

CCM Marker - Quick Start Guide:

Congratulations on buying a CCM Marker! We at CCM have taken every effort to give you a quality marker that is properly adjusted and performing at the highest level. The marker you have in your hands should serve you for years to come with a little maintenance and care. **With this in mind, please do not disassemble or adjust this marker before playing with it and understanding what you need to adjust.** Even though we have adjusted this marker – it is your responsibility to make sure it is shooting safely before you hit the field. In order to do this please follow these steps:

1. Screw barrel onto marker – if your CCM marker does not come with a barrel – use a barrel with Autococker® threads.

2. Place barrel blocking 'Barrel Bag' device properly onto the marker

CAUTION: Always wear paintball approved eye and face protection when dealing with a pressurized paintball marker.

3. Pull the cocking rod back until it latches into place. You will hear a click when this happens. If you do not follow this step the marker will leak down the barrel when you connect the air source.

4. Connect the air source to the ASA (air system adapter.)

Note: Make sure to always get air cylinders filled by authorized, skilled and knowledgeable technicians for the correct fill limits of each cylinder.

Do not try to refill cylinders by yourself. Do not use cylinders that have not been properly maintained or that are damaged. It is very important that caution be exercised when refilling or attaching cylinders.

5. Attach the loader to the feed port of the marker. CCM Markers come with a clamping feed neck. This feed neck either has a lever style clamping feature or an Allen bolt. This bolt takes a 5/32 Allen key. Clockwise tightens the band to your hopper.

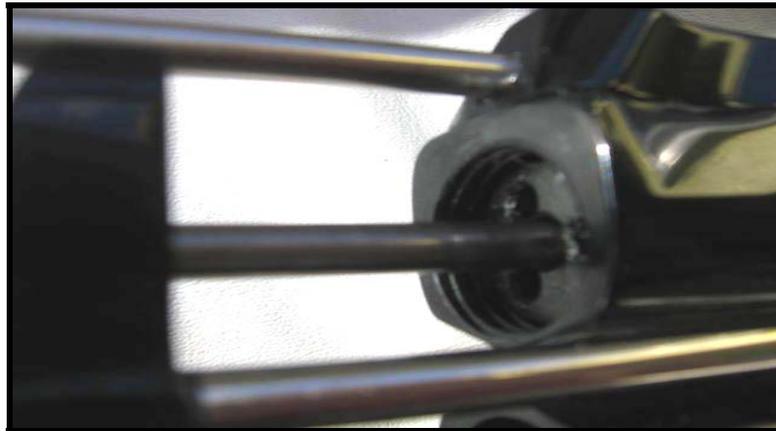
Note: Use only 0.68 caliber paintballs in your CCM Marker. Do not modify the paint in any way.

Before field use, ensure the velocity is in compliance with field safety guidelines. General field velocity limits are usually between 250 fps to 300 fps (fps = feet per second.) Your paintball markers velocity should never exceed 300 fps. Observe and abide by all local laws, regulations and field safety guidelines pertaining to use of paintball markers.

To Adjust Velocity:

CAUTION: Industry approved protective gear (for face and eyes) must be worn at all times while operating and performing adjustments on this marker.

- If you are uncertain, unable or do not know how to perform work on the marker, have adjustments and repairs made by a qualified technician.
1. All CCM markers come from the factory with the regulator 'sweet spotted'. This means that the regulator is set to its most efficient point. **Please do not attempt to adjust the velocity by using the regulator.** If you over pressurize the valve – it will actually cause the markers velocity to go *down* not up. If you want to understand more about the valve and its set up – please read the full CCM Manual.
 2. If your marker needs the velocity adjusted – please pump the marker to the most rear position and hold it there – exposing the IVG for adjustment.



3. Insert the short end of a 1/8" Allen wrench into one of the three holes in the IVG (Internal Velocity Governor). Turning the Allen wrench clockwise will increase the velocity while counterclockwise will decrease velocity.
4. Movement of the wrench quarter turn in either direction will approximately yield a 15-20 fps change.

For how to clean, maintain, or trick out your new CCM marker – please read the manual that accompanied your marker – or visit www.chipleymachine.com