

Ci Di Ci

Model 110.

- Model No. 44111
- Age of the second secon Model No. 350 u.s. Patent No. 5,910,039 & others pending

Please read all instructions and warnings before using this product to ensure safe and proper use INSTRUCTIONS & EXERCISES

TO HOLD THE CALL: hand to form a sound chamber around the end of the horn to emphasize the sound (See Diagram Place the call between your index finger and thumb with the reed facing up. You can use your opposite

Note: The call comes with a green mouthpiece, great for close-in calling, and a white mouthpiece which is great for long-range calling. The white mouthpiece is louder for long distance calling. DISTRESS CALLS:

closing your hand in a steady pace for about 10your hand around **Jackrabbit Distress:** Place your top lip or top front teeth between "C" and "D" (See Diagram 1). Close your hand around the end of the horn as you begin to blow a moderate amount of air, opening and as you begin to blow a moderate amount of air, opening and -30 seconds (See Diagram 2). The call should make a

open and close your hand in a quick, waaaaaaaa-waaaaa-waaaaaaaaa" sound. your hands around the end of the horn to emphasize the sounds (See Diagram 2). Adult Cottontail: Place your top lip or top front teeth between "B" and "C" (See Diagram 1). steady pace for 10-30 seconds creating a "Waai This pace is faster than that of the jackrabbit. As you begin to blow, "Waaaaaaaaaa."

blow, open and close your hands in a quick, steady pace for 10-30 seconds creating a "Waaaateeth between "A" and "B" (See Diagram 1) and blow a small amount of air for the cottontail voice. Cup your hands around the end of the horn to emphasize the sounds (See Diagram 2). As you begin to Cottontail: This call is higher pitched than the adult cottontail. Place your top lip or top front

Fawn Distress: Place your top lip or top front teeth between "B" and "C" (See Diagram 1). The fawn

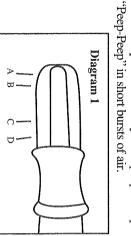
blowing, flutter your tongue to make the call sound realistic Bird Distress: Place your top lip or top front teeth onto the top of the reed between "A" and "B". While

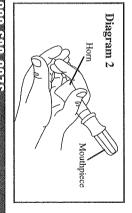
ARKS & HOWLS:

call should make a "waaaaa-aaaaaaa" sound **Howls:** For howls, tip the call up at a 45° angle so your teeth properly contact the reed **Pup Howl:** Glide your top lip or top front teeth from "D" to "B" and back to "C" (See and back to "C" (See Diagram 1). The

Pup Barks: Place your top lip or top front teeth between "C" bursts of air saying "bark" "bark", while removing your lips or Yelps: saying "bark" "bark", while removing your lips or teeth from the reed. Place your top lip or top front teeth between "A" and "B" (See Dia f air. The call should make a "wa-wa-waaa-wa-waa" sound. and "D" (See (See Diagram 1) and blow Diagram 1).

Mouse short burst of air. Squeaks: Place your top lip or top front teeth between "A" a Deen" in short brown of it. and "B" (See Diagram 1).





WARNING: user of this product assumes all risk of injury in association with the use of this product. Primos® game calls are so accurate that you might attract other hunters, as well as game.



Service Guarantee. For warranty or service information, email service@primos.com or customer service at (601) 879-9323 ext. 147. LIFETIME SERVICE GUARANTEE: All Primos® game calls come with a Limited Lifetime

