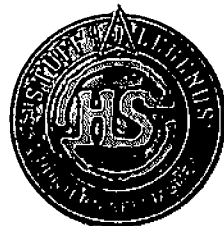




BLOODHOUND GALLOWS - EXECUTIONER

Digital Game Caller Instruction Manual



**HUNTER'S
SPECIALTIES®**

Hunter's Specialties, Inc. 6000 Huntington Ct. NE Cedar Rapids. IA 52402

(319) 365-0321

www.hunterspec.com

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Johnny Stewart Digital Callers are backed by over 40 years of experience.

Our goal with the Johnny Stewart line of callers is to create incredible fun and success for your enjoyment of the outdoors.

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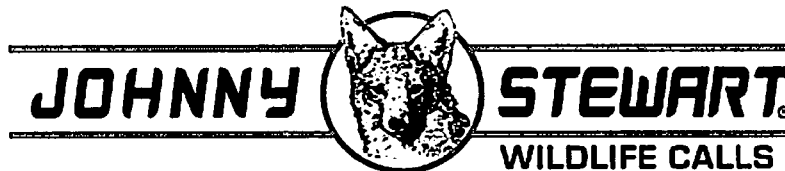
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Please take this time to read and understand the information in this instruction manual to ensure the best possible experience with your new Johnny Stewart Caller.

1.0 Power Source and Installation:

1) Remote (Transmitter) – Is operated with an internal rechargeable Lithium-Ion battery. (Included)

2) Base (Receiver) - Is operated with eight AA or eight C cell batteries. (Not included)

To install batteries: Loosen two screws on battery door and remove door.

Install desired batteries. Note: if using AA batteries the four AA battery adapter tubes must be used. Orient the batteries as per the directions shown in each cavity within the holder. Note that the battery polarity alternates.

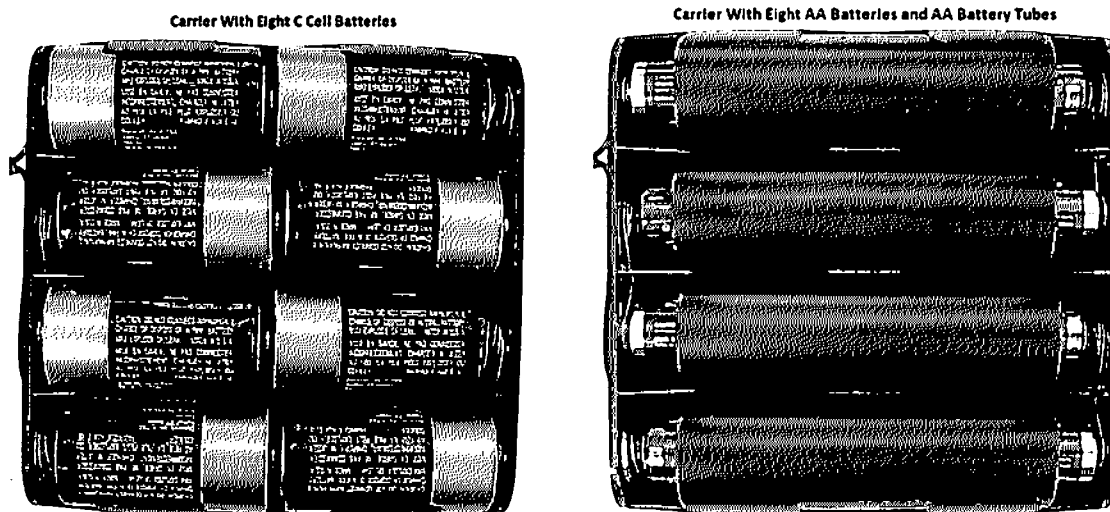
3) Battery Carrier & Adaptor Tubes –

The battery carrier was designed as a removable component. The carrier can be removed from the battery compartment and unplugged to separate it from the unit.

The battery carrier was designed to receive both C-cell and AA batteries.

Base carrier is designed for C-cell and by inserting AA batteries in the AA battery tube adaptors; they will power the unit using the same carrier.

Note: For maximum performance use high quality batteries.



Tips:

1) Be prepared... pack replacement batteries and a philips screwdriver in your game caller bag.

2) To prolong battery life in cold conditions, hand warmers can be used between the ground and battery door to radiate heat to the batteries. Placing warmers inside the battery compartment is not recommended.

2.0 Charging Remote Lithium-Ion battery:

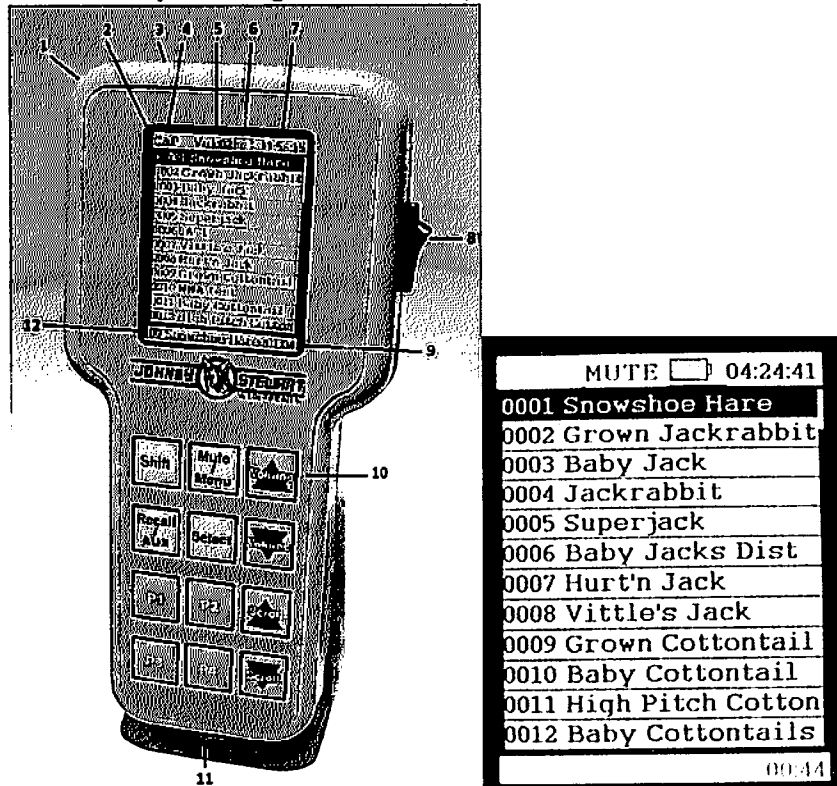
1) Remote battery is charged through the USB port on the top of the unit. There are three possible charging sources:

a) Plug USB cable into USB port on top of the remote then into a laptop, desktop computer or USB charging station. Charge time for a full charge cycle is 3 - 4 hours.

b) Plug USB cable into USB port on top of the remote then into the end of the wall charger. Plug wall charger into a 110 receptacle. Charge time for a full charge cycle is 3 - 4 hours.

c) Plug USB cable into USB port on top of the remote then into the end of the car charger. Plug car charger into cigarette lighter or charging port of the vehicle. Charge time for a full charge cycle is 3 - 4 hours.

3.0 Introduction to Bloodhound Remote (transmitter) (see 6.0 for detailed operating instruction)



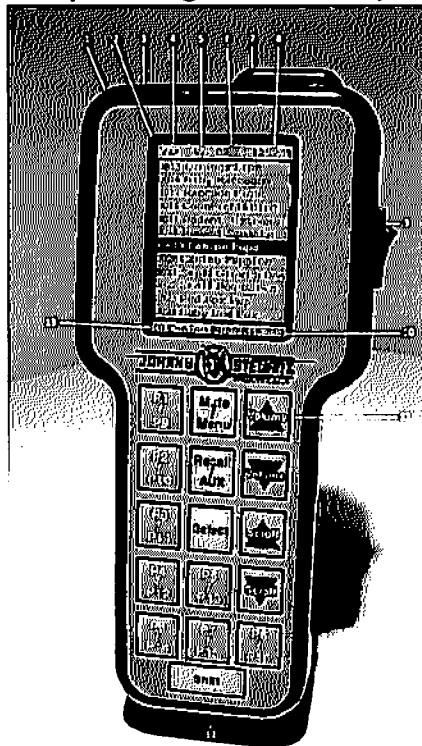
- 1) Polycarbonate shell for durability
- 2) LCD display (10 Backlight options)
- 3) USB port with rubber plug for water resistance
- 4) Shift key indicator. When in {Shift} mode, {CAP} will display. Area will be blank when not in {Shift} mode.
- 5) Volume level / MUTE display.
 - a) Volume displays from 00 – 50. 00 being no volume to 50 being maximum volume.
 - b) When {MUTE} is selected, {MUTE} will be displayed replacing the volume numeric.
- 6) Battery charge indicator for remote.
- 7) Clock
- 8) On/Off rocker switch
- 9) Stand timer (stop watch) Starts when unit remote is turned on, and resets when unit is turned off.
- 10) 12 key keypad (see section 6.0 for detailed operating instruction)
 - **Shift:** when pressed {CAP} will display in the top left corner of the display. When activated the user has access to menu function and the ability to turn the Auxiliary port on and off. Note: The shift mode is an auto-off mode. Press the shift key to activate the function. Then, when another key is pressed, the shift mode will automatically deactivate. Must press shift again to re-activate.
 - **Mute / Menu:** This is a multi function key that allows the user to mute the sound(s) that are playing, or by pressing the shift key then the Mute/Menu key, allows the user to access the menu.
 - **Volume Up:** Press one time and volume will increase by one step, press and hold and volume will increase by 5 steps.
 - **Volume Down:** Press one time and volume will decrease by one step, press and hold and volume will decrease by 5 steps.

- **Recall / Aux:** When pressed, the recall will start the last sound played (just like a "last button" on a television remote).
Press the shift key, then the Recall/Aux key to activate the auxiliary port. Press shift then Recall/Aux key again will de-activate the aux port.
- **Select:** press the select key to start play of the high-lighted sound on the display or to select changes while in the menu.
- **P1, P2, P3 & P4 presets:** The preset keys will start a saved sound with a single touch.
- **Scroll Up:** Press scroll up one time and it will move by one position at a time on the display. Press and hold the scroll up key and it will continue to move until released or until the top of the first page is reached.
- **Scroll Down:** Press scroll down one time and it will move by one position at a time on the display. Press and hold the scroll down key and it will continue to move until released or until the bottom of the last page is reached.

11) Lanyard loop

12) Will display the name of the current sound that is playing.

4.0 Introduction to Gallows / Executioner Remote (transmitter) (see 6.0 for detailed operating instruction)



- 1) Polycarbonate shell for durability
- 2) LCD display (10 Backlight options)
- 3) USB port with rubber plug for water resistance
- 4) Shift key indicator. When in {Shift} mode, {CAP} will display. Area will be blank when not in {Shift} mode.
- 5) Volume level / MUTE display.
 - a) Volume displays from 00 – 50. 00 is no volume and 50 being maximum volume.
 - b) When {MUTE} is selected, {MUTE} will be displayed replacing the volume numeric.
- 6) Battery charge indicator.
- 7) GPS antenna

8) Clock

9) On/Off rocker switch

10) Stand timer (stop watch) starts when remote unit is turned on, and resets when unit is turned off.

11) 16 key keypad:

- **P1 – P16 presets:** The presets will start a saved sound with a single touch. To use P9 – P16 presets, press the shift key to access the second layer of key function, then press the desired P9 – P16 preset to start a saved sound.
- **Mute / Menu:** This is a multi function key that allows the user to mute the sound(s) that are playing, or by pressing the shift key then the Mute/Menu key allows the user to enter the menu.
- **Volume Up:** Press one time and volume will increase by one step, press and hold and volume will increase by 5 steps.
- **Volume Down:** Press one time and volume will decrease by one step, press and hold and volume will decrease by 5 steps.
- **Recall / Aux:** When pressed, the recall will start the last sound played (just like a "last button" on a television remote).
Press the shift key, then the Recall/Aux key to activate the auxiliary port. Press shift then Recall/Aux key again will de-activate the aux port.
- **Select:** press the select key to start play of the high-lighted sound on the display or to select changes while in the menu.
- **Scroll Up:** Press scroll up one time and it will move by one position at a time on the display. Press and hold the scroll up key and it will continue to move until released or until the top of the first page is reached.
- **Scroll Down:** Press scroll down one time and it will move by one position at a time on the display. Press and hold the scroll down key and it will continue to move until released or until the bottom of the last page is reached.
- **Shift Key:** when pressed {CAP} will display in the top left corner of the display. When activated the user has access to menu function, P9 – P16 presets and the ability to turn the Auxiliary port on and off.
Note: The shift mode is an auto-off mode. Press the shift key to activate the function. Then, when another key is pressed, the shift mode will automatically deactivate. Must press shift again to re-activate.

12) Lanyard loop

13) Will display the name of the current sound that is playing.

5.0 Introduction to Base Unit

1) Keypads (Gallows & Executioner only): No keypad on Bloodhound base unit.

The two base units have identical keypads. The keys are arranged differently than the remote keypads, but the 16 keys have all the same functionality, allowing the user full operation of base unit without the remote.

2) Speaker:

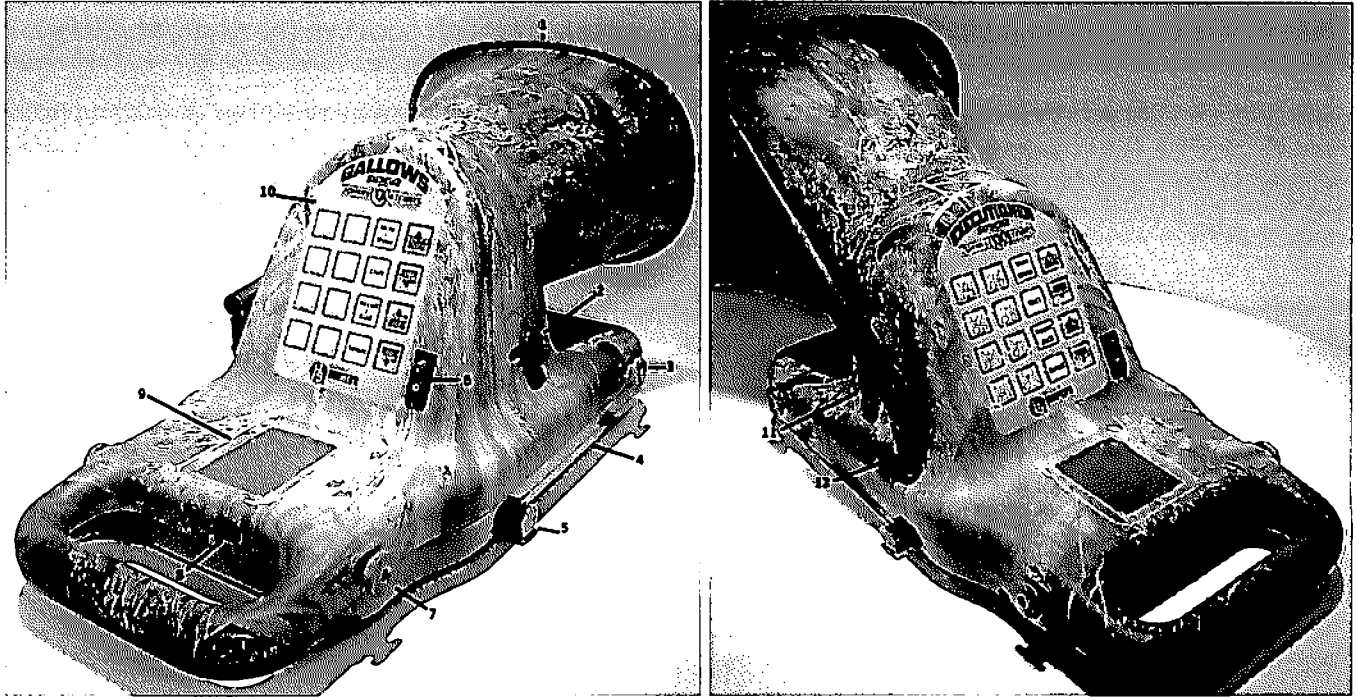
Johnny Stewart calls have been designed with a speaker that allows the sound to be directed by changing the bell position. The direction can be changed from a typical ground level side to side dispersion, to an upward dispersion or even remove the bell all together for near 360 sound dispersion.

Change bell position: Simply grasp the speaker bell and turn clockwise one half inch to unlock then pull the bell off. The bell can be rotated to the desired position by aligning the mount, pushing the bell back on and rotating counterclockwise one half inch to lock it in.

3) Adjustable Leg:

Johnny Stewart calls have been designed with a leg System on the base unit, allowing the user to adjust the angle of the base unit which changes the angle of the speaker for desired sound direction.

Adjust Elevation: By loosening the knobs on either side of the base unit. This allows the user to adjust the leg down to the desired angle. Tighten the knobs with fingers to lock the leg in position. Take care not to over-tighten the knobs. Do not use pliers or other tools to tighten the knobs. Close leg for transport and storage.



4) Base at a glance:

- 1) Speaker & Speaker Bell
- 2) Auxiliary Port with rubber plug for water resistance
- 3) Front shoulder strap peg (one on each side)
- 4) Leg (Adjust angle from 0 degree to 45 degree)
- 5) Adjuster knob for leg (One on each side)
- 6) On/Off Rocker Switch (Remote not required)
- 7) Rear shoulder strap peg (one each side)
- 8) USB Port with rubber plug for water resistance
- 9) LCD Display (Gallows and Executioner only). No LCD on Bloodhound base.
- 10) 16 key keypad (Gallows and Executioner only). No keypad on Bloodhound base.
- 11) External Speaker Jack with rubber plug for water resistance
- 12) Antenna

6.0 Caller Operation:

Tip: For best results when using the keypads on the Johnny Stewart Callers; use the pad of your finger or thumb with firm pressure on the touch key to initiate solid contact/command.

A quick push with light pressure or with finger tip will not result in consistent response.

1) Power on

a) Switch On/Off rocker to on position on both the base and remote.

- Bloodhound: Remote will show the system boot-up, in the form of the Johnny Stewart logo and the loaded firmware version flashing on the display before going to sound list.

- Gallows & Executioner: Remote and base will show the system boot-up, in the form of the Johnny Stewart logo and the loaded firmware version flashing on the display before going to sound list.

2) Power off

- a) Switch On/Off rocker to power off position on both Base and Remote.
- b) The callers have an auto power save feature. The displays will go to SLEEP MODE AFTER 90 seconds of inactivity. Pressing any button will wake the display up. The unit will also shut down after 60 min. of inactivity. Re-start the remote and base units by turning them off then back on again.

3) Select a sound to be played

- a) Use the {Scroll up} or {Scroll down} keys to scroll through the sound list until the desired sound is highlighted, then press select. The highlighted sound will begin to play.
- b) When scrolling if the bottom or top of a page is reached there is a 1 second delay, then the page will flip displaying the next or previous page of sounds. The curser will be located at the bottom of the next page if scrolling down and the top of the previous page if scrolling up.

4) Select two sounds to play at one time

- a) Use the {Scroll up} or {Scroll down} keys to scroll through the sound list until the desired sound is highlighted, then press select. The highlighted sound will begin to play.
- b) While the first sound is playing, use the {Scroll up} or {Scroll down} key to scroll through the sound list to find the second sound to be played along with the first sound. When you locate the desired second sound, press the shift key then the select key. The second sound will start playing while the first sound continues to play.

5) Stop Play

- a) To stop a sound(s) during play, press the {SHIFT} key (CAP will appear in the top left corner of the display) then press the Volume up key.

6) Volume and smart volume (Volume indicator is located top center of the display)

- a) Use the Vol-Up or Vol-Down keys to set desired volume (00 to 50). Volume level 2 is the default at start up. Press Vol-Up or Vol-Down key one time and volume will increase or decrease by one step. Press and hold Vol-Up or Vol-Down key, and volume will increase or decrease by 5 steps at a time.
- b) **Smart Volume**
While in Mute Mode, the volume can be adjusted for the sound currently playing. Or a new sound can be selected and the desired volume can be selected before deactivation of mute. The sound level will be displayed in RED when in the mute mode and will change to black when mute is deactivated.

7) Recall

- a) Press "Recall/Aux" key to recall last sound played. (this is the same as the "last" button on a TV remote)

Note: When using the recall function, the sound name at the bottom of the display will show the last sound started with the select key and will not change to display the previous sound name recalled.

8) Auxiliary (Aux)

a) Press the Shift key, then the "Recall/Aux." key to activate the auxiliary port. Repeat the sequence to turn off the auxiliary port.

The auxiliary port is used to operate a self powered external device that is connected to the J.S caller. When the Aux port is activated, it will allow the circuit for the attached device to close and start its programmed cycle. When the Aux port is deactivated, the circuit will open, stopping the attached device.

9) Mute

a) Press the "Mute/Menu" key to mute a sound(s) that are playing. "Mute" will display in RED at top center on the LCD when it is activated. Press Mute/Menu key again to deactivate. Note: The sound does not stop the play cycle when muted, so when mute is deactivated, the sound will not be at the same point as when muted.

10) Presets

a) Press P1- P8 to play the sound assigned to desired preset. The sound will start playing without having to press the select key.

b) Press the shift key to get to the second layer of presets then P9 - P16 to play the sound assigned to desired preset.

Assigning a Sound to a PRESET Key

a) Use the {Scroll up} or {Scroll down} key to scroll through the sound list until the desired sound is highlighted. Adjust volume to the desired start level, then press and hold the desired preset key until saved (roughly 3 seconds). When sound is saved to the respective preset it will show as "Save Preset xx" at the bottom of display.

b) To assign presets (P9 – P16), use the {Scroll up} or {Scroll down} key to scroll through the sound list until the desired sound is highlighted. Adjust volume to the desired start level. Press shift key, then press and hold the desired preset key until saved (roughly 3 seconds). When sound is saved to the respective preset it will show as "Save Preset xx" at the bottom of display.

11) Shuffle

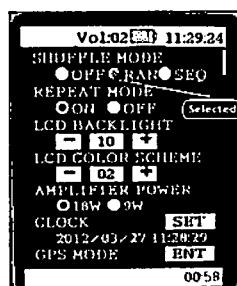
A Shuffled sound has custom segments that will play in random order each time the sound is started. The sound will play in its entirety one time, and then there are 2 to 9 additional hand picked segments of the original sound, that will play in a random order. The mathematical statistic that the sound will play exactly the same is immense. In a sense, you have a new sound each time you play a shuffled sound.

a) Press the shift button then the mute/menu key to display the menu

b) Shuffle mode is the first line in the display

c) If "OFF" is highlighted (Red circle around Blue dot) both modes in this option are turned off.

d) Press the scroll up or scroll down keys to move to "RAN" position (Red circle around White dot) then press the select key to activate (turn on). Will show as (Red circle around Blue dot) on the display.



- e) Press the Mute/Menu key to exit menu screen.
- f) Shuffled sounds will display in the sound list with an asterisk (*) before the name.

12) Sequence – This is a pre-determined play list set up by the user.

Tip: always create a back-up folder of the sound package on your computer, a flash drive, disk, etc., before you start manipulating the sounds. If something goes wrong you can always restore the sounds from the back-up folder.

Setting up a sequence folder:

a) Create a new folder on your computer and name it as you want it to show on the caller display. Example: 0001 Custom Mix

Note: Characters are limited to 21, including the 4-digit numeric alignment number and spaces.

b) From the caller sound list or other sound folder(s), **COPY** (do not cut) and paste the desired sounds to the new folder. A sequence folder is limited to 10 sounds or less.

c) Once all the desired sounds are in the new folder, they will need to be renamed to be organized with a numeric code. 00, 01, 02, 03 and so forth. The way the sounds are organized in the folder is the sequence that they will play when the folder is played in sequence mode.

Example: Folder- 0001 Custom Mix

00 Crow Audience

01 Grown Cottontail

02 Canine Pups

03 Chicken Distresses

d) Copy and paste the new folder from your computer to both the remote and base units.

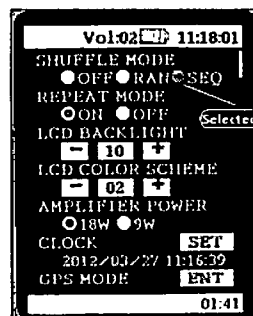
Activate Sequence mode:

a) Press the shift button then the mute/menu key to display the menu

b) Shuffle mode is the first line in the display

c) If "OFF" is highlighted (Red circle around Blue dot) both modes in this option are turned off.

d) Press the scroll up or scroll down key to move to "SEQ" position (Red circle around White dot), then press the select key to activate. Will show as (Red circle around Blue dot).



e) Press the Mute/Menu key to exit menu screen.

13) Repeat Mode

When Repeat mode is On: the selected sound(s) playing will play in a continuous loop until stopped.

When Repeat mode is Off, the selected sound(s) will play one time through then stop.

a) Press the shift key, then the mute/menu key to display the menu

b) Use the scroll up or scroll down key to move to the Repeat Mode - On or Off position.

- c) Press the select key to turn the repeat mode on or off. (selection will show Red circle around Blue dot)
- d) Press the Mute/Menu key to exit menu screen.

14) LCD Backlight

- a) Press the shift key then the mute/menu key to display the menu
- b) Use the scroll up or scroll down key to move to {- or +} position (will be highlighted in RED) then press the select key to set the backlight brightness. The scale is from 1 to 10 with 10 being the brightest. Press one time and the brightness will change one increment at a time. Press and hold and the brightness will change until key is released or until 1 or 10 is reached. You will see the brightness of the LCD change as you adjust it in the menu.
- c) Press the Mute/Menu key to exit menu screen.

15) LCD Color Scheme

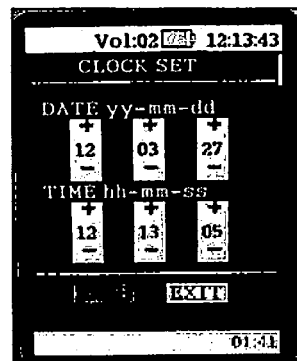
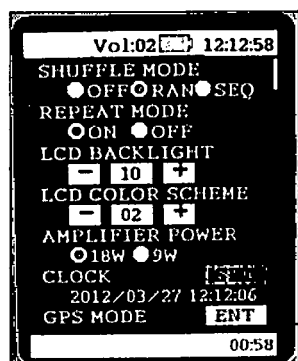
- a) Press the shift key then the mute/menu key to display the menu
- b) Use the scroll up or scroll down key to move to {- or +} position (will be highlighted in RED) then press the select key to set the display color scheme. The scale is from 1 to 10. Each number will have a different font and background color combination.
- c) Press the Mute/Menu key to exit menu screen and view the new color scheme on the display. If it is not the color scheme you want repeat the process.

16) Amplifier Power (9W or 18W Option) - (Executioner only)

- a) Press the shift key then the mute/menu key to display the menu
- b) Use the scroll up or scroll down key to move to the Amplifier Power selection
- c) Use the scroll up or scroll down key to move to 9W or 18W position (Red circle around white dot) then press the select key to activate (Red circle around Blue dot).
- d) Press the Mute/Menu button to exit menu screen.

17) Date & Time

- a) Press the shift key then the mute/menu key to display the menu
- b) Use the scroll up or scroll down key to move to Clock [SET] mode and press the select key.
- c) Use the scroll up or scroll down key to move to {- or +} position of each of the values (will be highlighted in RED). Press the select key to change the value. Press one time to change one increment at a time or press and hold the select key and the value will continue to change until the select key is released.
- d) When finished; Use the scroll up or scroll down key to move to [SAVE] then press the select key. This will save the changes and take you back to the main screen.
- e) If [EXIT] is selected or if the mute/menu key is pressed before the [SAVE] operation, the changes made to the date and time will not be saved.



7.0 Internal Storage Space (Memory)

Johnny Stewart callers come with a USB 2.0 port built in (no reader / writer is required). A computer is required to view or change the content of the internal storage space.

1) Start by turning the power on to remote or base (device you want to view). Plug the USB cable into the USB port in that device, and then into the computer.

The device will show up as a "Removable Disk" such as (E). When the storage space is opened there will be three files or folders listed.

- a) Sounds – this is the storage space for the sounds loaded to the caller.
- b) list.lst – the user should never need to do anything with this file.
- c) Logo – this is the image that appears upon boot-up which also allows the firmware version to display. The user should not remove this from the storage space(s).

Note: It is at this point that it is recommended that the user create a back-up folder, on their computer, and copy the three files / folders to the backup. The back-up is recommended and can be used as recovery files in the event that data is lost.

2) To view or organize sound files:

Start by opening the "Sounds" folder. The list of sounds currently loaded on your caller will be displayed. You will notice that the sounds are organized with a four digit numeric. 0001, 0002, 0003 and so forth. This numeric determines the order the sounds are displayed on the LCD.

To change the order of how the sounds display on the LCD, you will need to rename each folder. Only change the four digit numeric at the beginning.

It is very important that once a sound folder has been changed on one part (remote or base unit), the sounds folder needs to be copied and pasted to the other device (remote or base) replacing the sound folder on that device. The sound list for both devices **must** be the same or the wrong sound will play.

3) Add Sound Files:

To add a sound file(s) to the caller, copy or download the sound file(s) to your computer. You can then copy and paste the new sound(s) into the storage spaces ("Sounds" folder) of the remote and base. **"Sounds" files must be organized the same.** Reference # 2 above, "To view or organize sound files".

4) Delete Sound Files:

To delete a sound(s) from the caller, go into the "Sounds" folder on each of the two storage spaces (remote and base) and click on the sound(s) you desire to remove. **Do not delete** the file(s) unless you want to lose them permanently or have a back-up folder saved. It is recommended that you cut them from the storage space on the unit and paste them to a desired location on your computer. This way you will still have them if you want to add them back to your caller. You will need to re-organize the "Sounds" folder(s). Reference # 2 above To view or organize sound files.

5) Ordering J.S. Proprietary Sounds:

Please visit www.hunterspec.com for current sound library options.

Note: J.S Proprietary Sounds; are MP3 format but are encrypted sounds and will not play on any device other than Johnny Stewart callers.

8.0 GPS

Note: For best GPS satellite signal reception, the GPS is intended for out-door open space environment. Otherwise, its performance will degrade significantly.

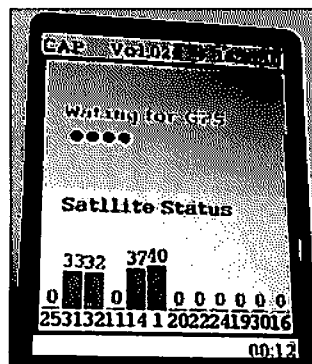
1) Entering GPS Mode:

- Press the shift key, then the mute/menu key to display the menu
- Use the scroll up or down keys to move to the GPS mode. {ENT} will be highlighted in Red.
- Press the Select key to enter the GPS mode.



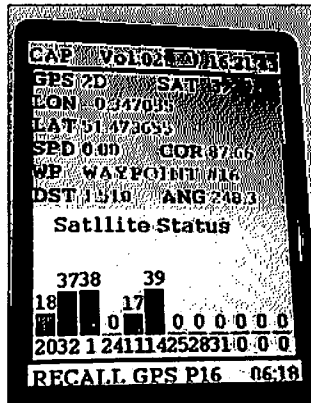
2) Waiting for GPS:

- Once you enter the GPS mode, the first screen will be, Waiting for GPS / Satellite Status. Note: The first time the GPS unit is activated after purchasing or after long storage, the satellite lock up time is around 2 minutes. After this, the lock up time is generally faster.
 - The top half of the display shows the 'waiting for GPS' message.
 - The bottom half of the display shows a 'satellite status' display. This display shows the current satellites and their signal strength being received by the GPS.
 - In the bar diagram, the numbers at the bottom are the GPS satellite number (0-32), the height of the bar and the number on top of each bar shows the satellite signal strength. A blue bar and number indicate the satellite signal has been received, but has not been used by the GPS. A black bar and number indicate that the signal has been received and is locked to the GPS.
- In this mode, the only key that can be used is the 'MENU' key, which can be used to return to the normal HS operation mode (folder list).



3) Operating GPS

Once the lock up satellite phase finishes, a new screen appears, which shows coordinates, speed, bearing etc.



The items on the screen are -

- GPS – shows GPS status, including N/A – not available, 2D, 3D mode
- SAT – shows how many satellites used and satellites seen by the GPS
- LON – longitude of current position (in degrees, positive value – EAST, negative value -WEST)
- LAT – latitude of current position (in degrees, positive value – EAST, negative value -WEST)
- SPD – current travel speed in mph.
- COR – current travel heading or direction of traveling (in degrees)
- WP – current selected waypoint
- DST – distance between current position and waypoint. Measured in miles
- ANG – Bearing angle between current position and waypoint (in degrees)

Once satellites are locked up, (three or more black bars are required) the following key can be used –

MENU key – to leave GPS and Menu modes and switch back to the normal caller operation.

P1-P16 keys – preset key are used to recall saved way-point, and to save waypoint(s).

To recall a saved waypoint: press and hold the desired P1-P16 key for 3 second and release. Bottom of display will read 'RECALL GPS PXX'. If there is no waypoint saved to a preset key, it will read "GPS PXX is Empty".

To save a new waypoint; press and hold the desired P1-P16 key until the waypoint is saved. Roughly 5 seconds. Will read 'SAVED GPS PXX' at the bottom of the display.

SHIFT key – to use preset keys P9-P16. To recall a saved waypoint or save a waypoint to a P9-P16 preset, press shift then perform the recall or save operation. The shift key must be pressed each time you want to use a P9-P16 key.

SCROLL UP and SCROLL DOWN key – to move back forth between the 'Satellite status view' and 'Compass view'.

4) Compass view

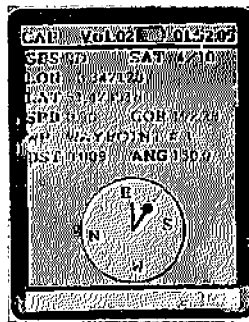
Below (Fig. 4) shows the 'Compass view'. The compass view is intended to provide visual assistance for the user to determine the direction of traveling. The user must be moving for the GPS to calculate data.

The center of the compass view is the current position of the user. The Blue line is the direction the user is heading, which always points to the top of the compass ring. The red line with circle is the bearing, which is the direction of the selected waypoint. The letter 'N', 'E', 'S' and 'W' are the four directions north, east, south and west respectively.

When the user is moving, the heading line (direction you are moving) always points to the top of the compass ring,
The red bearing line and compass keep changing, depends on direction of movement.

Walk in the direction the red bearing line is pointing. If the bearing line points to the left, you need to go left; if the bearing line points to the right, you need to move to the right. When the red bearing line points to the top (and meets with the blue line), you are traveling straight to the selected waypoint.

Please note that the GPS module is not a magnetic compass, it calculates heading and speed information based on previous GPS readings. Therefore, you need to keep moving to get correct speed and heading information. When at standstill, heading information stops updating. Occasionally there could be erratic speed and heading information shown on the screen at standstill.



9.0 Lanyard and Shoulder Strap:

The lanyard is for securing the remote around your neck or for quick access.

Do not use lanyard with base unit.

The shoulder strap is designed to hook onto the base unit for transporting off the shoulder or around the neck. There is a convenient remote pouch permanently attached to the strap for transport and storage.

The shoulder strap is designed to snap onto the strap pegs and strong enough to support the caller if you desire to hang it from a tree branch, tree stand, ground blind, etc. to project sound(s) further.

10.0 Caller Storage:

Ensure the J.S. Caller is turned off. If you intend to store your J.S. Caller for an extended period of time, it is recommended that the batteries be removed from the base unit to protect against any battery leakage.

(Note: Damage from battery leakage is not covered under manufacturer's warranty)

11.0 Maintenance:

With proper care your J.S Caller requires little or no maintenance. Always carry a new set of batteries with you or in your vehicle to avoid getting caught short in the field. Note: J.S. Callers are water resistant, NOT water proof.

12.0 Troubleshooting:

1) Remote range issues:

- a) Improve line of sight with the base unit.
- b) Replace batteries in Base unit. (see 1.0 for instruction)
- c) Replace battery in Remote unit. (see 1.0 for instruction)

13.0 FCC Warning:

Changes or modifications to this unit not expressly approved by the party responsible for compliance will void the user's authority to operate the equipment. Any changes will void FCC grant. FCC ID#

This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna (base unit).
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

The JS Caller is compliant with FCC radiation exposure limits set forth for uncontrolled environments.

14.0

LIMITED WARRANTY STATEMENT

Your Johnny Stewart Caller is a quality product, fully warranted against defects in material and workmanship for a period of 12 months from the date of purchase. Faulty parts covered under this warranty will be replaced free of charge. If it becomes necessary to return your unit, all shipments must be insured and sent prepaid to and from the factory. This warranty is void if the warranty card has not been returned to us or if you have not registered your unit online at www.hunterspec.com at the time of purchase.

This warranty shall not apply if the unit has not been operated in accordance with the instructions or the machine has been altered, repaired or mistreated in any way that we believe has caused the failure or destruction of the unit. This warranty is in lieu of all other expressed or implied except for any special written agreement entered into with Johnny Stewart.

Please record the serial numbers for your J.S Caller
(Located on the back of the Remote and on the battery door of the Base)

Remote Serial number:

Base Serial Number:

15.0 Customer Service

IMPORTANT NOTICES & RETURN POLICY

If you experience difficulty or have any questions please call:

Hunter's Specialties, Inc,
Johnny Stewart Wildlife Calls
1-319-395-0321

All returns must be authorized
RA# must be on outside of insured return package

Please fill out and return the warranty card or
Go on-line at www.hunterspec.com to register
your caller serial numbers.

SERIAL NUMBERS

are located on the back of each remote and on the battery door of each base unit.
There are unique serial numbers for each component to keep an accurate service log for
a particular component.

Firmware upgrades for fixes or enhancements can be found at

Hunter's Specialties, Inc,
Johnny Stewart Wildlife Calls
www.hunterspec.com



A subsidiary of
Hunter's Specialties, Inc
6000 Huntington Court NE
Cedar Rapids, IA 52402