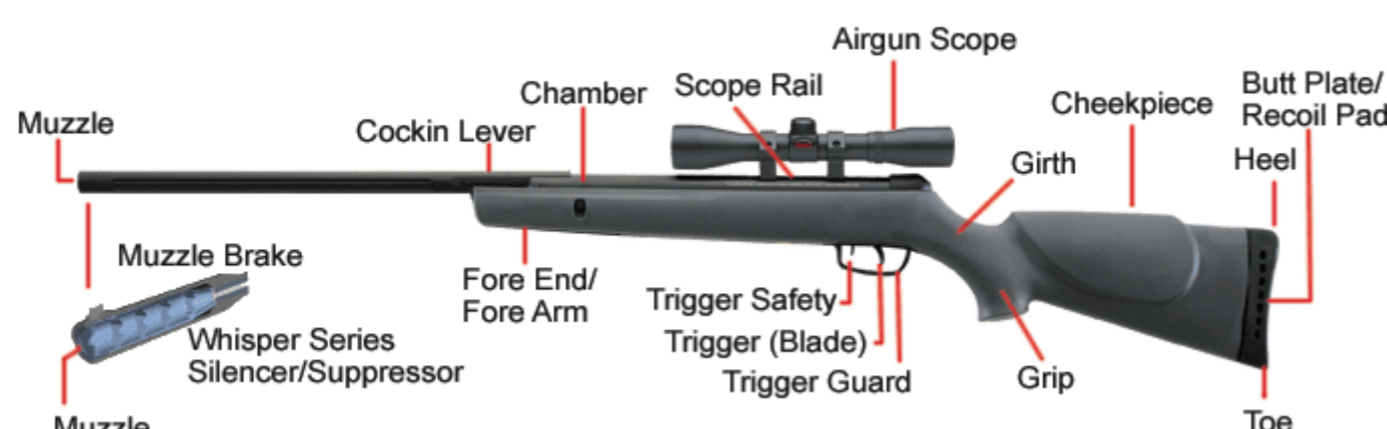


Airgun and Scope Terminology – Airgun ABC

This section will help you understand the various components of air rifles and air rifle scopes. Learning about your airgun and understanding the technology behind an air rifle or scope will help maximizing your experience while practicing safe and fun shooting.

Our air rifle glossary will grow and be modified frequently so check back from time to time. If there is anything you like to know in addition to what you find on this airgun and optics overview, please do not hesitate to contact us, we will gladly assist you.

[A](#) | [B](#) | [C](#) | [D](#) | [E](#) | [F](#) | [G](#) | [H](#) | [L](#) | [M](#) | [O](#) | [P](#) | [R](#) | [S](#) | [T](#) | [W](#) | [Z](#) |



A

Accessory Rail: A metal track intended for mounting hand stops or slings

Accuracy: The ability of an airgun to consistently group a series of shots within a diameter as small possible, at a given distance under optimal conditions. Accuracy does not take into account human error or environment conditions such as wind or elevation.

Air Rifle Scope: Designed as riflescope but sturdy enough for double recoil of air rifles.

B

Ballistic Coefficient: A measure of how a projectile decelerates during its flight through the air due to drag. It is an important and useful concept that is used for ballistics calculations. The higher the BC, the more aerodynamic the pellet will be, and the smaller the BC of a pellet, the greater its air resistance.

Barrel Time: The time elapsing between a pellet starting to leave its seat until exiting the muzzle. Barrel Time and Lock Time are significant, as they can greatly affect the Point-Of-Impact.

BB: A steel lead or plastic ball bearing.

Steel BB's weigh 5.42gr (0.35g); lead BB's weigh about 8gr (0.52g).

Lead balls are slightly larger (0.17") than steel BB's (0.16"). It is never wise to shoot steel BB's in European made airguns unless specifically recommended by the manufacturer. Be especially careful with piston airguns because the BB may be undersized and will not cushion the piston slamming home.

C

Caliber (cal): The numerical value of an approximation of a pellet diameter, measured in inches or millimeters.

Checkering: A diamond like pattern for ornamentation and enhanced gripping.

Cheek Piece: A raised part of the side of the stock of a shoulder-arm.

CO2: The chemical formula for Carbon Dioxide. CO2 is in a fluid state when pressurized.

CO2 Gun: Airgun powered by Carbon Dioxide (CO2) from a compressed liquid source. CO2 boils from a liquid state to a gas as the gun is charged. Gaseous CO2 propels the projectile when the gun is fired. CO2 typically produces 500 psi at 32F (0C) and 1000 psi at 85F (29C), which provides a typical operating pressure of 750 psi in airguns.

Coated Optics: Coatings on lens surfaces reduce light loss and glare due to reflection for a brighter, higher-contrast image with reduced eyestrain.

TYPES OF COATING

COATED – A single layer on at least one lens.

FULLY-COATED – A single layer on all air-to-glass surfaces

MULTI-COATED – Multiple layers on at least one lens and all surfaces are coated at least once.

FULLY MULTI-COATED – Multiple layers on all air-to-glass surfaces.

Competition / Match Grade airgun: A modern airgun for precision and shooting balance. This is the class of airguns used in Olympic competition. Capable of delivering exceptional accuracy with modest power.

D

Deflection: The change in the path of the projectile due to passing through a medium or can also be caused by wind.

Diesel Effect: A detonation inside the pressure chamber (spring piston) when grease evaporates and the resulting gases ignite, caused by the heating of the compressed air in conjunction with the heat the piston seal generates while moving along the chamber walls. The Diesel can easily damage scopes, even those that are designed to take the Spring Piston-specific type of Recoil.

Drift Lateral: The movement of a pellet when it moves away from the line of bore, caused by its rotation on its axis, in the direction of the rifling twist. With airguns, this is not a **significant value**.

Drop at Comb: The vertical distance from the line of sight to the comb, or Monte Carlo, of the stock. It is measured from an extension of a straight line drawn from the base of the front sight bead across the top surface of the open rear sight adjacent to the notch.

Drop at Heel: The vertical distance from an extended line of sight to the heel of the stock.

E

Energy: Kinetic energy of a projectile. Measured in Joule or Foot/Pound

Exit Pupil: The size of the column of light that leaves the eyepiece of a scope. The larger the exit pupil is, the brighter the image. To determine the size, divide the objective lens diameter by the power (a 4×40 model has an exit pupil of 10mm).

Eye Relief: The distance a scope can be held away from the eye and still present the full field of view.

F

Feet Per Second (fps): Unit of measurement of the speed a projectile flies. Also see Meters Per Second and Velocity.

Field of View (F.O.V.): The side-to-side measurement of the circular viewing field or subject area. It is defined by the width in feet or meters of the area visible at 100 yards or meters. A wide field of view makes it easier to spot game and track moving targets. Generally, the higher the magnification is, the narrower the field of view will be.

G

Grooves: Grooves and Lands make the Rifling of a barrel. The grooves are the lowered areas between two lands.

Group: A cluster of pellet holes made by the same airgun/pellet combination, formed from numerous shots fired at a target using the same point of aim, for checking accuracy. A 10-12 shot group provides useable statistics.

Group Size: Commonly measured center-to-center, the maximum distance between the centers of the two farthest shots in a Group.

H

Hand Stop: A device attached to the stock's fore-end to prevent the supporting hand from sliding forward.

L

Lands: Lands and Grooves make the Rifling of a barrel. The lands are the raised areas between two grooves.

Length Of Pull: The distance from the vertical center of the trigger to the vertical center of the butt plate or Recoil Pad.

Lock Time: The time elapsing between the trigger release and

a.) on Pneumatic and CO2 airguns: the release of pressurized gas into the barrel;

b.) Spring Piston airguns: the piston reaching the fore end of the pressure chamber.

Since no one can hold an airgun absolutely still while shooting, the longer the Lock Time, the higher the chances to inadvertently move the weapon before the pellet has actually left the barrel. The Recoil can also greatly affect the Point Of Impact due to the Lock Time and Barrel Time, Spring Piston airguns have the highest Lock Time, one of the reasons why they are excellent training weapons, as they force the shooter to pedantically apply the rules of marksmanship.

M

Magnification (Power): Riflescopes are often referred to by two numbers separated by an "x". For example: 4×40. The first number is the power or magnification of the scope. With a "4x", the object being viewed appears to be four times closer than when seen with the unaided eye.

And what about 3-9×40 then?

1. This means the scope has variable "zoom" capability.

2. In this case it ranges between 3 and 9x magnification though a 40mm wide view lens (Objective lens)

3. Unless otherwise stated the numbers are whole numbers, so on a 3-9x there will be a 3, 4, 5, 6, 7, 8 and 9x position but not fractions or some sort of granular 3.75x type of thing.

4. As an aside, 3-9×40 is the most popular general purpose scope size. If you can afford one get one.

Meters Per Second (m/s): Metrical unit of measurement of the speed a projectile flies with.

Mid Range Trajectory: In its parabola-shaped path, the highest vertical distance reached by a pellet above the line of sight.

Mil: Angular unit of measurement used to estimate distance and size: 1 Milradian is 1/1,000 of the distance; 1 meter at 1,000 meters; 1 yard at 1000 yards. 360 degrees consist of 6,400 Mils by military definition, 6283.2 mathematically.

Minute Of Angle (MOA): Angular unit of measurement used to describe the Accuracy. One MOA equals 1/60th of a degree (21,600 minutes in a complete revolution) and subtends 1.0473 inches at 100 yards, or, as a rule of thumb, 1 inch at 100 yards. 1 Mil contains 3.44 MOA.

Monte Carlo: A stock with a raised comb.

Muzzle Brake: Muzzle brakes and recoil compensators are devices that are fitted to the muzzle of a gun to redirect propellant gases with the effect of countering both recoil of the gun and unwanted rising of the barrel during rapid fire.

O

Objective: The optical lens in riflescopes that receives light and forms the primary image. The image is magnified by the Ocular.

Objective Lens Size: The second number in the formula (4×40) is the diameter of the objective or front lens. The larger the objective lens is and the more light that enters the scope, the brighter the image.

Ocular: Also known as the eyepiece, are the magnifier lenses between the optical system and the eye.

Ocular Lens: The lens closest to your eye.

Off-hand Position: A position in which the shooter stands upright, not resting the rifle or his body on or against any supporting object.

Open Sight: Rear sight of traditional open-topped V-notch or U-notch.

P

Parallax: The apparent movement of the target in relation to the Reticle when the shooter moves his eye in relation to the ocular lens. When the target's image is not focused on the same focal plane as the riflescope's reticle, a parallax error is the result. For varmint shooters, improper Parallax adjustment can easily make the difference between a hit and a miss.

Parallax: A condition that occurs when the image of the target is not focused precisely on the reticle plane. Parallax is visible as an apparent movement between the reticle and the target when the shooter moves his head or, in extreme cases, as an out-of-focus image.

Pellet Drop: The measure of a projectile's drop after the projectile crosses the line of sight for the second time; beyond the zero or sighted-in range.

Pneumatic: Pre-charged air tank system. (see pcp) The sear hits a valve that releases pressurized air into the barrel and propels the bullet.

Point Blank: The shooting distance to which one can hit a specified target area without modifying the Point Of Aim. The Mid-Range Trajectory and the Pellet Drop will both fall within the specified area.

Point Of Aim (POA): The point on a target on which the sights are optically aligned.

Point Of Impact (POI): The point where the pellet hits. By adjusting the sights, the point of impact can be made to coincide with the Point Of Aim at a pre-selected distance; hence we say the rifle/sight/pellet combination is "zeroed" or "sighted in" at that range.

Pre-Charged Pneumatic (PCP): Pre-charged air tank system. (see pcp) The sear hits a valve that releases pressurized air into the barrel and propels the bullet.

Precision Adjustments: The windage and elevation adjustments affect accuracy. Windage is the horizontal (left-to-right) adjustment, usually the side turret of the scope. Elevation is the vertical (up-and-down) adjustment, usually the top turret of the scope.

Probability Of Hit (POH): Refers to the chance (0 to 100%) that a given round will hit the target at a given range, depending mainly on the gun's Accuracy.

R

Recoil: The rearward thrust caused by the propulsion of the piston or the pellet. Spring piston airguns have also a very aggressive and powerful forward kick, caused by the piston hitting the front end of the pressure chamber. It is this second forward snapping that can damage even high-quality riflescopes. The recoil can have be devastating to the system when the airgun diesels. (See Diesel Effect)

Recoil Pad: A rubber or leather pad at the end of the butt to absorb the Recoil.

Reticle: In scopes, the element that is optically referred to the target, consisting of straight or tapered cross-hairs, dots, or other marks used to determine the Point-Of-Aim, size of, or range to the target.

Rifle Cant: Any leaning of the rifle to one side from a vertical position during firing, increasing the potential for misses, especially at longer ranges.

Rifle Scope: A riflescope indicates a bullet's point of impact and makes distant targets and surrounding objects appear closer. A riflescope is recommended for safer, more accurate shooting in the field and on the range.

Rifling: Twisted Lands and Grooves are placed into a barrel to impart spin on the bullets that pass through it.

Rifling Pitch or Rate Of Twist: The distance needed for the Rifling to spin down the barrel for it to complete a single revolution.

S

Scope Creep: An unwanted effect where the Scope Mounts creep along the Scope Rail. During the firing cycle of Spring Piston powered gun, the piston bangs into the front end of the compression chamber, making the entire gun to snap forward violently. There are systems that eliminate scope creep for good.

Scope Mounts: Devices for mounting a scope to a rifle or pistol.

Scope Rail: Machined grooves or rail to which the scope mounts are attached.

Sight-in: The sight adjustments to get the Point Of Aim to coincide with the Point Of Impact at a pre-selected distance. It is bets done by firing 3 to 5 shot groups between each adjustment.

Silencer: A device designed to muffle the sound of the discharging of pressurized gases exiting the muzzle. See also Suppressor and Sound Moderator.

Sound Moderator: A device designed to moderate the sound of the discharging of pressurized gases exiting the muzzle. See also Suppressor and Silencer.

Spring Piston: The mechanical part within the pressure chamber that moves forward under steel spring or gas spring pressure, compressing the air in the chamber and pushing it into the barrel. The piston front consists of a sealing.

Stippling: A random pattern of stipples for improved gripping

Suppressor: A device designed to nearly totally absorb the sound of the discharging of pressurized gases exiting the muzzle. It can also be an integral assembly with the barrel. See also Silencer and Sound Moderator.

Swivel: The attachment hook for the sling to the stock.

T

Terminal Velocity: The speed of the projectile upon impact with the target.

Trajectory: The path of a projectile in flight. As gravity causes the bullet to drop from the moment it exits the muzzle, its trajectory is always curved in the shape of a parabola.

Transfer Port: A porthole, an airtight connection between the pressure chamber/air reservoir and the barrel, through which the gases travel prior to propelling the pellet.

Trigger Pull: The force that must be applied to the trigger for it to release the sear. A good Trigger Pull must be appropriately light, and the release must be a clean, sharp snap.

V

Velocity: The speed of a projectile, measured in either Feet Per Second or Meters Per Second.

W

Windage: The adjustment on the scope or open sights to compensate for horizontal Deflection of the bullet.

Z

Zero: The range at which the Point Of Aim and the Point Of Impact are identical.

THIS BOOKLET

This is one of two booklets GAMO shipped with your new GAMO air rifle or pistol. You should have:

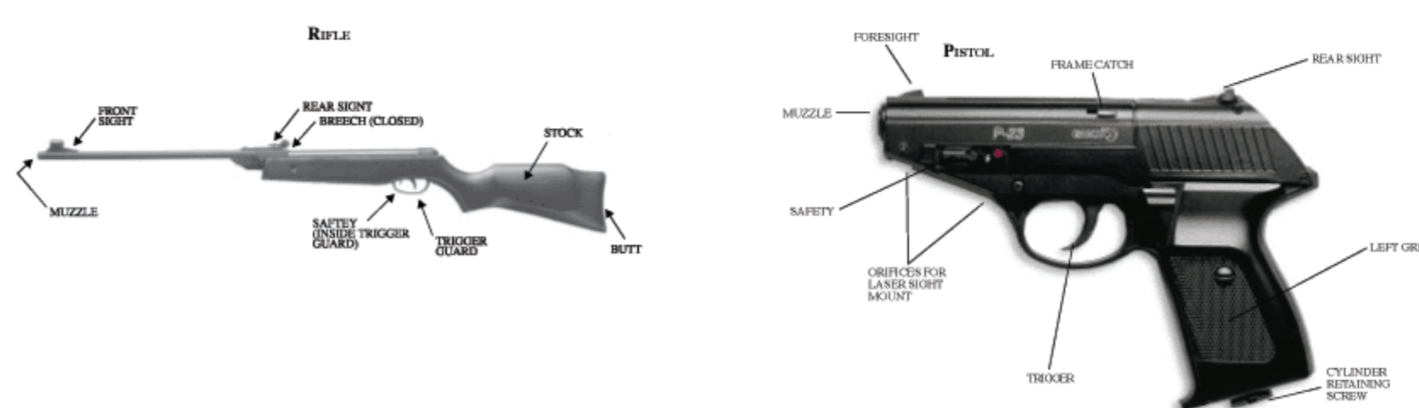
- An Owner's Handbook
- This Safety Manual

Both booklets contain information that is important in the use of this product. If you are missing either of these booklets, put your GAMO air rifle or pistol away and contact your dealer to obtain the missing booklet. A replacement booklet will be mailed to you free of charge.

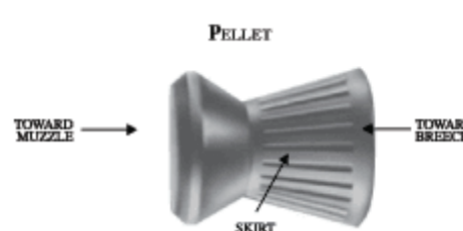
The safety warnings in this booklet are very important. If you understand the danger inherent in the use of this or any air powered product, and take the precautions described herein, you can be assured of a high degree of safety while enjoying the use of your GAMO air rifle or pistol. If you do not follow each and every one of the warnings in this booklet or your instruction manual, serious injury to you or others may result, as well as severe damage to the air rifle or air gun or other property.

PARTS OF YOUR GAMO AIR RIFLE OR PISTOL AND AMMUNITION

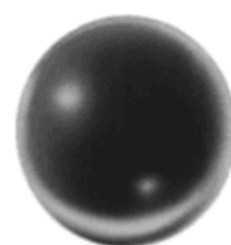
The following diagrams will help you understand the parts of your new air rifle or pistol:



For the sake of simplicity, «pellet» is used in this manual to describe both the pellet shown below and the BB shown on the following page.



For the sake of simplicity, «pellet» is used in this manual to describe both the pellet shown on the previous page and the BB shown below.



YOUR GAMO CAN BE DANGEROUS IF MISHANDLED

GAMO products are air powered and can be dangerous. GAMO air rifles and pistols are extremely powerful and shoot with higher energy than traditional spring and BB guns. When using a GAMO product you must handle it according to GAMO's instructions. Mishandling a GAMO product can lead to injury or death. Air rifle and pistol ownership carries with it great responsibility. Be extremely careful with your air gun. Handle it with caution. Do not take risks.

Like all air gun safeties, the safeties on GAMO air rifles and pistols are mechanical devices and should not be relied on. The shooter is ultimately responsible for the safety of himself and bystanders.

All air rifle and pistol models are different. Each product has its own unique characteristics. Do not handle a GAMO product or similar air rifle or air gun until you are thoroughly familiar with the product. Carefully read the HANDBOOK and SAFETY INSTRUCTIONS before firing or disassembling your gun.

GAMO is not responsible for a malfunctioning of the product, or for physical injury or property damage, resulting in whole or in part from (1) criminal or negligent discharge, (2) improper or careless handling, (3) unauthorized modifications, (4) defective or improper ammunition, (5) corrosion, (6) neglect, or (7) other influences beyond our direct and immediate control. This limitation applies regardless of whether liability is asserted on the basis of contract, negligence or strict liability (including any failure to warn). Under no circumstance shall GAMO be liable for incidental or consequential damages, such as loss of use of property, commercial loss and loss of earnings or profits.

Air rifles and pistols are not toys! These products can cause serious injury or death to anyone within 310 yards of the muzzle. That is over three football fields!

SAFETY RULES FOR AIR RIFLES AND PISTOLS

1. ALWAYS USE EYE PROTECTION.
2. ALWAYS USE HEARING PROTECTION.
3. Air guns are not toys. They should only be used under adult supervision. Safety is a straightforward but continuous process. **THE UNSUPERVISED USE OF AIR GUNS IS NOT RECOMMENDED FOR PERSONS UNDER 16 YEARS OF AGE.**
4. Think first, fire second.
5. Always point the gun in a safe direction. **NEVER POINT YOUR AIR GUN AT PEOPLE OR ANIMALS EVEN IF IT IS NOT LOADED.**
6. Always keep your fingers away from the trigger during cocking and handling. Keep your finger away from the trigger until you are ready to fire.
7. Always be certain of what is behind your target. Make sure your target does not conceal a person or some object which could be harmed by the pellets.
8. Do not fire at a target which allows ricochets or deflections. Do not fire into or at water.
9. Never use drugs or alcohol while handling this product.
10. Never reuse pellets.
11. The air gun and pellets should be kept in separate places, if possible under lock and key.
12. After use and before putting the air gun away, always make absolutely sure that there are no pellets in the chamber.
13. Do not load the air gun until you are ready to fire. Do not walk, run or jump when carrying a loaded air gun. A loaded air gun should never be carried inside a vehicle. Always keep the safety ON, even when the air gun is unloaded.
14. Do not tamper with or modify any part of your air gun. If a malfunction should occur, consult a professional gunsmith. Do not attempt to repair the internal mechanism of your air gun, since special tools are needed and this could be dangerous.
15. If your gun is designed to allow pellets in the magazine, place pellets with the skirt toward the butt of the gun.
16. To unload your repeating gun, make sure you relieve the pellet or BB in the breech and all pellets or BB's from the magazine.
17. Never leave the shooting range or hunting area until you are absolutely confident that your gun is completely unloaded. This means unloading the magazine and breech and transfer plate. After you are confident that the gun is completely empty, perform one last check: Cock the gun and fire it in a safe direction.
18. ALWAYS KEEP THE AIR GUN AND/OR PELLETS OUT OF THE REACH OF CHILDREN.

YOU MUST USE EYE AND EAR PROTECTION



The fact that your GAMO product is powered by compressed air instead of burning gun powder does not reduce the need for eye and ear protection.

Always wear adequate shooting glasses and ear protection whenever you are shooting. Always make certain that persons close to you are similarly protected. In addition to the obvious hazard associated with projectiles damaging eyes, unprotected eyes may be injured by debris which may escape occasionally from your air gun in normal use.

AMMUNITION

Use only high quality, original factory-manufactured pellets. Do not use pellets that are dirty, wet, corroded, bent, or damaged. Do not oil pellets. Lubricants or debris on pellets can cause potentially dangerous malfunctions. Use only pellets of the caliber for which your air rifle or air gun is chambered. The proper caliber is permanently engraved on your air rifle or air gun; never attempt to use pellets of any other caliber.

Never use deformed or misshapen pellets.

Always load pellets with the skirt toward the butt of the gun.

IF SOMETHING SOUNDS WRONG WHEN YOU FIRE YOUR AIR GUN: Immediately stop shooting and check the barrel for a possible obstruction if you feel unusual resistance when chambering a pellet, or a shot sounds abnormal. In such cases it is possible that a pellet is lodged part way down the barrel. Firing a subsequent pellet in the obstructed barrel can damage your air gun and cause serious injury to you or bystanders.

If there is any reason to suspect that a pellet or BB is obstructing the barrel, immediately unload the air rifle or air pistol. Be sure that the safety catch is «ON» prior to clearing an obstruction. Insert a cleaning rod of the appropriate caliber for your rifle (.177 or .22) into the opening of the barrel. Push the rod through the barrel until the stuck ammunition is free.

NOTE: **Always** discard defective or deformed ammunition.

IF A PELLET IS IN THE BORE, DO NOT ATTEMPT TO SHOOT IT OUT BY ANY MEANS. SUCH TECHNIQUES CAN GENERATE EXCESSIVE PRESSURE, CAUSE SERIOUS PERSONAL INJURY AND DAMAGE YOUR AIR GUN.

It may be possible to remove the pellet. If the pellet cannot be dislodged by tapping it with a cleaning rod, take the air gun to a gunsmith.

Dirt or debris on a pellet can make it difficult to chamber a pellet. The same is true of pellets which are damaged or deformed.

MECHANICAL GUN SAFETIES

NEVER RELY ON ANY MECHANICAL SAFETY MECHANISM

A mechanical safety is NOT a substitute for thought and caution on your part. Your air rifle or air gun comes equipped with an effective, well-designed safety device. NO safety, however positive or well-designed, should be trusted. Like all mechanical devices, the safety is subject to breakage or malfunction and can be adversely affected by wear, abuse, dirt, corrosion, incorrect assembly, improper adjustment or repair, or lack of maintenance.

There is no such thing as a safety which is child-proof or which can prevent accidental discharge from improper use, carelessness, or horseplay. The best safety mechanism is your own good sense; USE IT! Always handle your air rifle or air gun as though you expect the safety NOT to work!

Never point any air rifle or air gun at any part of your body or at another person. No one will be injured if you obey this rule, even if an accidental discharge occurs.

Leave the safety on when loading your air gun and until you are ready to shoot with the air gun pointed at the target!

Always keep your fingers off the trigger and point the muzzle in a safe direction when engaging or disengaging the safety.

When applying the safety, be certain to move it fully into position. On some models a red warning dot is located beside the safety; when the safety is fully on, the red dot should be completely covered. Always remember, half-safe is NOT SAFE!

Never carry any air gun with a round in the chamber and the safety off.

LOADING YOUR AIR RIFLE OR PISTOL

You must follow these instructions. If you do not follow these instructions, you may find that the gun does not function properly, creating a hazard and potentially damaging your air rifle or pistol:

Do not use deformed or misshapen pellets. Check the skirt of any pellet before loading it in the gun.

Do not load pellets into the chamber with the skirt towards the muzzle.

Use only pellets or BBs of the proper caliber.

Always make sure the muzzle is pointed in a safe direction!

Never attempt to load or unload any air rifle or air gun inside a vehicle, building or other confined space (except a properly constructed shooting 22 range). Enclosed areas frequently offer no completely safe direction to point the air rifle or air gun; if an accidental discharge occurs, there is great risk of injury or property damage.

Before loading, always clean all grease and oil from the bore and chamber, and check to be certain that no obstruction is in the barrel. Any foreign matter in the barrel could result in a bulged or burst barrel or other damage to the air rifle or air gun, and could cause serious injury to the shooter or to others.

FIRING YOUR AIR RIFLE OR PISTOL

Keep the safety on, the muzzle pointed in a safe direction and your finger away from the trigger when cocking an air gun.

Never carry or leave any air gun unattended which is cocked and ready to fire! When cocked, an air gun will fire from slight pressure on the trigger. An accidental discharge can result if you fall or drop the air rifle or air gun, or if the air rifle or air gun is struck.

UNLOADING YOUR AIR RIFLE OR PISTOL

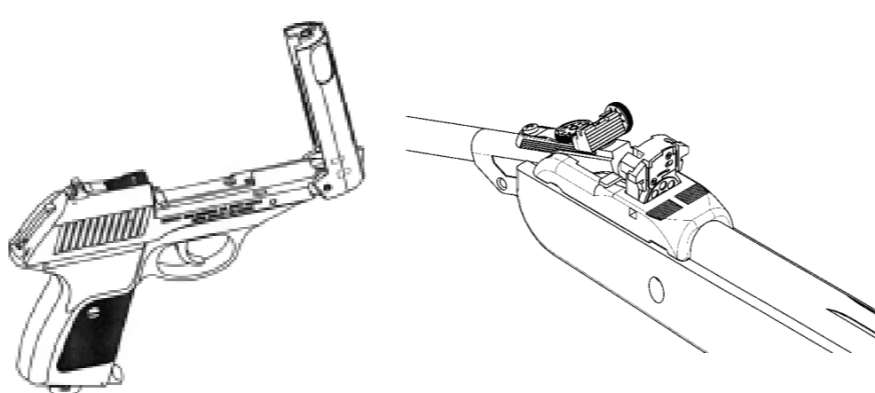
1. Put the safety on.
2. Always make sure the muzzle is pointed in a safe direction!
3. Remember to clear the chamber after the magazine has been removed.
4. Never assume that any gun is unloaded until you have personally checked it.
5. For repeating air guns only: Check that the transfer plate is clear. (See Fig. 5 on Page 28).

SPECIAL RULES FOR REPEATING AIR GUNS

GAMO manufactures both single shot and repeating air rifles and pistols. It is not necessary to reload a repeating arm after each shot.

Because repeaters function differently than single shot air rifles and pistols, some special safety rules apply in addition to the safety rules discussed elsewhere!

1. Be sure the plunger handle is locked in the retracted position when placing BB's in the magazine. See your owner's manual for details. If the plunger handle becomes free, BB's may fly out of the magazine. Flying BB's constitute a serious eye injury hazard so remember safety rule number one: Always use eye protection. Also remember that the magazine plunger is under spring pressure and will pinch fingers or anything else in its way if the plunger comes unlocked.
2. When you are unloading the gun keep the safety on, the muzzle pointed in a safe direction, and your finger away from the trigger.
3. To unload your repeating gun, make sure you remove the pellet in the breech and all pellets from the magazine.
4. To unload the magazine, place the plunger in the locked position and let the pellets fall free of the magazine by tipping the magazine down.
5. In guns with removable magazines, store empty magazines out of the gun. In guns with integral magazines, leave the magazine open when storing.
6. Never leave the shooting range or hunting area until you are absolutely confident that you gun is completely unloaded. This means unloading the magazine, the breech AND the transfer plate (see fig. 5). After you are confident the gun is completely empty, perform one last check: cock the gun and fire it in a safe direction.



TRANSPORTING AND STORING YOUR AIR RIFLE OR PISTOL

When transporting your air rifle or air gun to and from shooting activities, keep it unloaded for your safety and for the safety of others.

When storing your air rifle or air gun, keep it separated from ammunition, under lock and key if possible, and out of the reach of children and other inexperienced or unauthorized persons.

Always check with local law enforcement officials regarding local laws when removing your air rifle or air gun from your home

THIS BOOKLET CARE AND CLEANING

1. Your air rifle or air gun is delivered factory packaged and preserved with a light coating of protective grease and oils. Before loading make certain that all packing grease and oil has been cleaned from the bore and exposed mechanism.
2. Before you begin to disassemble your air rifle or air gun for cleaning, always double-check to make sure it is unloaded!
3. After cleaning always check to be sure that no cleaning patch or other obstruction remains in the bore or chamber.
4. All air rifle or air guns require periodic maintenance and inspection which may reveal a need for adjustment or repair. Have your air rifle or air gun checked by a competent gunsmith annually even if it seems to be working well, since breakage, improper functioning, undue wear, or corrosion of some components may not be apparent from external examination. If you notice ANY mechanical malfunction, DO NOT continue to use the air rifle or air gun. UNLOAD the air rifle or air gun and take it to a competent gunsmith immediately. Similarly, if water, sand, or other foreign matter enters the internal mechanism, the air rifle or air gun should be dismantled for complete and thorough cleaning. Failure to keep your air rifle or air gun clean and in proper working order can lead to a potentially dangerous condition.

STATE REGULATORS

It's up to YOU to know the laws in your state, county and city and to fully comply with them. The following are examples of some state and local restrictions governing various products. This list shows products that are prohibited in the locations indicated. When criteria must be met for ownership, those are also listed.

California	
	<ul style="list-style-type: none"> • Blowguns • Blowgun bolts & darts • Airsoft guns unless they follow CA SB199 requirements
Delaware	
Wilmington	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Florida	
St. Augustine	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Illinois	
Effective July 13, 2012: There is no velocity limit on airguns below .18 caliber, and airguns are no longer considered firearms by the state. Airguns over .18 caliber must still have a velocity of less than 700 fps.	
Aurora	<ul style="list-style-type: none"> • Foregrips
Chicago	<ul style="list-style-type: none"> • Airguns • Airsoft guns • Blank guns • Blank gun ammo
Cook County	<ul style="list-style-type: none"> • Foregrips
Niles	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Washington	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Indiana	
	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Massachusetts	
	<ul style="list-style-type: none"> • Blowguns • Blowgun bolts & darts • Slingshots • Slingshot ammo • Slingshot accessories
Michigan	
Richmond	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Minnesota	
Duluth	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
New Jersey	
	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories • Silencers, baffles, mufflers or suppressors...internal, removable or non-removable (does not include fake suppressors) • Pellet guns & BB guns: Residents can buy them from us through a designated local gun store after acquiring the appropriate firearm permit (airguns are considered firearms per NJ state law: Title 2C:39-1).
New York	
	<ul style="list-style-type: none"> • Wrist-braced slingshots
	New York City & it's 5 boroughs: Manhattan, Brooklyn, Bronx, Queens & Staten Island (incl. ZIP Codes 100xx-104xx, 111xx, 112xx-114xx & 116xx):
	<ul style="list-style-type: none"> • Airguns • Airsoft guns • BB guns • Blank guns • Blank gun ammo • Blowguns • Blowgun bolts & darts • Crossbows • Lasers • Locking folding knives with blades longer than 4 inches • Longbows
North Carolina	
	<ul style="list-style-type: none"> • Blank guns • Blank gun ammo
Morehead	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Pennsylvania	
Philadelphia	<ul style="list-style-type: none"> • Airguns • Airsoft guns • BB guns • Blowguns • Blowgun bolts & darts • Crossbows • Longbows • Slingshots • Slingshot ammo • Slingshot accessories
Puerto Rico	
	<ul style="list-style-type: none"> • Blank guns • Blank gun ammo
Rhode Island	
	<ul style="list-style-type: none"> • Blank guns • Blank gun ammo • Slingshots • Slingshot ammo • Slingshot accessories
South Dakota	
Rapid City	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Tennessee	
Knoxville	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Utah	
Salt Lake County	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Virginia	
	<ul style="list-style-type: none"> • Blank guns • Blank gun ammo
Falls Church	<ul style="list-style-type: none"> • Slingshots • Slingshot ammo • Slingshot accessories
Washington, D.C.	
	<ul style="list-style-type: none"> • Airguns • Airsoft guns • BB guns
West Virginia	
Bluefield	<ul style="list-style-type: none"> • Slingshots

	<ul style="list-style-type: none"> • Slingshot ammo • Slingshot accessories
Wisconsin	
Madison	<ul style="list-style-type: none"> • Foregrips • Slingshots • Slingshot ammo • Slingshot accessories

Unable to ship due to shipping restrictions

In some situations we are only able to ship an item ground transportation only (the FAA will not allow them to transport it on an airplane).

Examples include: CO2, Kits that have CO2 bottles, air guns that contain pressurized chambers (some PCP guns).

If you have a restricted item on your order, we can only provide ground shipping options. Sometimes you live in a place that does not have guaranteed ground delivery, and in this instance we are not able to ship the restricted items to you.

You can remove the restricted items if you would like to receive the items on your order that are allowed to be sent via non-ground delivery.

TERMS AND CONDITIONS OF SALE

PLEASE READ THIS DOCUMENT CAREFULLY! IT CONTAINS VERY IMPORTANT INFORMATION ABOUT YOUR RIGHTS AND OBLIGATIONS, AS WELL AS LIMITATIONS AND EXCLUSIONS THAT MAY APPLY TO YOU.

This Agreement contains the terms and conditions that apply to online purchases by Consumers ("Customer") from GAMO USA Corporation ("GAMO USA"). These terms and conditions will govern all orders for GAMO USA products sold in the United States from our websites. By accepting delivery of the products described on a GAMO USA invoice or shipping statement, Customer agrees to be bound by and accepts these terms and conditions. These terms and conditions are subject to change for future sales or deliveries without prior written notice at any time, in GAMO USA's sole discretion.

1. Other Documents. These terms and conditions may not be altered, supplemented, or amended by the use of any other document(s). Any attempt to alter, supplement or amend this document or to enter an order that is subject to additional or altered terms and conditions will be null and void, unless otherwise agreed to in a written agreement signed by both Customer and GAMO USA.

2. Governing Law. THIS AGREEMENT AND ALL SALE(S) WILL BE GOVERNED BY THE LAWS OF THE STATE OF FLORIDA. The exclusive venue and jurisdiction for all disputes arising from any sale will lie in the state courts residing in Broward County, Florida and the Federal Courts of the Southern District of Florida.

3. Payment. Customer agrees to pay for the products with the use of a credit card, debit card and/or money order. Prices listed on our websites are subject to change and valid only for the period posted on the websites. Please see our Privacy Statement for details about how GAMO USA keeps information.

4. Shipping and Taxes. Customer shall be responsible for shipping and handling charges. Shipping charges vary based on the weight of the ordered products and the distance from shipment location. Handling charges may be assessed, based on Customer's order. No air gun shipments will be made to post office boxes. All air gun shipments are Adult Signature Required upon delivery. Customer is responsible for sales and all other taxes associated with the order. If applicable, a separate charge for taxes will be shown on GAMO USA's invoice(s).

5. Title. Title to materials passes from GAMO USA to Customer at the time the products are shipped from GAMO USA's facility. Ship dates are estimates only. GAMO USA is not liable for delays in shipment or failure to ship by the estimated ship date.

6. LIMITED WARRANTY. THE LIMITED WARRANTIES APPLICABLE TO GAMO USA PRODUCTS ARE INCLUDED IN THE APPLICABLE WARRANTY STATEMENT ACCOMPANYING THE PRODUCTS. GAMO USA MAKES NO WARRANTIES OR CONDITIONS, EXPRESS OR IMPLIED, EXCEPT THOSE IN GAMO USA'S APPLICABLE WARRANTY STATEMENT IN EFFECT ON THE DATE OF THE INVOICE. ANY SUCH WARRANTIES WILL BE EFFECTIVE, AND GAMO USA WILL BE OBLIGATED TO HONOR SUCH WARRANTIES, ONLY UPON GAMO USA'S RECEIPT OF PAYMENT IN FULL FOR THE ITEM TO BE WARRANTED. GAMO USA DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. GAMO USA'S RESPONSIBILITY FOR WARRANTY CLAIMS REGARDING THE PRODUCTS AND SERVICES CONTEMPLATED BY THESE TERMS AND CONDITIONS IS LIMITED TO REPAIR AND REPLACEMENT AS SET FORTH IN GAMO USA'S APPLICABLE WARRANTY STATEMENT IN EFFECT ON THE DATE OF THE INVOICE. GAMO USA RESERVES THE RIGHT TO CHANGE ITS WARRANTIES AT ANY TIME, IN THEIR SOLE DISCRETION, WITHOUT PRIOR NOTICE WITH RESPECT TO FUTURE SALES AND DELIVERIES.

7. Returns and Exchanges. From time to time, GAMO USA may, in our sole discretion, accept returns, exchange products or portions thereof. Any returns or exchanges will only be made in accordance with GAMO USA's return or exchange policies in effect on the date of the return or exchange, including, but not limited to, payment by Customer of any cancellation or restocking charges. There will be a **15% restocking fee** for a non-defective item purchased through our website. We will **not** credit any Shipping Amount for any returns on any item. Customer agrees to contact GAMO USA Customer Service department to obtain an exchange or refund. Exchanges and returns may be granted for damaged goods within a 30-day period starting with the date the product was received by the Customer. Products covered under warranty will be treated under the 30 day exchange and replace policy or the specific products warranty expiration date, whichever is greater.

8. Substitutions. GAMO USA policies are continually revised and updated. GAMO USA may revise and discontinue products at any time. GAMO USA will not ship substitute products in the place of ordered products, but will make reasonable efforts to contact Customer if any ordered products are unavailable.

9. Damages and Shortages. **YOU ARE RESPONSIBLE TO INSPECT ALL SHIPMENTS IMMEDIATELY UPON RECEIPT.** After thirty (30) days from Customer's receipt of a shipment, Customer shall be deemed to have irrevocably accepted the shipment, if not previously accepted. After such acceptance, Customer shall have no right to reject the shipment for any reason or to revoke acceptance. Customer hereby agrees that such thirty (30) day period is a reasonable amount of time for such inspection and revocation. Specially fabricated or ordered items may not be canceled or returned, and no refund will be made. Customer shall not accept packages that have been damaged or tampered in shipment until the carrier has noted the extent and nature of the damages on Customer's delivery receipt. If damage is not detected at the time of delivery, such damage should be reported immediately to the carrier and an inspection requested. Customer must save damaged or pilfered packaging until the claim is settled. In the case of shortages, please note any missing materials on the delivery receipt. All shipping damage and shortage claims must be reported to GAMO USA Customer Service within thirty (30) days of receipt of shipment. (See Returns and Exchanges). Customer shall be responsible for payment of the total invoice amount if GAMO USA is not notified within the specified thirty (30) day period.

10. LIMITATION OF LIABILITY. GAMO USA DOES NOT ACCEPT LIABILITY BEYOND THE REMEDIES SET FORTH HEREIN, INCLUDING ANY LIABILITY FOR PRODUCTS NOT BEING AVAILABLE FOR SALE OR USE. GAMO USA WILL NOT BE LIABLE FOR LOST PROFITS, LOSS OF BUSINESS OR OTHER CONSEQUENTIAL, SPECIAL, INDIRECT OR PUNITIVE DAMAGES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY THIRD PARTY EXCEPT AS EXPRESSLY PROVIDED HEREIN. CUSTOMER AGREES THAT FOR ANY LIABILITY RELATED TO THE PURCHASE OF PRODUCTS OR SERVICES BUNDLED WITH THE PRODUCTS, GAMO USA IS NOT LIABLE OR RESPONSIBLE FOR ANY AMOUNT OF DAMAGES ABOVE THE AGGREGATE DOLLAR AMOUNT PAID BY CUSTOMER FOR THE PURCHASE OF PRODUCTS UNDER THIS AGREEMENT.

11. Compliance with Laws. Customer agrees to comply with all applicable laws and regulations of the various states and of the United States, including, but not limited to those laws requiring any permit necessary to purchase, possess, deal, transfer or use the products and any minimum age requirements related to the purchase, possession, and use of the products. Due to local laws and regulations, GAMO USA may not be able to ship products to certain locations. Customer may be required to provide GAMO USA with an affidavit of eligibility to possess, deal or resell any materials prior to shipment.

12. Export Controls. The Customer acknowledges that the products sold hereunder may be subject to applicable export control laws and regulations. Sales of GAMO USA materials must follow applicable federal, international, and state regulations and restrictions and Customer agrees to abide by such laws and regulations.

13. Acknowledgment. By ordering any products from GAMO USA offered through our websites, whether by the Internet, via telephone, facsimile or otherwise, Customer agrees to be bound by these Terms and Conditions of Sale. Customers must be 21 years or older.

14. Order Validation. Due to the nature of the products sold by GAMO USA, GAMO USA may validate orders by Customer. Such validation may include or require validation of shipping and billing information, phone calls to Customer, validation of Customer e-mail account(s) and/or validation of any information relating to any credit purchase by Customer. GAMO USA reserves the right to refuse service to any Customer, at any time and for any reason whatsoever.

15. Entire Agreement. Unless GAMO USA and Customer agree otherwise in writing, these terms and conditions and any document incorporated by reference or referred to herein constitute the entire agreement between Customer and GAMO USA pertaining to the subject matter of these terms and conditions and, as such, these terms and conditions supersede, terminate and otherwise render null and void any and all prior agreements, understandings, negotiations, contracts, proposals or requests for proposals, whether written or oral, between Customer and GAMO USA. In the event of a conflict between these terms and conditions of sale and any of the documents incorporated by reference or referred to herein, these terms and conditions of sale shall govern.

16. Severability. The illegality, invalidity or unenforceability of any provision of these terms and conditions shall not affect the validity or enforceability of any other provision hereof and any such invalid or unenforceable provision shall be deemed to be severed only to the extent such provision is illegal, invalid or unenforceable.

17. Headings. The section headings used herein are for convenience of reference only and do not form a part of these terms and conditions, and no construction or inference shall be derived therefrom.

18. Force Majeure. GAMO USA shall not be liable for any delay or failure in performance caused by circumstances beyond their reasonable control.

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