

IMPORTANT INSTRUCTIONS FOR ALL ELITE IRON SUPPRESSORS

DO NOT use any type of crush/peel washer or shims when installing suppressor onto firearm. With the exception of the SD model suppressors which do use shims for the installation of the muzzle brake. Ensure suppressor is on **TIGHT**. This should be checked periodically while shooting.

If the suppressor does not fully shoulder onto the firearm **DO NOT SHOOT!** Always check for clearances before swapping suppressor from firearm to firearm. When shooting multiple weapons with the same suppressor, first look thru the rifle bore and attached suppressor to ensure that you see a perfect round hole all the way thru. This check is only needed once per weapon.

If the suppressor does not thread on smoothly **DO NOT FORCE!** You risk damaging the suppressor threads, barrel threads or both! Installing your suppressor should not require the use of tools. **NO PIPE WRENCHES!!!** Unscrew, clean and check threads then try again. If you still encounter resistance, please call for assistance.

Additional note on .50cal Alpha Suppressors: Both the shooter and observer will be pleased with the sound reduction. However, the sound you will be hearing is still above the safe hearing threshold. It is highly recommended that some type of hearing protection is still used when firing the weapon

Use quality factory loaded ammunition that is appropriate for your weapon. Verification of bullet stability is necessary to prevent suppressor damage. Hand loaded ammo should be test fired for performance and stability **PRIOR** to shooting through the suppressor. **DO NOT** use sabot type ammunition.

Eye protection is always recommended when discharging a firearm. We are dedicated in producing the highest quality suppressors for our customers. But at any time if the user notices a significant POI shift while shooting, stop and check suppressor for secure fit, check for bullet strikes at the exit port or for bulges in the sleeve. Other possibilities are loose scope rings or mounting screws which will change your point of impact.