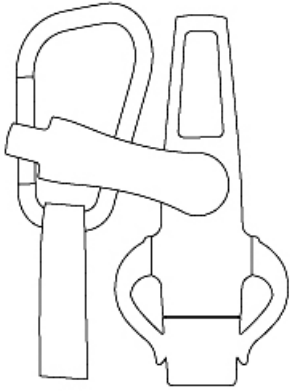


SQUID Instructions

Fig. 1

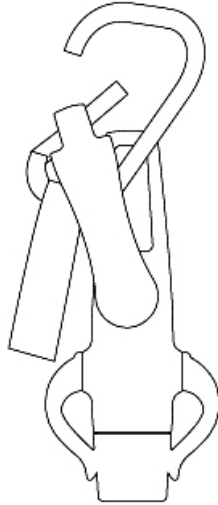


The SQUID takes a little practice to master so try it out first with a carabiner in one hand and the SQUID in the other.

Rotate the pivot arm to the side and, holding the top of the 'biner, slip the pivot arm "fingers" over the gate. (Fig. 1)

Now pull the SQUID downwards, then to the side to align the pivot arm on the body.

Fig. 2

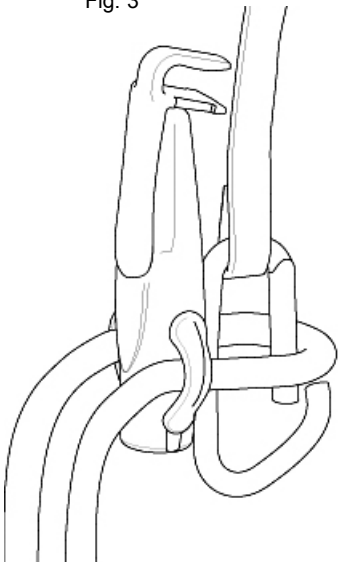


This movement will hold the carabiner with its gate open inside the SQUID, allowing you to clip a bolt. (Fig. 2) Once it's clipped, push the SQUID up to rotate the pivot arm into the open position, then twist the fingers off the gate. BE SURE THE GATE IS FULLY CLOSED.

Use the same technique to removing a 'draw from a bolt hanger. First, be sure the 'biner is hanging with the gate opening at the top. Rotate the pivot arm to the side which has the gate, then reach the SQUID up and capture the gate with the "fingers".

Pull the SQUID down and sideways to open the gate and trap the 'biner, with its gate open, between the pivot arm and body. Now you can lift the 'biner out of the bolt hanger.

Fig. 3



The SQUID also allows you to clip a rope into a hanging quickdraw.

Rotate the rope arms outward and place a bight of rope inside. Rotate the rope arms back onto the body to secure the bight of rope.

Reach up to the 'draw, capture the lower 'biner in the bight of rope (Fig. 3), then pull one end of the rope from below, forcing the gate open and clip the rope into the 'biner.



WARNING!!

Be absolutely certain that the carabiner gate closes completely before climbing on any stick-clipped carabiner. Carabiners are inherently very weak in a gate-open configuration, and with the added leverage of the carabiner hanging from the notch, a carabiner could break under little more than body-weight.

If you can not determine if the gate is closed, do not trust the clip.

For questions please call Trango: 800/860-3653