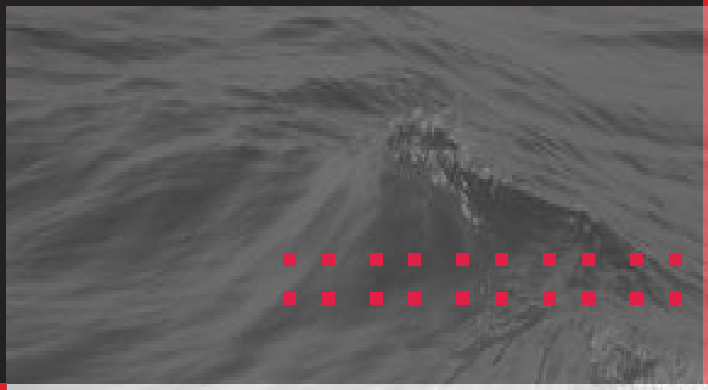
Operation Manual





ResQmax™

the NEW Generation

"The Global Leader in intrinsically safe line-throwing equipment"

541-504-9300

541-504-9300

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320 SE Bridgeford Blvd #
Bend, OR 97702, USA
Tel: 541-504-9300

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Purpose of the ResQmax

The ResQmax is a new generation Line-throwing & Rescue Appliance fueled by compressed air, specifically designed to deploy:

- a line only, or
- an auto-inflating flotation sling & retrieval line, or
- a grappling hook and retrieval line

to an otherwise inaccessible point in both land-based and maritime environments.
The ResQmax provides an emergency response capability without putting the rescuer at risk.

The ResQmax comes completely assembled and ready for operation, except for filling with compressed air. Adequate training in all aspects of the use of this equipment is essential in order to familiarize yourself with its safe operation and capabilities.

Review all instructions in this ResQmax Operation Manual and accompanying Training CD prior to first use.

Applications

Some applications of the ResQmax include:

- swift water rescue
- ice rescue
- surf rescue
- man overboard rescue/recovery
- ship-to-ship line deployment
- ship-to-shore line deployment
- retrieval of mooring lines
- deployment of spill containment booms
- technical high angle/rope rescue
- deployment of grappling hooks

Performance Range

The range of the ResQmax varies depending on:

- type and weight of line used
- type of projectile and/or accessories used
- volume and pressure of air in the Projectile at time of deployment

This chart provides conservative distances for standard Line Projectile, achieved when used by trained personnel in reasonably calm conditions:

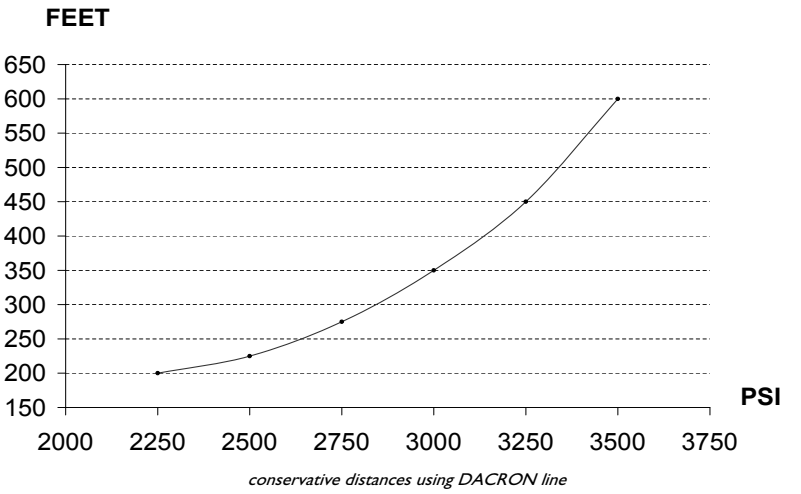
Conservative Distances

Part #	Description	with Line Projectile ft	with Line Projectile m	with Sling Projectile ft	with Sling Projectile m	with Grappling Hook ★ ft	with Grappling Hook ★ m
803	4mm Spectra	420	130	300	92	285	87
804	6mm Spectra	285	87	270	82	260	80
805	3mm Dacron	420	130	300	92	285	87
806	8mm Polyspectra	250	76	200	61	190	58
808	6mm Polypropylene	300	92	230	70	220	67

★ Horizontal Deployment

In an emergency situation, additional distances may be achieved by using the equipment at higher pressures. There is a significant safety margin engineered into each unit – permitting safe operation of the units at pressures equal to 120% of rated service pressure on a case-by-case basis.

Pressure / Distance Chart



conservative distances using DACRON line

Note:

Distances shown on this chart may be achieved by personnel expert in the use of this equipment and under optimum operating conditions.

Safety Features

The Launcher Safety Assembly automatically engages each time a projectile is inserted, preventing accidental launch of a Projectile. An audible "Click" is heard as the Projectile engages, signaling that the Projectile is safely engaged with the Launcher Mechanism.

Note:

When installed in the Launcher, the Projectile Nozzle Valve should remain closed at all times except immediately prior to discharge.

A Pressure Relief Assembly is installed in the nozzle of each Projectile. Its purpose is to prevent any unsafe pressure build-up in a filled Projectile, whether in the Launcher or not, if exposed to extreme heat, such as from a fire. This Pressure Relief Assembly will rupture if the air pressure goes over a safe limit. The Pressure Relief Assembly is not reusable and must be replaced if it should ever fail.

A second Pressure Relief Assembly is installed on the Launcher Mechanism and is active at all times when the Mechanism is pressurized. A spare Pressure Relief Assembly is provided with each ResQmax.

Multi-Shot Capacity

Our patented Nozzle Valve Assembly permits any number of Projectiles to be pre-charged and stored with each unit, allowing deployment of multiple projectiles in rapid succession. Properly maintained Projectiles will hold a charge for one year or longer.

Note:

This equipment is **NOT** oxygen safe! Never use a compressed air mixture that includes an elevated level of oxygen.

Fueled by Compressed Air

The ONLY intended fuel for this system is compressed air, which is non-flammable and non-combustible.

CAUTION: The use of any other compressed gas, either flammable and/or combustible (including nitrox or other oxygen-enhanced mixtures), may result in a spontaneous explosion causing severe injuries or death.

Launcher #500

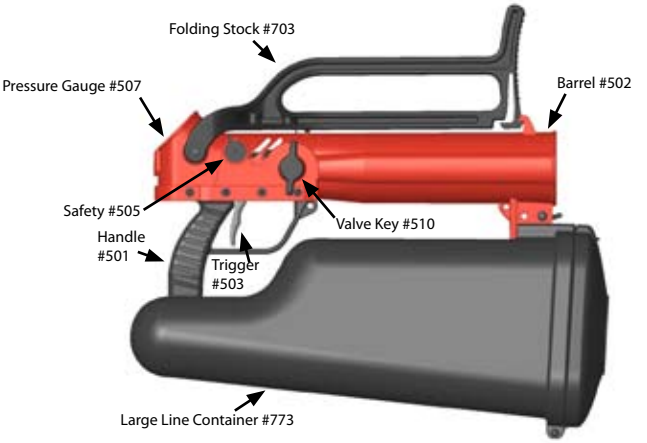


Figure 1 - Launcher, right side view



Figure 2 - Launcher, left side view

Line Containers #772 and #773

The Line Container for your ResQmax is selected according to the length and diameter of the Line used. Some line options require the Large Line Container (Fig. 1) while others may utilize the Compact Line Container (Fig. 2).

Folding Stock #703

The Folding Stock enhances the operator's ability to aim the Projectile more accurately (Fig. 2). When in the folded position the Folding Stock becomes a convenient carrying handle (Fig. 1).

Streamline Filler Hose Assembly #91x-S

The Streamline Filler Hose Assembly (Fig. 3) is used to deliver compressed air from an air compressor, a SCBA tank or a SCUBA tank to the Projectile. This provides the "charge" for the Projectile. Please ensure that your Streamline Filler Hose is equipped with proper fitting for your source of compressed air. A complete list of available adapters is outlined below. Multiple fittings may be supplied with each ResQmax to permit charging from multiple air sources if required.

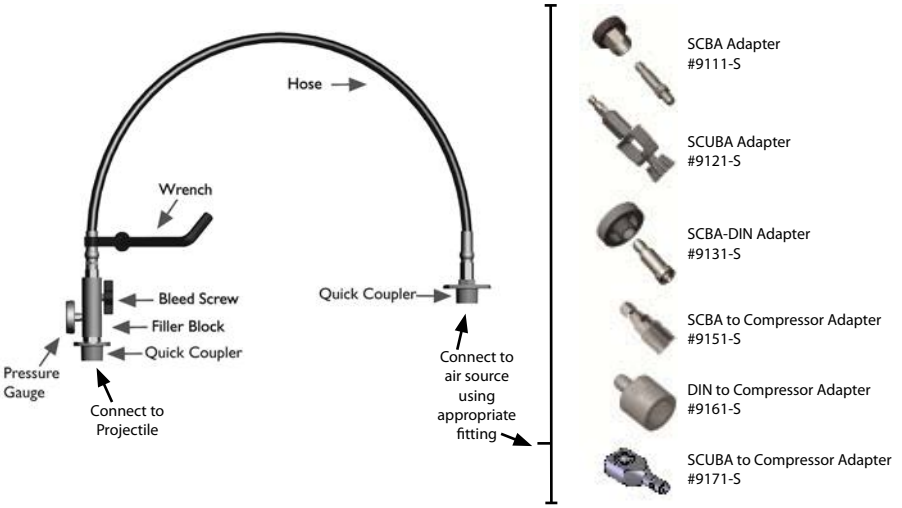


Figure 3 - Streamline Filler Hose Assembly

Note:

If the Projectile shows signs of damage it must be removed from service immediately.

Line Projectile #300-S and #308-S

The Line Projectile (Fig. 4) will deploy a variety of lines over a range of distances depending on the service pressure and the type of line used. The Standard Projectile Protector is intended to protect the Projectile Cylinder from damage on contact. If the Protector shows signs of damage after use it must be removed, the Projectile Cylinder must be inspected, and the Projectile Protector must be replaced.

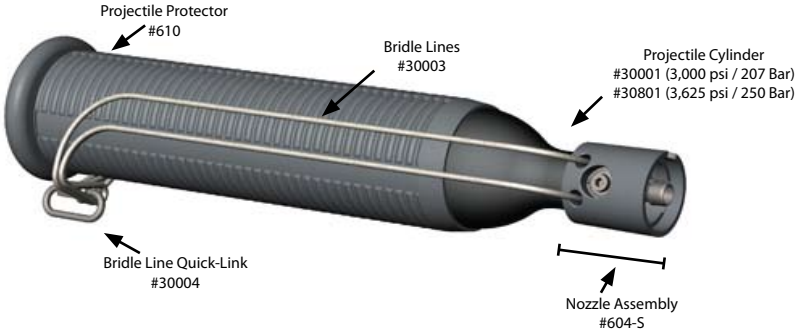


Figure 4 - Line Projectile #300-S / #308-S

Sling Projectile #301-S and #309-S

The Sling Projectile (Fig. 5a) will deploy an Auto-Inflating Sling (Fig. 5b) and retrieval line to a victim in the water. The Auto-Inflating Sling is fitted with a water-activated device that inflates the Sling automatically on contact with water, providing sufficient buoyancy to support a 300 lbs / 136 kg victim. Each Sling is equipped with a replaceable water-activated strobe light which will provide a minimum of 48 hours of continuous use when immersed in water.

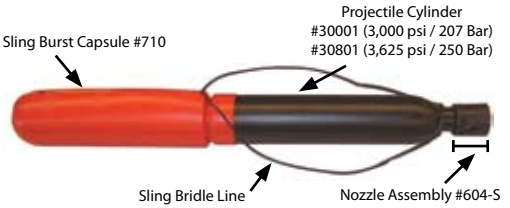


Figure 5a - Sling Projectile #301-S / #309-S

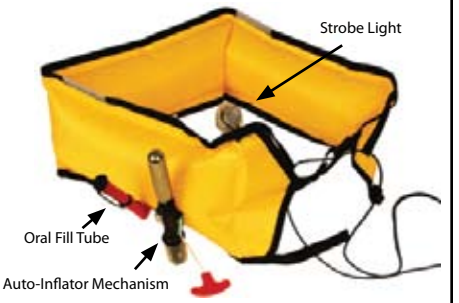


Figure 5b - Auto-Inflating Sling #980

Red Training Projectile #305-S

This Projectile is designed for training or for repeated use when deploying a line from the launch point to a hard surface as "ship-to-ship" line deployment. The factory installed protective cover is manufactured from a low-recoil high-density urethane material providing protection for the projectile and reducing projectile "bounce" on contact (Fig. 6a).

Luminescent Training Projectile #306-S

The factory installed luminescent protective cover combines the best features of high initial brightness and long afterglow for visibility during nighttime use. The pigments used respond quickly to excitation by daylight, incandescent light, fluorescent, or ultraviolet light. This excitation process can be repeated indefinitely (Fig. 6b).



Figure 6a, b - Training Projectiles

Grappling Hook (optional) #750

The optional Grappling Hook (Fig. 6c) is manufactured from light-weight titanium to provide the best balance between strength and weight. The Hook is offered for use to establish a line only or for the recovery of mooring lines and is NOT to be used for the support of a human being.



Figure 6c - Grappling Hook #750

Line Options

Part #	Description	Minimum Break Load		Weight per Length		Length	
		lbs	kg	lbs	kg	ft	m
803	4mm Spectra	1500	680	1.75	.8	500	152
804	6mm Spectra	3000	1360	3.50	1.6	500	152
805	3mm Dacron	500	225	1.95	.9	500	152
806	8mm Polyspectra	2200	1000	4.80	2.2	300	92
808	6mm Polypropylene	900	400	2.10	1	300	92

★ Custom line options to meet user requirements are also available.

Kit Carry Bag #907

The Kit Carry Bag is made from 1000-denier Cordura fabric, with two external zippered pockets, one internal zippered pocket, and a weatherproof membrane over the entire footprint (Fig. 7).



Figure 7 - Kit Carry Bag #907

Pelican Transport/Storage Cases #908 and #909

These unbreakable, watertight, dust-proof, chemical resistant, and corrosion-proof cases come with a lifetime guarantee. When equipped with an extending handle and rollers, these cases are used for transport and storage of your unit (Fig. 8).



Figure 8 - Pelican Transport/Storage Case #908

Extending the Folding Stock

To extend the Folding Stock from the collapsed position to the firing position, follow these steps:

1. Push down at the butt of the Folding Stock and apply pressure with your thumb. This will release the Folding Stock from the sighting hook (Fig. 9a - Step 1).
2. Rotate the Folding Stock to the rear of the Launcher (Fig. 9a - Step 2). The Stock Catch Plate will automatically engage and lock the Folding Stock in the extended position.

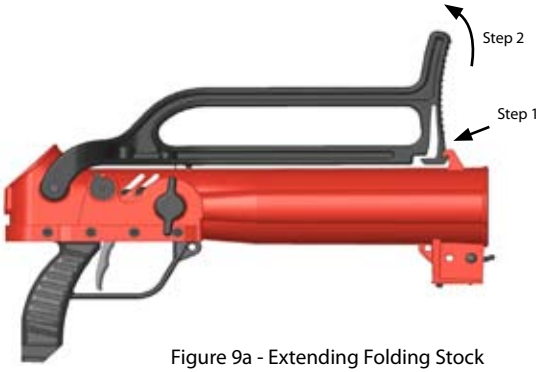


Figure 9a - Extending Folding Stock

Collapsing the Folding Stock

To collapse the Folding Stock for use as a handle, follow these steps:

1. Pull back on Stock Catch Plate with your thumb to disengage the catch (Fig. 9b - Step 1).
2. Fold the Folding Stock over the top of the Launcher (Fig. 9b - Step 2)
3. Engage the butt of the Folding Stock with the sighting hook on the front of the Launcher (Fig. 9b - Step 3).

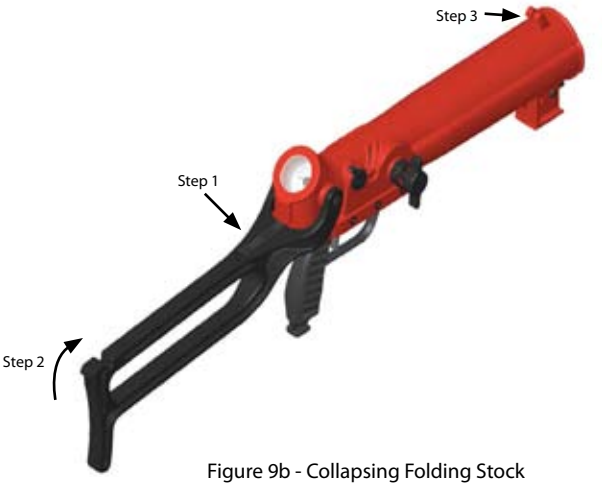


Figure 9b - Collapsing Folding Stock

Connecting the Launcher to the Line Container

To connect the Launcher to the Line Container, follow these steps:

1. Place the inverted "T" bracket (on the bottom of the Launcher at the front) on top of the Line Container just behind the inverted "T" groove on the upper portion of the front of the Line Container (Fig. 10a - Step 1).

2. Position the bottom of the Handle so that notches on the Handle will engage with the flange at the rear of the Line Container (Fig. 10a - Step 2).

3. Slide the Launcher forward inside both the front and rear grooves of the Line Container simultaneously. Push firmly forward until the Line Container Catch on the Launcher automatically engages in the locking hole in the Line Container (Fig. 10a - Step 3).



Figure 10a - Connecting Launcher to Line Container

Note:

If there is line in the Line Container it is first necessary to disconnect the "live end" from the Bridle Lines and the "dead end" from the Launcher Eyelet in order to disconnect the Line Container from the Launcher.

Disconnecting the Launcher from the Line Container

To disconnect the Launcher from the Line Container, follow these steps:

1. Push down on the Line Container Catch, located at the front of the Launcher just below the launcher barrel opening (Fig. 10b - Step 1).

2. Slide the Launcher back and out of the grooves on the Line Container (Fig. 10b - Step 2).



Figure 10b - Disconnecting Launcher from Line Container

Operating the Safety Push Knob

The Safety Push Knob is located on the same side of the Launcher as the Valve Key, and directly above the Trigger.

This Safety Push Knob is at rest when protruding slightly from the side of the Launcher housing (Fig. 11a).

The Safety Assembly engages automatically each time that a Projectile is inserted into the Launcher. An audible "Click" indicates that the Safety Assembly has engaged and the Safety is **ON.**

Press the Safety Push Knob to the **OFF** position immediately before firing the Launcher. When the safety is in the **OFF** position the Safety Push Knob remains recessed inside the cavity about ¼"/ 6 mm (Fig. 11b).

After firing the Launcher, the Safety Assembly will reset itself to accept the next Projectile. When a new Projectile is loaded, the Trigger will automatically move forward and the Safety will engage to **ON** position.



Figure 11a - Safety Engaged - **ON**



Figure 11b - Safety Disengaged - **OFF**

Resetting the Safety

If the Safety Push Knob has been pressed to the **OFF** position – and for any reason it becomes necessary to reset the Safety without firing the Launcher – apply forward pressure on the arm of the Safety Push Knob and rotate the Safety Push Knob clockwise. A rotation of only a few degrees is required (Fig. 11c). The Safety Push Knob will return to its rest position, protruding slightly from the side of the Launcher housing – indicating that the Safety Assembly has been re-engaged and the Safety is in the **ON** position (Fig. 11a).

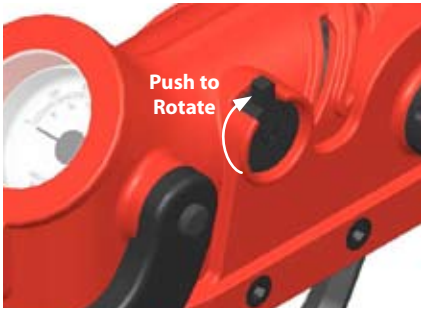


Figure 11c - Reset Safety

Note:

If the Trigger is moved forward manually prior to another Projectile being inserted, it is necessary to press the Safety Push Knob to release the Safety internally, prior to inserting another Projectile.

Loading the Line Projectile in the Launcher

The Bridle Lines are used to connect the Line Projectile to the rescue or messenger line.

To load the Line Projectile in the Launcher and connect the Bridle Lines, follow these steps:

1. Pull the Quick-Link connecting the two Bridle Lines in order to center the Bridle Lines evenly on the left and right sides of the Projectile (Fig. 12b).

2. Ensure that the Safety Assembly is disengaged by pressing the Safety Push Knob.

3. Insert the Line Projectile into the Launcher with the "V" groove in the Nozzle Protector upward while keeping the Bridle Lines tight and uncrossed along each side of the Projectile. Rotate the Projectile as necessary until you feel the "V" groove engage with the Mechanism (Fig. 12a) and apply pressure to the Projectile. An audible "Click" will signal that the Projectile is properly inserted in the Mechanism with the Safety Assembly engaged and the Safety in the **ON** position.

4. Connect the Quick-Link holding the loops in the Bridle Line to the loop in the "live end" of the line – protruding through the notch on the Line Container Door. Use care not to disengage the Cut-Away Pin which fastens the Line Container Door closed (Fig. 17c, pg. 19).

Note:

If you do not get the Nozzle Protector lined up properly the Nozzle will not be able to slide into the Mechanism. An audible "Click" indicates the Safety Assembly is engaged and the Safety is ON.

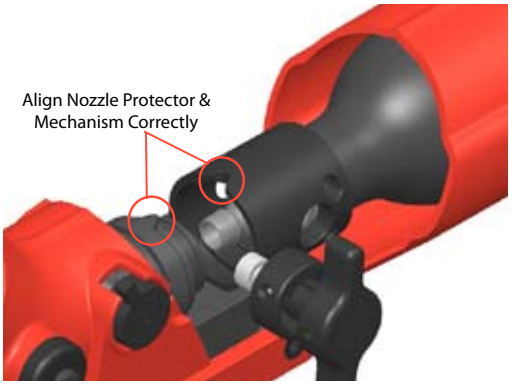


Figure 12a - Align "V" Groove

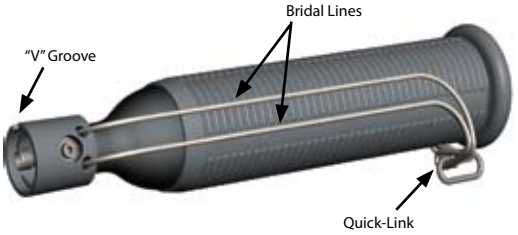


Figure 12b - Line Projectile with Bridle Lines

Operating the Nozzle Valve to Pressurize the Launcher

The Valve in the Nozzle of each Projectile is to be opened using the Valve Key attached to the Launcher housing. The Valve Key is spring-loaded and by default its resting position is "NOT Engaged."

The Valve Key is NOT engaged with the Nozzle Valve when fully extended (Fig. 13a).

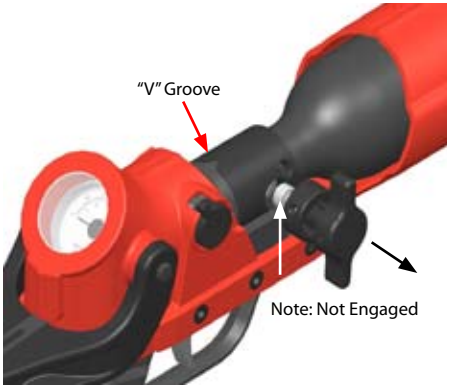


Figure 13a - Valve Key NOT Engaged

The Valve Key is engaged with the Nozzle Valve when fully depressed (Fig. 13b).



Figure 13b - Valve Key Engaged

Note:

When installed in the Launcher, a charged Projectile will have the Nozzle Valve in the vertical CLOSED position.

Note:

Some initial resistance may be experienced when trying to turn the Valve Key. However, once the Key begins to rotate it will turn easily. Be certain to rotate the Valve Key clockwise full 90°.

Opening the Nozzle Valve in the Launcher

To open the Nozzle Valve in the Launcher, follow these steps:

1. Press the Valve Key all the way in while in the vertical position, so that the Valve Key makes contact with the Nozzle Valve (Fig. 14 - Step 1).
   Maintain constant pressure.
2. While maintaining contact with the Nozzle Valve, rotate the Valve Key 90° in a clockwise direction (Fig. 14 - Step 2). After rotating full 90°, release the Valve Key allowing it to extend fully and disengage from the Nozzle Valve (Fig. 13a, pg. 15).

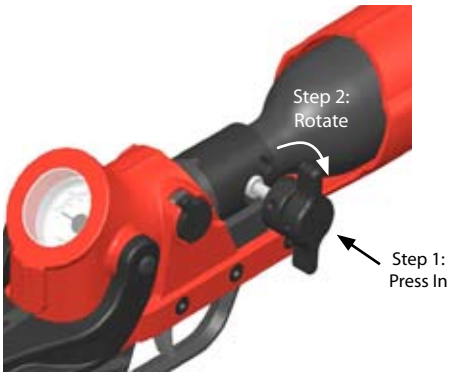


Figure 14 - Opening Nozzle Valve

Closing the Nozzle Valve in the Launcher

To close the Nozzle valve in the Launcher, follow these steps:

1. Press the Valve Key all the way in while in the horizontal position, so that the Valve Key makes contact with the Nozzle Valve (Fig. 15 - Step 1).
   Maintain constant pressure.
2. While maintaining contact with the Nozzle Valve, rotate the Valve Key 90° in a counter-clockwise direction (Fig. 15 - Step 2). After rotating full 90°, release the Valve Key allowing it to extend fully and disengage from the Nozzle Valve (Fig. 13a, pg. 15).

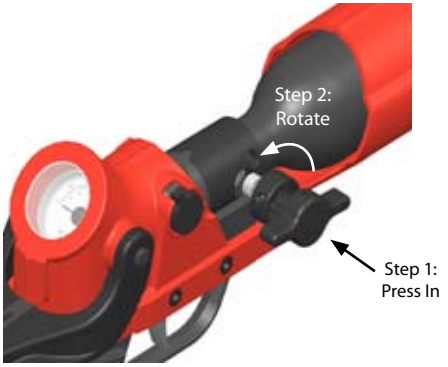


Figure 15 - Closing Nozzle Valve

Operating the Launcher Bleed Screw

Each Launcher is equipped with the Bleed Screw – located near the ResQmax label on the Launcher (Fig. 2, pg. 7). The Bleed Screw Handle swivels over the Bleed Screw Bolt to permit the Bleed Screw to be turned without interfering with the Folding Stock (Fig. 16a).

The first purpose of the Bleed Screw is:

- to permit the operator, if necessary, to reduce the operating pressure of the Projectile prior to discharge, following these steps:

    1. Open the Nozzle Valve to pressurize the Launcher (Fig. 14, pg. 16).
    2. Rotate the Bleed Screw Handle in a counter-clockwise direction until you hear air escaping.
    3. Monitor the Pressure Gauge until the desired operating pressure is achieved.
    4. Rotate the Bleed Screw Handle in a clockwise direction to stop the escape of air.

The second purpose of the Bleed Screw is:

- to permit the operator to bleed off the pressure in the Mechanism in order to remove a charged Projectile, following these steps:

    1. Close the Nozzle Valve in the Launcher (Fig. 15, pg. 16).
    2. Rotate the Bleed Screw Handle in a counter-clockwise direction until you hear air escaping.
    3. Monitor the Pressure Gauge until the reading is at "0".
    4. Rotate the Bleed Screw Handle in a clockwise direction to tighten.
    5. The Projectile may now be removed by pressing the Safety Push Knob and pulling the Trigger.

Note:

There is a small nylon insert pressed into the threaded end of the Bleed Screw which seals the mechanism when the Bleed Screw is tightened. If the Bleed Screw is removed entirely, for maintenance or any other reason, ensure that the nylon insert remains fixed to the Bleed Screw prior to returning the ResQmax unit to service (Fig. 16b).

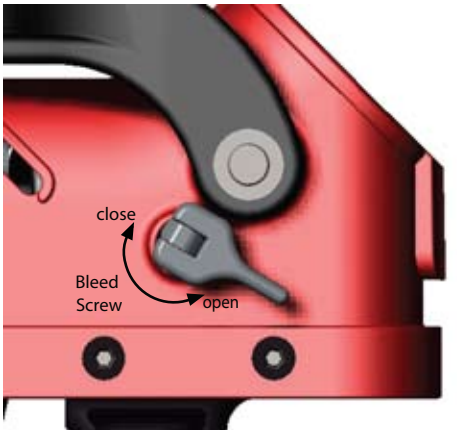


Figure 16a - Open / Close Bleed Screw



Figure 16b - Nylon-Tipped Bleed Screw

Note:

The Eyelet on the Launcher is not intended to be used in the recovery of a victim from the water or in conjunction with a messenger line. Pull directly on the line.

Packing the Line Container

All lines used with the ResQmax may be repacked in the field by hand as necessary without the use of any special equipment. Each line has a dedicated "dead end" and "live end."

The "dead end" of the line is formed by a loop with a snap shackle attached. This "dead end" is intended to be attached to the Launcher before and during deployment. The line may be secured to any fixed point prior to or after firing - to secure one end of the line while the Launcher is being prepared for the next shot. This "dead end" does not travel.

The "live end" of the line is formed by a loop with a Cut-Away Pin permanently attached. This end is intended to be attached to the Bridle Lines of the Line or Sling Projectile and does travel with the Projectile towards the target. The Cut-Away Pin holds the door closed until the point of launching - and then automatically releases the door of the Line Container to allow the line to follow the Projectile without resistance.

To pack the Line Container, follow these steps:

1. Disconnect the Line Container from the Launcher (refer to page 12) and hold it vertically with the door open toward you.

2. Allow 12 inches / 30 cm of the "dead end" of the rope (fitted with the snap shackle) to hang freely outside of the right side of the Line Container (Fig. 17a) and begin dropping the line inside the Line Container.

3. Pull the line from over your shoulder so that you can push it down into the Line Container hand over hand, using short strokes (Fig. 17b).

Note:

DO NOT coil or loop the line, EVER! If you coil the line you may build in tension that will cause snarls the next time you use it resulting in poor performance during deployment.



Figure 17a - "Dead End" on Right Side



Figure 17b - Use Short Strokes to Pack Line

4. Allow the Line to 'fall' into the Line Container in a random, crisscross pattern to avoid any snarls when it is deployed. Periodically push the Line down into the Line Container more tightly to make more room.

5. When all of the Line is packed inside the Line Container, close the Line Container Door – leave the "live end" of the rope with the Cut-Away Pin permanently attached through the notch on the left hand side of the door catch and the "dead end" of the rope through the notch on the right hand side (Fig. 17c).

6. Fasten the Line Container Door closed by inserting the Cut-Away Pin (fixed to the "live end" of the Line) through the black elastic Retaining Loop that protrudes through the Line Container Door in the closed position (Fig. 17c).

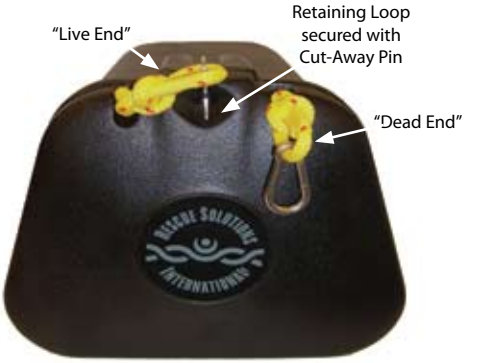


Figure 17c - Correctly Packed Line Container

Connecting the Line to the Line Projectile and the Launcher

To connect the Line to the Line Projectile and the Launcher, follow these steps:

1. Connect the Line Container to the Launcher (Fig. 10a, pg. 12), load the Projectile in the Launcher (refer to page 14), and connect the snap shackle on the "dead end" of the Line to the molded Eyelet behind the inverted "T" bracket of the Launcher (Fig. 18).

2. Connect the Quick-Link, attached to the Bridle Lines of the Projectile, to the "live end" of the Line protruding from the Line Container (Fig. 18).

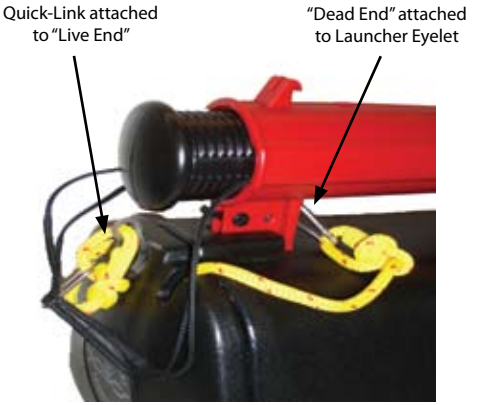


Figure 18 - Correctly Configured Lines

Note:

The main line and the Bridle Lines should be inspected after each use for fraying or damage before storing for later use. If immersed in seawater during use, all lines (and Projectiles) should be rinsed with fresh water and dried thoroughly. Inspect the line before packing and then pack as instructed in this packing section. Any damaged or frayed line or Bridle Lines must be permanently removed from service.

Note:

Any damage to the Projectile Protector may indicate damage to the Projectile Cylinder. If the Protector is damaged the Projectile Cylinder must be visually inspected for damage. Damaged Protectors should be replaced to protect the Projectile Cylinder.

Note:

If the Projectile Cylinder sustains any visible damage from contact with a hard surface, it must be removed from service.

Using the Line Projectile

A black Projectile Protector (Fig. 19a) is recommended when deploying a line with the ResQmax. Each Line Projectile is supplied with a Projectile Protector slipped over the Projectile Cylinder.

NOTE: The Projectile Protector can not be used with the Sling or the Grappling Hook.

The Protector may be removed to inspect the Projectile Cylinder for damage and can be reinstalled. If the Protector shows any sign of damage, it should be removed immediately and the Projectile Cylinder should be inspected.



Figure 19a - Projectile Protector

The covers for the Training Projectiles are made of high density urethane (Fig. 19b) and absorb the shock of impact when landing on a hard surface. These covers are factory installed. To remove the training projectile cover it may be necessary to cut it completely off the Cylinder.



Figure 19b - Damaged Training Projectile Cover

A Projectile Cylinder with minor scratches to the paint (Fig. 19c - Note 1) may be returned to service.

However, if the Projectile Cylinder surface shows any signs of deformation (indentation or deflection) (Fig. 19c - Note 2), the Projectile Cylinder must be removed permanently from service.



Figure 19c - Damaged Projectile

Protecting the Cylinder/Projectile

All practice deployments not using the Training Projectile SHOULD BE INTO WATER.
If deployed into water, the Projectile can be used over again hundreds of times.
Use caution when pulling the Projectile back to avoid damaging it. Always wash in fresh water.
Remove all water from inside Projectile Cylinder and allow to dry before storage or refilling.
Remove the Nozzle Assembly from the Projectile after each deployment and shake out any water present. Rinse the Projectile with fresh water inside and out, and allow to dry prior charging the Projectile for storage.

Filling the Projectile

To properly fill the Projectile you need a source of compressed air that is capable at least of reaching the service pressure of the Projectile. The Standard Projectile has a service pressure of 3000 psi / 207 Bar. The Streamline Filler Hose Assembly is required to recharge the Projectiles with compressed air. It consists of a Filler Block**,** that includes a Pressure Gauge and Bleed Screw, and the Filler Hose connecting the compressed air source.

Begin by attaching the end of the Streamline Filler Hose Assembly, equipped with the proper adapter (Fig. 3, pg. 8), to your compressed air source.

Next, check in which position is the Valve Key on the Projectile to be filled:
If the Valve Key is in line with the flow of air, then the Valve is **OPEN** (Fig. 20a).

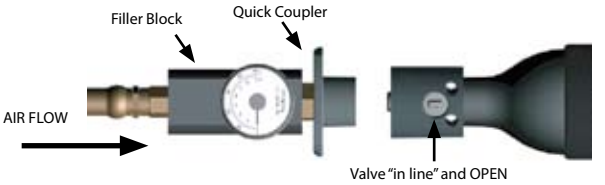


Figure 20a - Nozzle Valve OPEN

If the Valve Key is perpendicular to the flow of air, then the Valve is **CLOSED** (Fig. 20b).

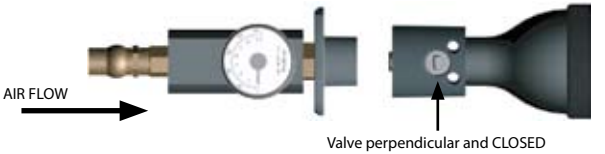


Figure 20b - Nozzle Valve CLOSED

To charge the Projectile, follow these steps:

1. Connect the appropriate Filler Hose Adapter to the associated Air Supply.
2. Connect the Filler Hose to the Filler Hose Adapter by retracting the spring-loaded Quick Coupler on the end of the Streamline Filler Hose opposite from the Filler Block end (Fig. 3, pg. 8).
3. Retract the spring-loaded Quick Coupler on the Streamline Filler Hose Assembly closest to the Filler Block (Fig. 20c) and insert the neck of the Quick Coupler inside the Nozzle Protector to connect the Filler Hose to the Nozzle (Fig. 20d).

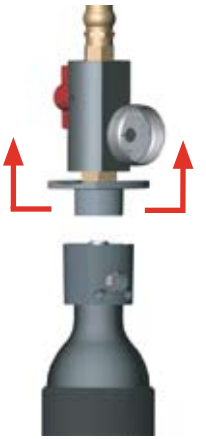


Figure 20c - Retract Collar

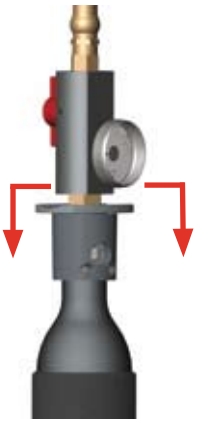


Figure 20d - Attach Filler Hose

Note:

Use **Compressed Air Only.** The use of any flammable or combustible compressed gases, especially at high pressures, may result in a spontaneous explosion causing severe injuries or death.

Note:

The operating/ service pressure of the Projectile should only be exceeded in response to a life-threatening emergency and under no circumstances should it be exceeded by more than 20%. Ignoring this advice may cause an accident that could result in bodily injury or death.

Note:

Attempting to fill the Projectile with the Nozzle Valve CLOSED will result in damage to, or loss of, the Face O-ring on the Nozzle Plug. This O-ring then must be replaced prior to further proceeding (Fig. 26b, page 32).

Note:

As the air will heat during the charging process, the Manufacturer recommends that the Projectile to be charged to the service pressure + 15%. As the air cools over time, the Projectile's pressure will be reduced to approximate the service pressure.

4. Ensure that the red Bleed Screw on the Filler Block is closed by turning it in a clockwise direction (Fig. 20h).

5. Ensure that the Nozzle Valve is in the **OPEN** position - with the Nozzle Valve "in line" with the flow of air (Fig. 20e).

6. Open the air-supply and **SLOWLY** fill the Projectile to the desired pressure. (If you hear air escaping, the Bottle O-ring or an O-ring in the Nozzle is damaged and needs to be replaced (Fig. 26b, pg. 32).)

7. When the desired pressure has been reached, **FIRST close the valve on the Air Supply and then close the Nozzle Valve on the Projectile**. Disregard of this sequence will result in damage to the Nozzle Valve O-rings!

8. Remove the Filler Hose Wrench from the Streamline Filler Hose Assembly and close the Nozzle Valve by rotating the Nozzle Valve 90º (Fig. 20f).

9. Ensure that the Nozzle Valve is in **CLOSED** position, perpendicular to the flow of air (Fig. 20g). Always replace the Filler Hose Wrench back in the retainer on the Filler Hose.

10. Next, locate the drain port adjacent to the red Bleed Screw on the Filler Block (Fig. 20h).

11. Point the drain hole down and away from the operator and open the Bleed Screw, draining pressure from the Filler Hose Assembly.

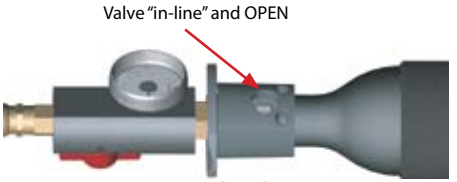


Figure 20e - Nozzle Valve OPEN



Figure 20f - Rotate the Nozzle Valve

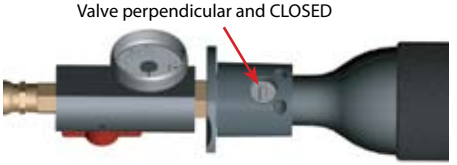


Figure 20g - Nozzle Valve CLOSED

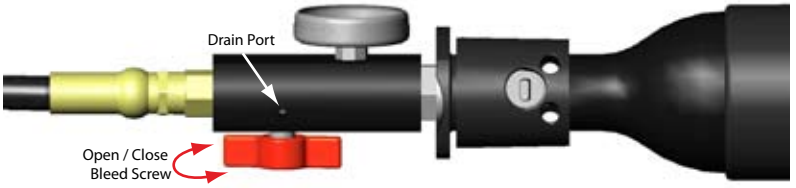


Figure 20h - Bleed Air from
Filler Hose with Bleed Screw

12. Retract the spring-loaded Quick Coupler on the Streamline Filler Hose Assembly (Fig. 20j) and detach the Filler Hose Assembly from the Nozzle (Fig. 20k).

13. Store the charged Projectile in safe location.



Figure 20j - Retract Quick Coupler Collar

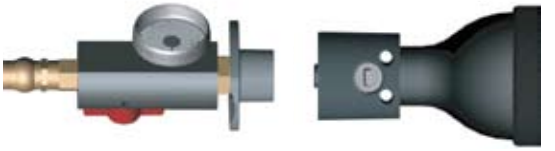


Figure 20k - Disconnect Hose from Nozzle

Storing the Projectiles

The Projectiles that are charged and ready for use should be stored in a constant-temperature environment and protected from the elements. The charged Projectiles should be so marked. The pressure level of the stored Projectiles should be checked periodically to verify that the desired service/operating pressure is being maintained.

CAUTION: If the Projectiles are subjected to extreme heat, the pressure could rise sufficiently to rupture the Pressure Relief Assembly allowing the air to escape and temporarily preventing use of the equipment. Refer to page 33 for instructions on removing and replacing the Pressure Relief Assembly.

Checking Projectile Pressure

All stored Projectiles should be checked on a regular basis to ensure that the service pressure is maintained. To check the Projectile pressure, follow these steps:

1. Load the Projectile into the Launcher (refer to page 14).
2. Using the Valve Key on the Launcher, engage the Nozzle Valve on the Projectile and turn clockwise 90º to the OPEN position (refer to page 16).
3. Confirm the Projectile pressure using the reading on the Pressure Gauge. (If there is too much pressure, refer to page 17 for directions on how to relieve pressure.)
4. Using the Valve Key on the Launcher, engage the Nozzle Valve on the Projectile and turn counter-clockwise 90º to the CLOSED position (refer to page 16).
5. Rotate the Launcher Bleed Screw to release the air from the Mechanism. The Pressure Gauge must read "0" (refer to page 17).
6. Disengage the Safety Assembly by pressing the Safety Push Knob (refer to page 13).
7. Pull the Trigger to release the Projectile into your hand or the ground. Return the Projectile to storage or charge as necessary.

Note:

Repeated pressure checks of a Projectile will result in a gradual drop of pressure. It will be necessary to top it up using the procedure as described on Page 21. This is also a good opportunity to have a practice launch.

Removing a Charged Projectile from the Launcher

If you wish to remove a charged Projectile from the Launcher without firing, follow these steps:

With NO pressure indicated on the Launcher Pressure Gauge:

1. Disengage the Safety Assembly by pressing the Safety Push Knob.
2. Pull the Trigger to release the Projectile into your hand or the ground.

With pressure indicated on the Launcher Pressure Gauge:

If you have the Launcher ready to fire and have pushed in the Safety Push Knob but change your mind about firing for some reason OR if you are handed a Launcher with pressure indicated on the Pressure Gauge, follow these steps:

1. Use your thumb to reengage the Safety by rotating the arm of the Safety Push Knob a few degrees in a clockwise direction, making the Safety Push Knob spring out (refer to page 13).
2. Using the Valve Key on the Launcher, engage the Nozzle Valve on the Projectile and turn counter-clockwise 90º to the CLOSED position (refer to page 16).
3. Rotate the Launcher Bleed Screw to release the air from the Mechanism. The Pressure Gauge must read "0" (refer to page 17).
4. Disengage the Safety Assembly by pressing the Safety Push Knob (refer to page 13).
5. Pull the Trigger to release the Projectile into your hand or the ground.

Note:

If the Pressure Gauge on the Launcher does not show "0" pressure, turn the Bleed Screw in a counter-clockwise direction and allow the pressure from the Mechanism to escape before attempting to remove the Projectile.

Attaching the Auto-Inflating Sling to the Projectile

The Auto-Inflating Sling is contained in a Sling Burst Capsule (Fig. 5a, pg. 9) and may be attached to a Projectile for deployment to a victim in the water. Once the Burst Capsule is immersed in the water the Sling inflates automatically – providing buoyancy to a victim.
The Auto-Inflating Sling may not be used with a Projectile Protector.

To attach the Auto-Inflating Sling to the Projectile, follow these steps:

1. Place the Auto-Inflating Sling Assembly on the end of the Projectile (Fig. 21a). (Do not use the Projectile Protector as the Burst Capsule's collar is designed to fit directly onto the metal Projectile Cylinder.)
2. Pull the Projectile's Bridle Lines through the loop of the Sling Bridle Line and slide the loop over the Nozzle Assembly and neck of the Projectile Cylinder (Fig. 21b).
3. Push the excess of the Sling Bridle Line inside the Burst Capsule through the hole on the bottom of the slit until the Bridle Line is tight on the Projectile Cylinder.
4. Secure the Sling Bridle Line on the Burst Capsule's collar with adhesive tape. The tape does not need to be removed prior to use.
5. Follow directions for "Loading the Projectile into the Launcher" and "Connecting the Line" (refer to pages 14 and 19).

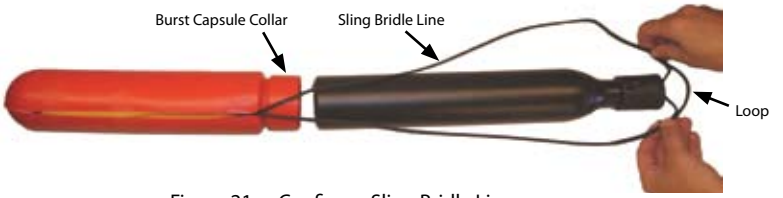


Figure 21a - Configure Sling Bridle Line



Figure 21b - Attach Sling to Projectile

Using the Sling During Training

After the first deployment and inflation, simply repack the Sling into the Burst Capsule without replacing the CO_2 cartridge or Bobbin. This allows you to practice without using consumables or taking the time to wait for the Sling to dry between each shot. When training is completed, insure the the Sling is properly repacked for standard use (refer to pages 26-27).

Adverse Weather Conditions - Sling

When deploying in adverse weather conditions with water spray or heavy rain, do not expose the Burst Capsule and the Sling to excess water as the auto-inflator may inflate the Sling before you make the deployment. Although packed into the Burst Capsule and designed to inflate within 3-5 seconds after submersion in water, heavy exposure to rain or spray for a period of time could also cause the Sling to inflate.

Note:

Even if the victim is inside the maximum range of the Launcher, still shoot the ResQmax to its maximum distance. NEVER AIM DIRECTLY AT THE VICTIM!

Note:

If the Sling with Burst Capsule is not properly attached to the projectile Bridle Lines, the Sling may become separated from the line after it inflates in the water and it will be necessary to retrieve the Sling with the use of a boat or by other means.

Tip:

During practice, you do not have to replace the CO_2 cartridge and Bobbin each time. HOWEVER, be certain that the CO_2 cartridge and Bobbin are properly reinstalled and ready for service prior to storing the unit.

Repacking the Auto-Inflating Sling

The Sling Projectile comes packed and ready for first use. After each deployment into water, you will need to replace the CO_2 cartridge and Soluble Bobbin (Fig. 22a) to repack the Sling for another use.

To repack your Sling, follow these steps:

1. Deflate the Sling COMPLETELY by depressing the Air Valve located under the black cap of the oral fill tube (Fig. 22a) and letting the air out. Be sure to reattach the black cap propely on top of the oral fill tube to prevent migration of water into the Sling.
2. After each deployment rinse all components thoroughly in fresh water.
3. Allow all components to dry completely.
4. Unscrew the Bobbin Cap from the Auto-Inflator and remove the used yellow plastic Soluble Bobbin (Fig. 22b).
5. Align the grooves of new Soluble Bobbin with guides in the Auto-Inflator and slide the Bobbin into the Auto-Inflator with the white side of the Bobbin oriented towards the Bobbin Cap.
   Do this FIRST, before you replace the CO_2 cartridge.
6. Screw the Bobbin Cap back into place tightly. A green color inside the Bobbin Cap will indicate correct installation. A red color inside the Bobbin Cap will indicate incorrect installation (Fig. 22b).
7. Remove the used CO_2 cartridge, turning it counter-clockwise.
8. Install new CO_2 cartridge firmly into place., turning it clockwise.

Note:

Once the air has been completely removed from the Sling, reattach the black cap properly on top of oral fill tube.

Note:

Before replacing the Soluble Bobbin, make sure that the activator mechanism is thoroughly dry. A wet Bobbin could accidentally activate the Auto-Inflating Mechanism.



Figure 22a - Change CO_2 cartridge and Soluble Bobbin after every use

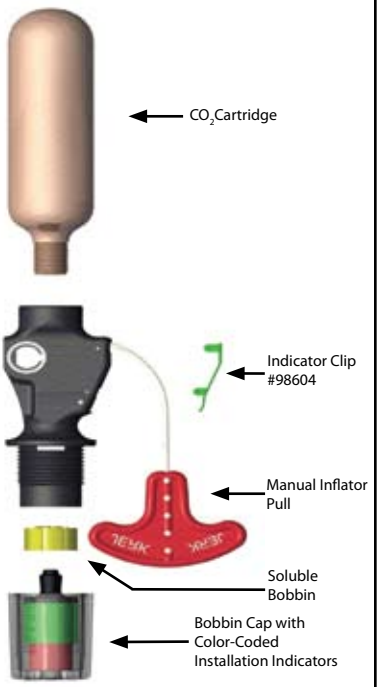


Figure 22b - Auto-Inflator #986

9. Fold the Sling in half and then in half again.

10. Keep the Auto-Inflator on top of the folded Sling. Organize the Sling Bridle Line so it is not tangled and is clear of the Sling. Note position of Strobe Safety Light (Fig. 22c).

11. Roll the Sling tightly with the Auto-Inflator on the inside of the roll (Fig. 22c).

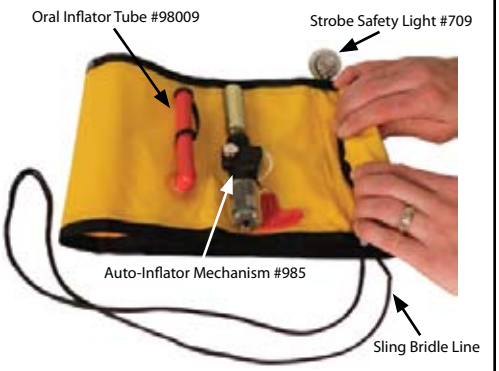


Figure 22c - Prepare to Pack Sling

12. Insert the rolled Sling into the Burst Capsule through the slit with the Strobe Safety Light nesting in the domed end of the Burst Capsule (Fig. 22d). Insert one end first, then push the rest into the Burst Capsule; squeeze the Burst Capsule back into round shape.



Figure 22d - Insert Sling into Burst Capsule

13. The Sling Bridle Line and Bobbin Cap must face the open end of the Burst Capsule when the Sling is inside of the Burst Capsule (Fig. 22e).

14. Pull the Sling Bridle Line to full extension through the hole at end of the slit in the Burst Capsule (Fig. 22f).

15. Use adhesive tape to hold the edges of the Burst Capsule neatly together for a more aerodynamic performance (Fig. 22f). The tape does not need to be removed prior to use.

16. Attach the Burst Capsule on the end of the Projectile Cylinder. Follow the instructions for "Attaching the Sling to the Projectile" (refer to page 25).



Figure 22e - Proper Orientation of Sling inside Burst Capsule



Figure 22f - Properly Packed Sling

Note:

The Grappling Hook offered with the ResQmax is for use to establish a line only – or for recovery of mooring lines – and should NOT be used for the support of a human being.

Preparing the Grappling Hook for Deployment

The Grappling Hook is a light-weight titanium hook intended to be used for establishing a line, such as across a river or stream, or for recovering a mooring line from the water. The Line is intended to be connected directly to the Eyelet on the shaft of the Grappling Hook – ensuring a direct connection from the fixed point of the Hook to the operator.
The Grappling Hook may not be used with a Projectile Protector.

To prepare the Grappling Hook for deployment, follow these steps:

1. Attach the "live end" of the Line to the Eyelet on the shaft of the Grappling Hook, using a Figure Eight or similar secure knot (Fig. 23a).



Figure 23a - Attach Line to Hook

Note:

Align the "V" groove on the Nozzle Protector 90º to the Eyelet of the Grappling Hook. This will ensure that the lines will slide into the grooves on the side of the Launcher Barrel when the Projectile is engaged.

2. Install the Grappling Hook over the end of the Projectile. Align the "V" groove of the Nozzle Protector at 90º to the Eyelet of the Grappling Hook to keep the Line oriented correctly (Fig. 23b).



Figure 23b - Attach Projectile to Hook

3. Run the Line along the side of the charged Projectile.

4. Fasten the Line to the neck of the Projectile with the Velcro strap provided (Fig. 23c).



Figure 23c - Attach Line to Projectile

5. Return the Line towards the Grappling Hook along the opposite side of the Projectile (Fig. 23d).

6. Together with the Line keep the Bridle Lines along the side of the Projectile in order to align with the grooves on each side of the Launcher Barrel (Fig. 23e).

7. Keeping the Lines along the side of the Projectile, insert the Projectile into the Launcher (refer to page 14). Ensure the Bridle Lines are centered to achieve a straight shot by pulling the Quick-Link.

8. Re-engage the Cut-Away Pin to fasten the Line Container Door closed.

9. Using the Quick-Link on the Bridle Lines, attach the Bridle Lines to the loop containing the Cut-Away Pin on the Line (Fig. 23f).

10. Connect the "dead end" to the Eyelet behind the inverted "T" bracket of the Launcher (Fig. 23f) .

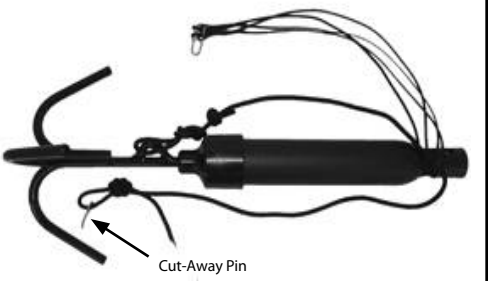


Figure 23d - Configure Lines along Sides of Projectile



Figure 23e - Align Line and Bridle Lines along each side of Projectile



Figure 23f - Line and Grappling Hook Ready for Deployment

Note:

The length of the Line between the Eyelet and the Cut-Away Pin MUST be greater than the distance between the Eyelet and the Bridle Lines Quick-Link. The load of the Line MUST be borne by the Bridle Lines to insure accuracy during the deployment.

Note:

Adequate training in all aspects of the use of this equipment is essential in order to familiarize yourself with its safe operation and capabilities - and to deploy it with accuracy.

Deploying the ResQmax

1. Conduct a visual inspection to ensure that the Bridle Lines are properly connected to the "live end" of the line and that the "dead end" of the line is connected to the Eyelet on the Launcher or otherwise secured (Fig. 18, pg. 19).

2. If deploying the Sling, check to ensure that the lines from the Burst Capsule are properly attached around the neck of the Projectile Cylinder (Fig. 21b, pg. 25).

3. Fully depress the Valve Key in the vertical position, and rotate the Valve Key 90º clockwise to the horizontal position. Release the Valve Key (Fig. 14, pg. 16).

4. Check the Pressure Gauge to verify pressure. (No pressure reading on the Pressure Gauge may indicate that you did not successfully open the Nozzle Valve or that your Projectile was not charged with air when loaded in the Launcher.)

5. Press the Safety Push Knob to put the Safety in **OFF** position (Fig. 11b, pg. 13).

6. Hold butt of the Folding Stock against your shoulder, as you would a firearm, at a 35º angle aiming OVER the victim or the target (Fig. 24).

7. Squeeze the Trigger with two fingers. Hold the ResQmax steady as the Projectile leaves the Launcher and the Line is deployed.

Note:

Even if the victim is inside the maximum range of the Launcher, still shoot the ResQmax to its maximum distance. NEVER AIM DIRECTLY AT THE VICTIM!



Figure 24 - Correct Deployment Angle

Care of the Projectile

The Projectile can be used over and over again if cared for properly. Any visible damage to the Projectile is cause for immediate replacement. **DO NOT ATTEMPT TO REFILL A DAMAGED CYLINDER**. This may cause an accident resulting in serious bodily injury or death (refer to page 22, section "Protecting the Cylinder/Projectile").

After use and before filling again to be stored, the Projectile Cylinder and the Nozzle Assembly should be separated and maintained. The Projectiles should not be filled until the steps below are taken. Regardless of whether the equipment was used in fresh or salt water, there will be residue in the cylinder that may give rise to corrosion if not thoroughly rinsed.

1. Unscrew the Nozzle Assembly from the Projectile Cylinder by turning it in a counter-clockwise direction (Fig. 25a).

2. Thoroughly flush both parts with fresh water, shake out excess water, and let air dry.

3. Inspect the Projectile Cylinder and the Nozzle for any damage or corrosion.

4. Once dried, lubricate the threads on the Nozzle Assembly with Corrosion Block and screw the Nozzle Assembly back into the Projectile Cylinder in a clockwise direction until hand tight (Fig. 25a). DO NOT OVERTIGHTEN.



Figure 25a - Cylinder and Nozzle Assembly

DO NOT use any sealant or tape on the threads of the Nozzle. Corrosion Block can be used on any part of the Projectile. Each Projectile Cylinder is intended to have a maximum service life of five years from the date of manufacture and must be removed from service at that time or sooner if there is any visible evidence of damage. Each Projectile Cylinder is date stamped. It is the responsibility of the purchaser to ensure that the Projectile Cylinder is not used after the service life has expired.



Figure 25b - Lubrication of Mechanism with Corrosion Block

Care of the Launcher

The Launcher has a stainless steel Mechanism. The Launcher should be rinsed after all maritime operations in order to keep corrosion to a minimum. Corrosion Block should be used as a lubricant on the Outer Ring of the Launcher Mechanism by reaching in through the vent holes on the Launcher (Fig. 25b). If a Projectile Cylinder containing residual water is pressurized and launched, the Mechanism O-ring can become dislodged. If there is an audible air leakage when the Projectile is loaded into the Launcher and the Valve Key is used to open the Projectile Valve to pressurize the system, check if the Launcher Bleed Screw is properly tightened (refer to page 17). If the Launcher Bleed Screw is closed and the leakage persists, the Mechanism O-ring should be checked and replaced if necessary; please contact the Manufacturer for instructions or service.

Note:

Inexpensive replacement Projectile Cylinders are readily available from the Manufacturer. **DO NOT USE a visibly damaged Projectile Cylinder!**

Note:

The Nozzle Plug Face O-ring is easily identified by its blue/ green color. No substitute O-ring will provide adequate service or performance.

Note:

The beveled surface of the neck of the Nozzle Body is subject to wear at the moment of launching. In normal conditions this part is suitable for 150 or more discharges. Carefully inspect this surface for excessive wear after each use. If there is any question regarding suitability of this part for continued use it must be removed from service and inspected by a qualified technician.



Replacing the O-rings in the Nozzle Valve

If the Projectile is unable to hold air, the O-rings on the Nozzle Plug in the Nozzle Valve may have become worn or damaged and it will be necessary to replace them. Only use the O-rings supplied by Rescue Solutions International, Inc. These O-rings are of a special composition and hardness and are specially selected for this purpose.

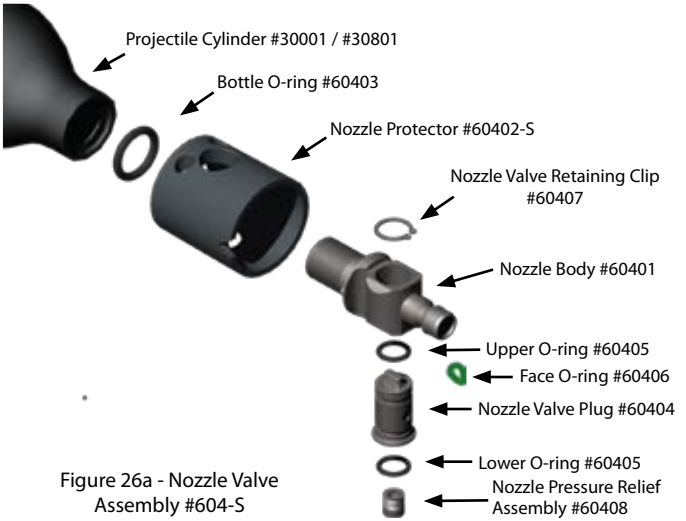


Figure 26a - Nozzle Valve Assembly #604-S



Figure 26b - Nozzle Valve Plug

Removing the Nozzle Valve Plug:

1. Remove the Nozzle Assembly from the Projectile by unscrewing it in a counter-clockwise direction.
2. Remove the Bottle O-ring from the Nozzle threads and slide the Nozzle Protector off of the Nozzle Body.
3. Remove the Nozzle Plug Retaining Clip from the Nozzle Valve Plug using Retaining Clip Pliers.
4. Push the Nozzle Valve Plug out of the Nozzle Body.

Servicing the Nozzle Valve Plug:

1. Remove and discard the Upper, Lower, and Face O-rings (Fig. 26b).
2. Remove and inspect the Pressure Relief Assembly - if it has not burst, it can be reinstalled.
3. Thoroughly clean the Nozzle Valve Plug as well as the bore of the Nozzle Body.
4. Install the Face O-ring on the Nozzle Plug pressing it into place inside the groove around the opening.
5. Install the Nozzle Plug Upper & Lower O-rings into place on the Plug.
6. Lubricate the new O-rings with petroleum jelly.
7. Lubricate the bore of the Nozzle and the Nozzle Plug with a light film of petroleum jelly.

Reinstalling the Nozzle Valve Plug:

1. Orientate the Nozzle Valve Plug so that it is in an open position – with the Face O-ring on the Nozzle Valve Plug turned at 90º to the normal flow of air through the Nozzle (Fig. 27a).

2. Gently insert the lubricated Nozzle Valve Plug into the opening, taking care not to cut the O-rings against the edges of the opening in the Nozzle Body by rotating the Nozzle Valve Plug slightly from side to side as you insert. This will also assist in seating the O-rings properly.

3. Push the Nozzle Valve Plug until the "stop" side of the Nozzle Valve Plug prohibits the Plug from traveling any further through the opening in the Nozzle Body (Fig. 27a).

4. Once fully inserted, reinstall the Nozzle Valve Retaining Clip. (Replace the Retaining Clip if it shows any sign of damage.)

4. Reinstall the Pressure relief Assembly (Fig. 26a, pg. 32).

6. Slide the Nozzle Protector over the Nozzle Body – taking care to ensure that the aligning notch on the Nozzle Body is engaged with the matching shape on the Nozzle Protector (Fig. 27b).

7. Place the Bottle O-Ring around the threaded end of the Nozzle and screw the assembly back into the Projectile Cylinder.



Figure 27a - Reinstalling Nozzle Valve Plug



Figure 27b - Reinstalling Nozzle Protector

Replacing the Nozzle Pressure Relief Assembly

If the Projectile is left exposed to extreme temperatures while charged, the Pressure Relief Assembly may rupture and will need to be replaced.

1. Remove the Pressure Relief Assembly (Fig. 26a, pg. 32) by turning it counter-clockwise using T30 Torx wrench (Fig. 28 - supplied in the optional ResQmax Tool Kit).

2. Clean the opening and lightly lubricate with Corrosion Block.

3. Install a new Pressure Relief Assembly (Fig. 26a, pg. 32).



Figure 28 - Torx Wrench and Pressure Relief Assembly

This Line-throwing & Rescue Appliance may need to be depended on in variety of emergency situations. It is possible that in many of those situations a human life may depend on reliable operation and performance of this equipment.

In order to ensure that the equipment is at all times operationally ready, the Manufacturer recommends that the Purchaser takes the following actions:

- **Provide adequate and frequent training in the operation of this equipment in actual field conditions.**
- **Implement and maintain a program for the regular review of the equipment to ensure that it is intact and complete, the Projectiles are pressurized, and the equipment is ready in all regards for use to respond to an emergency situation.**

Wear on the components in this system is controlled by:

- **the number of uses.**
- **the storage conditions and care the unit receives by the end user.**

With good care and proper storage conditions the serviceability of the unit is predictable. However, if subjected to rough use, or if not kept clean and free from contaminants by the end user, the **need for service can be dramatically accelerated.**

Note:

As with all equipment, lack of use can often cause more damage to the Launcher than regular or even excessive use. At a minimum, every Launcher should be inspected by a technician trained in the maintenance of this equipment at 36-month intervals.

Due to the high pressure of the compressed air used in this system the components of principal concern are the Projectiles, the Nozzle Valve Assembly, and the Launcher.

In order to observe recommended service intervals, it is imperative that the end user maintain a log tracking the number of uses of:

- **each Launcher firing,** and
- **each discharge of a Cylinder & Nozzle Assembly.**

The Manufacturer recommends that this equipment be serviced, by technicians trained and certified by the Manufacturer in the maintenance and repair of this equipment, at the earliest of the following events to occur:

For the Launcher:

- **the first indication that there is any problem with operation of the equipment,** or
- **when 300 shots have been logged,** or
- **three years from the date of purchase.**

For the Projectile:

- **the first indication of any physical external damage to the Cylinder,** or
- **at the 5th year anniversary of the date of Cylinder manufacture, as stamped on the neck of the Cylinder.**

For the Nozzle Valve Assy:

- **the first indication that there is any problem with the operation of the equipment that cannot be corrected by the replacements of the O-rings (see page 32),** or
- **when excessive wear becomes evident on the beveled surface of the Nozzle Body, (refer to page 32, margin),** or
- **when 150 shots have been logged on the Nozzle Valve Assembly.**

The internal Mechanism in this appliance is complex and any maintenance or repair other than that described in this manual should be performed by a technician trained by the Manufacturer in the repair of this equipment. Please contact your Rescue Solution International, Inc. distributor for more information or contact the Manufacturer by calling 541-504-9300 **or by e-mail at info@resqmax.com.**

Q Why will the Projectile not engage when I push it into the Launcher?

A There are two possible reasons:
1. The "V" groove on the Nozzle Protector is not being properly aligned with the mechanism. Hold the "V" groove upward, slide the Projectile into the Launcher, and rotate gently (refer to page 14).

2. The Trigger has been manually moved forward since the last time the Projectile was removed – effectively leaving the Safety ON even though the Launcher is empty. Press the Safety Push Knob to release the Safety Assembly, and reinsert the Projectile as described in answer 1. above.

Q How can I tell if the Projectile has any air in it?

A If you have a Projectile with the Nozzle Valve closed and are not sure if it is charged, you can check this by loading it into the Launcher and opening the Nozzle Valve. If the Pressure Gauge shows pressure, then it is charged and you may proceed to shoot or close the Nozzle Valve and remove the Projectile. It is a good idea to develop a system to ensure that full and empty Projectiles are kept separately or marked with a label (refer to page 24).

Q How do I re-engage the Safety if I do not want to shoot after pushing in the Safety Button?

A Reset the Safety Assembly by applying pressure to the arm of the Safety Push Knob and rotate in a clockwise direction for a few degrees. The Safety Push Knob will "pop out" and reset the Safety to ON position (refer to page 13).

Q How do I adjust the range if I only want to shoot a short distance?

A The range can be adjusted by allowing some air to escape from the Projectile before shooting. Open the Nozzle Valve and allow the Mechanism to be pressurized. Carefully open the Bleed Screw until you hear the air slowly escaping. Watch the Pressure Gauge until the pressure has dropped to the level you require, and then tighten up the Bleed Screw and fire (refer to page17).

Q How do I know whether or not the Projectile's Nozzle Valve is open on a loaded Launcher?

A The Valve Key will only depress fully when the stem of the Valve Key is aligned with the stem of the Nozzle Valve. Depress the Valve Key in the vertical and horizontal positions. Which ever position permits the Valve Key to fully depress will represent the position of the Nozzle Valve. If horizontal, the Nozzle Valve is Open. If vertical, the Nozzle Valve is Closed (refer to pages 16-17).

Q Why is the pressure in the Projectile lower when I load it in the Launcher than it was when I filled it?

A When you are filling the Projectile with air it will get warm. This causes the pressure to rise and you will reach your target pressure with the air in the Projectile at a temperature higher than ambient. Once the air in the Projectile has cooled down the air will contract and lower the pressure.

This problem is addressed by 3 steps:

1. While filling the Projectile, keep it partially submerged in cool fresh water in order to keep the Projectile temperature constant.
2. Fill the Projectile Cylinder VERY SLOWLY.
3. "Overfill" the Projectile by 200 psi /15 Bar to allow for the inevitable cooling of the air after filling (refer to page 22).

Q I installed the Projectile and opened the Nozzle Valve, and I hear hissing sound from inside the Launcher Housing – how do I stop this loss of air pressure?

A In order of probability, you need to do the following:

- Tighten the Launcher Bleed Screw (refer to page 17).
- Check the Mechanism O-ring for damage (refer to page 31).
- Check the Nozzle Valve O-rings for damage (refer to page 32).

If none of these steps solves the problem, please contact your Rescue Solutions International, Inc. distributor for assistance.

Q I accidentally tried to fire the Launcher without disengaging the Safety. I then tried to disengage the Safety but it seems "jammed."

A When you prepare to fire the Launcher, the Mechanism is under pressure. If you apply strong finger pressure against the Trigger prior to releasing the Safety, the air pressure in the Mechanism will maintain your finger pressure against the Safety - even after you remove fingers from trigger - preventing the Safety from disengaging.

To "free" the Safety and permit it to operate as intended:

- Push the Trigger forward to relieve pressure.
- DISENGAGE THE SAFETY.
- The Launcher is ready to deploy.

Q When I deploy the Projectile and Payload they only go a short distance and the Payload does not deploy all the way.

A Common causes include:

- Inadequate pressure in the Projectile (refer to page 24).
- Improperly packed Payload (refer to pages 18-19).
- Improperly configured Bridle Lines (refer to page 18).

Service & Maintenance Record

For your protection, please ensure that this record is kept with your ResQmax and updated. When sending your ResQmax in for service, this record must be included.

Date of Purchase: _____

ResQmax Serial #: _____

Projectile Serial #: _____ Expiration Date: _____

Projectile Serial #: _____ Expiration Date: _____

Projectile Serial #: _____ Expiration Date: _____

Projectile Serial #: _____ Expiration Date: _____

Projectile Serial #: _____ Expiration Date: _____

	Service Location	Date	Signature of Certified Technician
Year 1			
Year 2			
Year 3			
Year 4			
Year 5			
Year 6			
Year 7			

Rescue Solutions International Inc. warrants to the original owner that if used, maintained, and stored according to the Manufacturer's recommendations, the ResQmax is free from defects in material and workmanship for twelve (12) months from the date of the sale.

THIS WARRANTY IS LIMITED TO THE REPAIR AND REPLACEMENT OF PARTS AS NECESSARY, AND ANY NECESSARY LABOR AND SERVICES REQUIRED TO REPAIR OR REPLACE ANY PARTS TO RENDER THE DEVICE FREE OF DEFECTS. THE SOLE OBLIGATION OF RESCUE SOLUTIONS INTERNATIONAL, INC. SHALL BE THE REPAIR OR REPLACEMENT OF THE ResQmax AND UNDER NO CIRCUMSTANCES SHALL RESCUE SOLUTIONS INTERNATIONAL, INC., ITS AGENTS, SUCCESSORS, OR ASSIGNS, BE LIABLE FOR ANY DIRECT, CONSEQUENTIAL, OR OTHER DAMAGES ARISING OUT OF ANY CLAIMED DEFECT IN THE DEVICE OR THE METHOD OF ITS USE. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, WHETHER RELATING TO FITNESS, MERCHANTABILITY, OR OTHERWISE.

Except as to the express warranty set forth above, the Manufacturer disclaims any and all warranties and representations relating to the product. This limited warranty shall be governed by the laws of the State of Oregon.

If you have a problem with your ResQmax, call 541-504-9300 within 90 days of discovery of the problem. You will be given instructions on where to send your ResQmax for repair or replacement. If the problem is covered by this warranty, Rescue Solutions International, Inc. will repair or replace your ResQmax, or otherwise notify you, within 30 days of receipt of the ResQmax.

Any actions for breach of warranty or breach of contract must be commenced within one year from the date of discovery of the breach.

TECHNICAL SPECIFICATIONS

ResQmax Launcher Part # 500		
Specification	Measurement	
Length (Folding Stock Closed)	16.8 in	42.5 cm
Length (Folding Stock Open)	28.7 in	72.9 cm
Height (Folding Stock Closed)	13.2 in	21.6 cm
Height (Folding Stock Open)	8.5 in	33.5 cm
Barrel Width	3.4 in	8.6 cm
Weight	3.4	1.5
Launcher Housing	Polycarbonate	
Color	Red	
Shape	Irregular	
Internal Mechanism	Stainless Steel	

Filler Hose Assembly Part # 911-S; 912-S; 913-S		
Specification	Measurement	
Overall Length	42.8 in	108.6 cm
Hose Diameter	0.5 in	1.3 cm
Total Weight	2.2 lbs	1.0 kg
Overall Service Rating	5,000 psi	345 BAR
Hose Material	Nylon and Aramid Fiber	
Hose Finish	Black Urethane	
Filler Block Material	6061-T6 Aluminum	
Filler Block Finish	Black Anodized	
Bleed Screw	Stainless Steel and Nylon	
Adapters (DIN, SCBA, SCUBA)	Stainless Steel	

Projectiles

Part	Part #	Length		Diameter		Weight		Cover Material	Color
		in	cm	in	cm	lbs	kg		
Standard Projectile	300-S	13.4	34.0	2.375	6.03	1.8	0.8	Polyethylene	Black
Sling Projectile	301-S	23.5	59.7	2.375	6.03	2.8	1.3	Polyethylene	Red
Training Projectile	305-S 306-S	13.7	34.9	2.28	5.79	1.9	0.9	High Density Urethane	Red or Florescent

Projectiles are made from 6061-T6 Al, have a black powder-coat finish, and a Service Pressure of 3,000psi
Nozzles are Stainless Steel; Nozzle Protectors are black glass-filled nylon.
Sling is yellow, made of nylon, and is equipped with auto-inflating mechanism and manual-inflating oral tube.

Rope Options

Material	Part #	Length		Diam.	Specific Gravity	Minimum Break Load		Weight per Length	
		ft	m	(mm)		lbs	kg	lbs	kgs
Spectra	803	500	152	4	<1	1,500	680	1.75	0.8
Spectra	804	500	152	6	<1	3,000	1,360	3.5	1.6
Dacron	805	500	152	3	>1	500	225	1.95	0.9
Polyspectra	806	300	92	8	<1	2,200	1,000	4.8	2.2
Polypropylene	808	328	100	6	<1	1,100	500	3.1	1.4

Line Containers are irregularly shaped and made of polyethylene with a black finish. Hinges are
Stainless Steel. Compact Line Container Weight: 1.8lbs / 0.8 kg Large Line Container Weight: 2.9lbs / 1.3kg

Bags and Cases

Part	Part #	Length		Width		Height		Weight	
		in	cm	in	cm	in	cm	lbs	kg
Kit Bag	907	28.0	70.0	14.0	35.0	16.0	41.0	2.3	1.0
Kit Bags are red with reflective markings and are made of 1,000 Denier Cordura, Waterproof Vinyl, and Nylon.									
Pelican Case - Small	908	31.59	80.2	20.47	52.0	12.45	31.6	29.3	13.3
Pelican Case - Large	909	31.59	80.2	22.99	58.4	19.48	49.5	37.7	17.1
Cases are made of Copolymer with Black finish. Small Pelican Case will hold a maximum of 2 Compact Line Containers.									
Large Pelican Case will hold a maximum of 2 Large Line Containers or 1 Large and 2 Small Line Containers.									

**Please Note: All values are displayed as maximum, external measurements.*

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ResQmax™
the NEW Generation

320 SE Bridgeford Blvd #4
Bend, OR 97702, USA
Phone: 541-504-9300

e-mail: info@resqmax.com
www.resqmax.com

Rescue Solutions International, Inc.