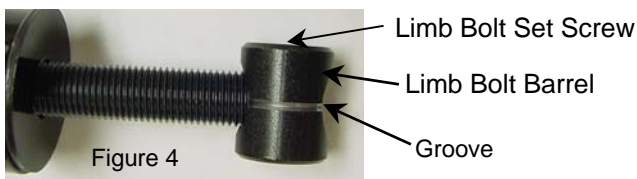


Figure 4