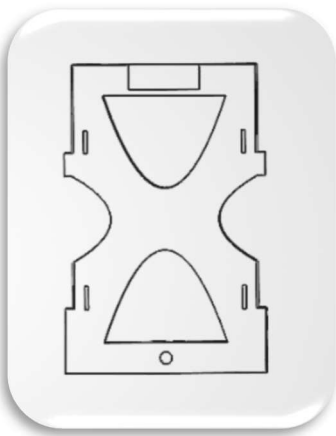


## Windsense Windflag

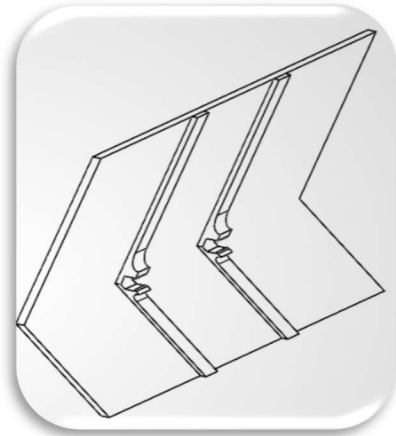
### Components:



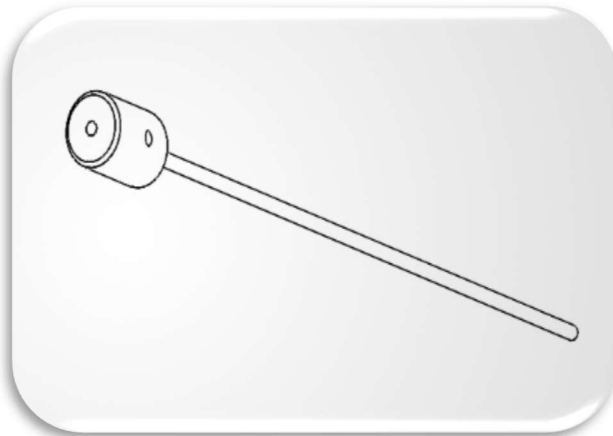
Base



Rotator



Vane

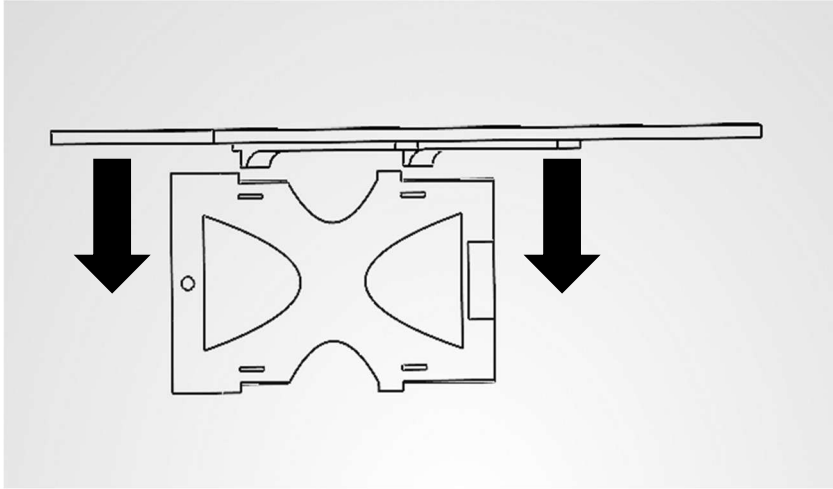


Counterweight



Tripod  
Adapter

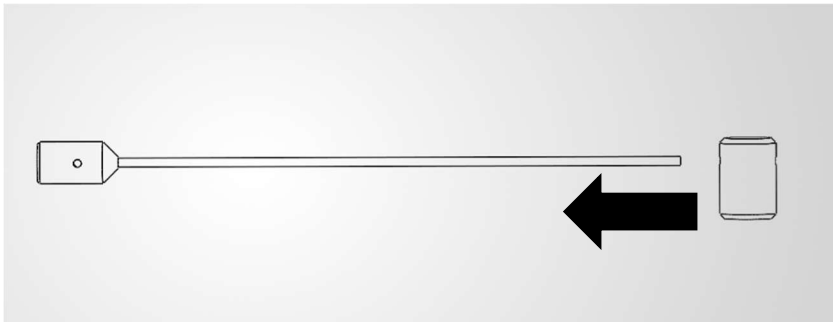
## Assembly:



### Step 1:

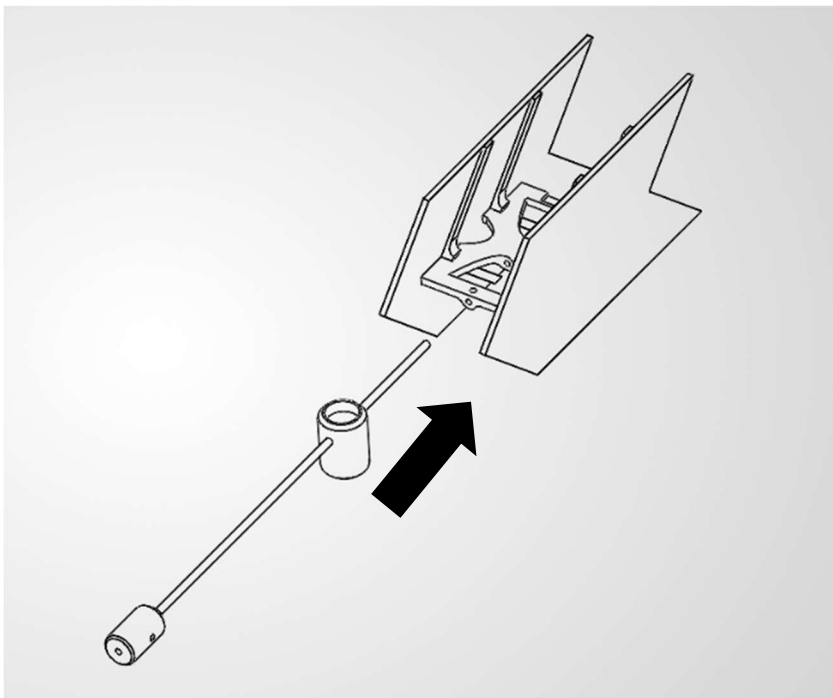
Attach the vane to the base with the arrow pointing the direction of the set screw. Make sure it snaps on and push it all the way forward, it should lock into place.

Tip: It may be easier to angle the vane at a 45-degree angle to get the first clip on, then push the second clip on after.



### Step 2:

Slide the rotator onto the counterweight rod. It should be roughly  $3 \frac{1}{4}$  inches from the end.



### Step 3:

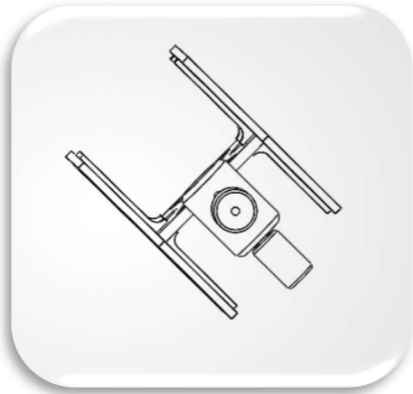
Slide the counterweight rod with rotator on it, through the hole in the base until it seats. Tighten up the set screw on the top of the base.

Tip: Roughly align the center of the rotator with the tips of the vanes.

### Step 4:

Attach ribbon tails to the clips on the bottom of the vanes.

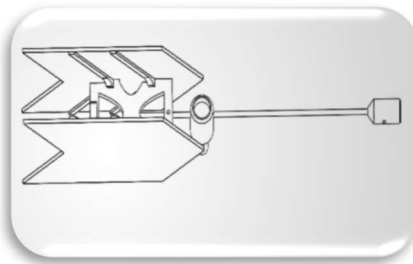
## How to Balance Your Windflag



Attach the tripod adapter to the tripod, it will fit any tripods that have a 1/4-20 thread.

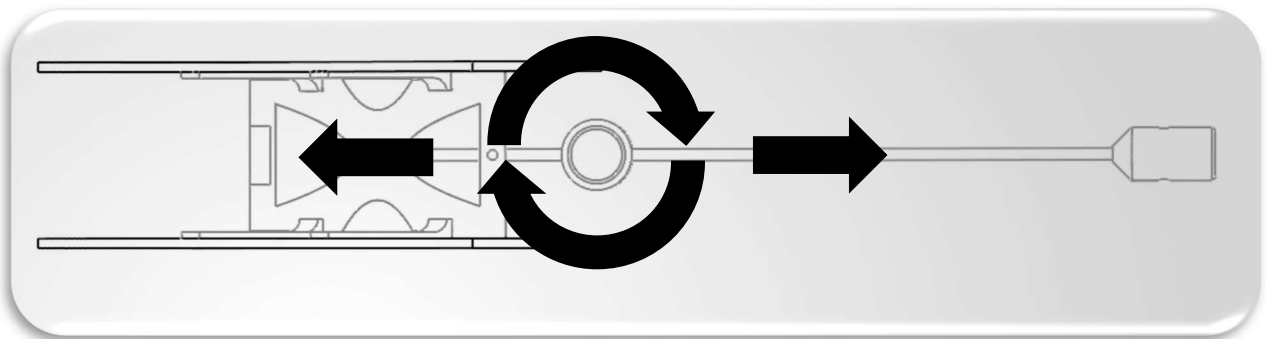
Set the windflag assembly onto the tripod and position it roughly at a 45-degree angle.

(See Left)



At this point, it should rotate one way or the other, as it is out of balance.

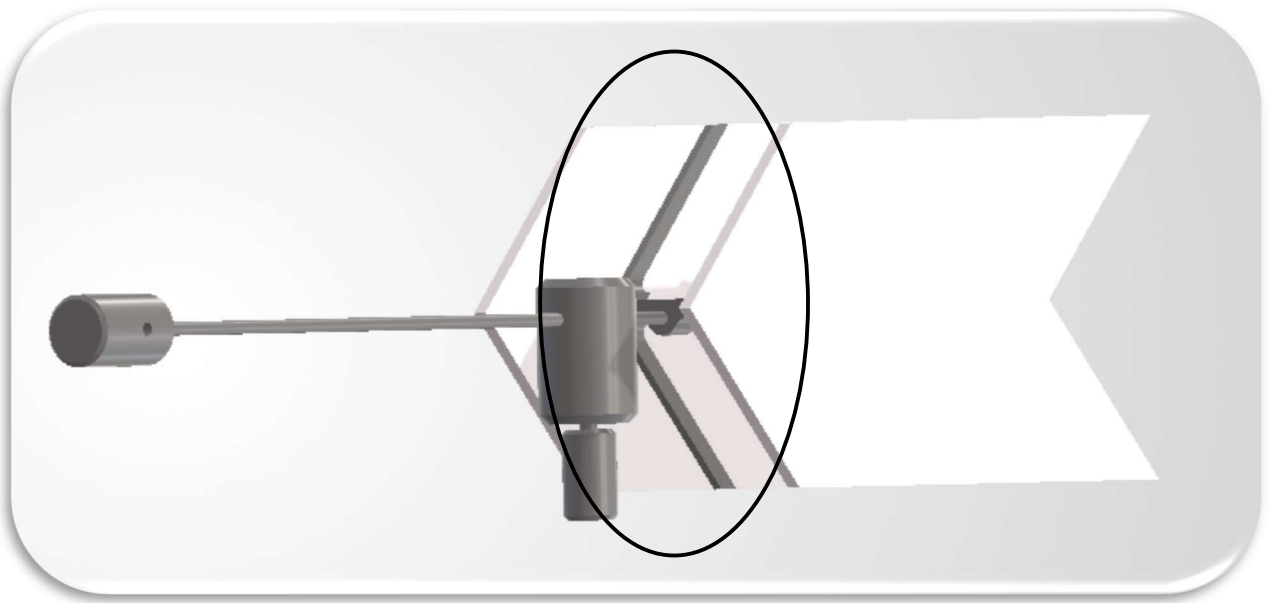
Slide the assembly in or out of the rotator piece until the assembly no longer freely moves. This will indicate that there is equal weight on both sides of the rotational point. (See Below)



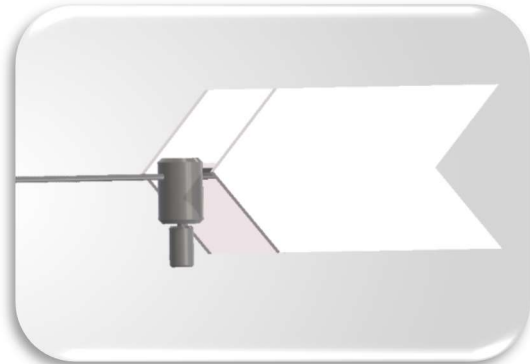
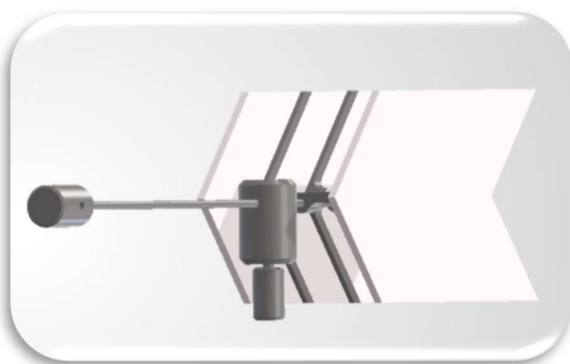
Once the assembly is balanced, carefully remove it from the tripod adapter. Use a 3mm Allen wrench to tighten the internal set screw in the rotator. This will lock the balance point in place.

## How to Read Your Windflag

We have identified certain wind conditions that causes inconsistent bullet flight. This **“No-Shoot Zone”** is identified by the red pieces on the vanes of the flags. A good rule of thumb is, if you can see no red pieces, or both red pieces, you are safe. If you can only see one, then **DO NOT SHOOT!**



**No Shoot Zone**



**Okay to Shoot**