NUMMECH PRODUCTS

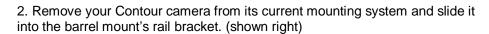
CONTOUR™ CAMERA BARREL MOUNT

This simple mount attaches to virtually any paintball marker barrel and affixes a Contour™ camera. Please read these instructions before your installation. An installation video can be found on our website www.nummech.com

Installation:

Installation is simple and easy however we've taken some special steps to make the mount as reliable as possible. This product requires no modifications to your equipment or camera.

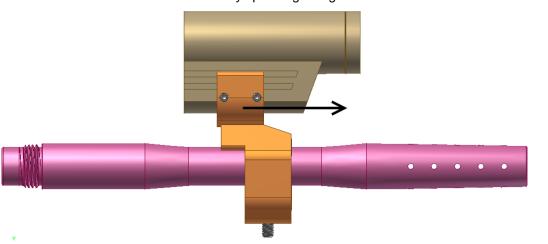
1. Depending on the type of barrel being used (paintball, airsoft, firearm, etc) you may wish to add tension to prevent the barrel from unscrewing. If using a threaded barrel, you can use the included o-ring to make a tighter fit. This will help ensure your mount doesn't come loose in use.

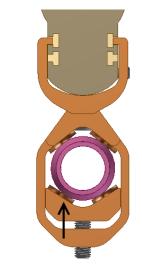


3. Gently tighten down the small set screws to lock the camera in position. For best results, tighten each of the four screws to "suspend" the camera in the middle of the mount.

Note: the barrel mount ships with metal set screws installed, however plastic screws are included in case you want to avoid outside scratches on the Contour camera. Over time, scratches can be buffed out with sandpaper if necessary.

4. Slide the barrel mount onto your barrel and find a suitable location to tighten the mount's clamp. Ideally you should place the camera mount on a straight section of barrel to ensure the mount stays pointing straight forward.





Note: if using a two-piece barrel system, the camera mount is compatible with either section of barrel. Installing it on the barrel back will balance the equipment better, however installing it on the front may give you a better vantage point for videos.

Another note: Using the camera's swiveling lens, you can theoretically position the mount at any angle around the barrel. We recommend the mount to sit above or below the barrel for simplicity; however you can just as easily install it hanging to the left or right sides. Be sure to use a barrel o-ring if mounting the camera in any position except hanging underneath.