RAPID PRECISION MOUNT (RPM)

INSTALLATION INSTRUCTIONS

Required for Installation:

- Torque Driver, in-lbs.
- 7/64" Hex Wrench (included)
- Torque Wrench, in-lbs.
- 1/2" Socket or Crowfoot Wrench

Optional Tools:

- Rifle Rest/Gun Vise
- Level

Always make sure your firearm is unloaded and clear before beginning installation of the Rapid Precision Mount.

- 1. **Verify** that the firearm is unloaded, and the work area is clear of all ammunition.
- 2. **Place** the RPM scope mount onto the firearm's Picatinny rail. Lightly tighten the clamp nuts by hand, ensuring the clamps are oriented correctly. The mount may need to be adjusted forward or backward later to set a comfortable eye relief.
- 3. **Remove** the 2 top rings of the mount and place your scope into the bottom rings.
- 4. **Reattach** the top rings over the scope, making sure they match their respective 'A' and 'B' labeled bottom rings, and the arrows are pointing towards the muzzle. Lightly tighten the top ring screws in a crisscross pattern using a 7/64" hex wrench so the scope will not freely slide back and forth but can still manually be moved. Move the scope to set a comfortable eye relief, then ensure the scope is level relative to the firearm.
- 5. Once the scope and scope mount are in the ideal location, shift the mount forward so the cross bolts that rest between the lugs of the picatinny rail are touching the front lug. This allows the scope mount to properly seat against the rail and not move during heavy recoil. With a torque wrench, tighten the clamp nuts to 40-45 in-lbs. using a ½" socket or crowfoot wrench.
- 6. **Tighten** the top ring screws in a crisscross pattern using a torque driver and a 7/64" hex bit to 20-25 in-lbs. Thread locker is not necessary, due to the self-locking threaded steel inserts in the bottom rings. **NOTE:** If thread locker is used, only use a medium to light grade.





'A' and 'B' labeled bottom rings, and the arrows are pointing towards the muzzle.



Tighten top ring screws in a crisscross pattern.



