



Be sure to read this User's Guide carefully before using the jacket with the Hit-Air (shock-buffering system) for proper use and safety and keep it, in the place you can reach anytime (e.g. in the motorcycle).

The marks used in this User's Guide denote as follows.

WARNING !

This mark denotes that if the "WARNING" is ignored, it could result in death or a serious injury to the user of this product.

- WARNING !** 1. The Hit-Air is to be used for the rider's safety when riding a horse and not for any other purpose.
- WARNING !** 2. The Hit-Air of the right size is to be worn as an outerwear on the upper half of the body.
- WARNING !** 3. Use the gas cartridge of the same size and contents as before when replacing and confirm that there are no holes or tears in its seal.
- WARNING !** 4. Do not take any parts of the Hit-Air apart.
- CAUTION !** 5. Remove sharp or pointed objects such as pins or pens from the Hit-Air or from the underwear before wearing. They may damage the air cushion before or at the time of the activation and prevent the function of the Hit-Air.
- CAUTION !** 6. Keep open flames and cigarettes away from the Hit-Air as holes or tears caused by them will prevent its function. Keep and use at temperatures below 40°C/104°F as the gas cartridge may burst at a high temperature.
- CAUTION !** 7. Disconnect the Hit-Air from the "coiled wire" at the "one-touch release (connector)" before dismounting the horse. Otherwise, it may cause an accidental activation.
- CAUTION !** 8. Inspect the Hit-Air to determine if there is any damaged prior to wearing. If there is any damage, consult with an authorized dealer.

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Pay attention when the Hit-Air is inflated as follows.

- CAUTION !** 1. A hissing sound of the gas coming out of the gas cartridge into the air cushion or the end of the coil wire tapping a horse may excite the horse.
- 2. The Hit-Air is designed to provide protection especially to the wearer's neck, so when it is inflated, there will be some pressure around the neck, and if there is difficulty in releasing the helmet's strap, open the front fastener (or buckle) immediately.
- 3. Watching around the situation calmly, unzip and release the buckle to take off the Hit-Air.
- 4. If the scene of accident seems to be dangerous, go to a safe area before taking off the Hit-Air.
- 5. When the Hit-Air is inflated, a feeling of tightness may be felt, but the gas will leak out gradually. Therefore, remain calm even if the body with the inflated jacket is pressed down by something.
- 6. If the air cushion is punctured when fully inflated, the gas in all the cushions will immediately escape and the cushions deflate.

- CAUTION !** 7. If the Hit-Air inflates accidentally for some reason while riding, do not be alarmed. Look for a safe place and take an appropriate action.
- CAUTION !** 8. If there is external damage to the Hit-Air due to its activation, take it to an authorized dealer for a maintenance check and to replace the gas cartridge. In cases of extreme damages externally or internally, it may not be repairable.
- CAUTION !** 9. Be aware of the points listed below when attempting to re-assemble the Hit-Air by yourself after it is activated.
 - Whether it has external damages (holes, scratches, tears, etc.)
 - Confirm that the airbag is fully inflated when it is activated
 - Confirm that the gas cartridge to be replaced is the correct size and unused.

Go over the points listed above and if there are no problems, re-assemble the Hit-Air carefully at your own risk. It may not work as designed if there are external or internal damages.

For further details for re-assembling see Chapter 7, (Pages 21 to 25).

1. Prepare a set of the hexagon wrench and setting bolt, unused CO2 cartridge. (Photo 1) (The hexagon wrench and screw bolt are provided with a vest)

CAUTION !

As the CO2 cartridge for the Hit-Air vest varies in size (capacity), choose the right size of the cartridge matching the size of the vest.

2. Insert the setting bolt to the bottom of the key box. (Photo 2)
3. Screw the setting bolt by the hexagon wrench. The metal hole of the key box comes down accordingly. (Photo 3) As tightening the bolt, the hole for the key ball is coming down.
4. Put the key ball and its metal ring to the metal hole. (Photo 4) Insert the key ball with a ring deeply into the hole of the key box. If it is blocked by the ring and does not come down, tighten or loosen the setting bolt and/or press down the edge of the ring around the key ball by the fingernail until the key ring fits in the hole.
5. Lower the red guard to check if the key ball is installed correctly. In case the red guard doesn't come down fully, the key ball is not installed correctly. (Photo 5) If the red guard is blocked by the ring and does not come down, tighten or loosen the setting bolt and/or press down the edge of the ring around the key ball by the fingernail until the key ball fits in the hole and the red guard comes down.

Photo 1

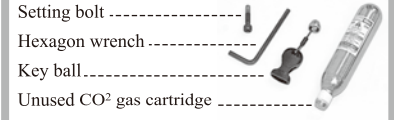


Photo 2



Photo 3

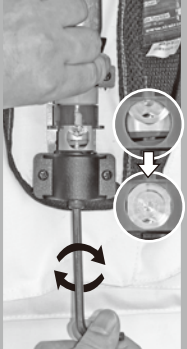
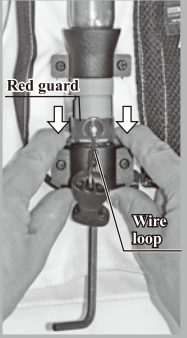


Photo 4



Photo 5



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(*1) The "activation distance" is defined as the length of the coiled wire stretched to its full length from the horse to the rider's key box on the Hit-Air without any obstacles in between.

The key ball requires considerable force to be pulled out and will not be released easily because of the elastic nature of the coiled wire, thus the Hit-Air will not inflate under normally anticipated riding conditions including standing on pegs.

However, this does not imply or guarantee rider's safety.

Inflated air cushions are designed to come between the rider's body and objects against which the rider may strike after falling off or being thrown off the horse. The Hit-Air will act as a buffer to absorb the shock of impact and reduce the risk of injury the rider who wears it.

This causes the gas cartridge to release the CO2 gas into the air cushions to inflate them immediately. (see P.12)

It will be activated/inflated immediately after a distance from the rider to the horse exceeds the "activation distance" (*1) when the rider falls off or is thrown off the horse. It will be activated at the moment the key ball is pulled out from the key box

The Hit-Air (Shock-buffering Protection System) is to be worn as outerwear when horseback riding.

