

Jump-N-Carry®

Models 300, 400, 660, 950, 4000 & 12/24



Thank you for purchasing the best jump-starter unit on the market. Your unit has been equipped with special features to make the jump-starting process easier. To ensure trouble-free use, please remember to recharge the unit for 24 hours at least once every 3 months during the winter, and monthly during the summer.

Charge the *Jump-N-Carry®* for 24 hours upon opening the box. The unit must be fully charged before use or long-term storage.



This unit contains a sealed, non-spillable lead-acid battery, which must be recycled. Consult your local government concerning regulations for proper disposal. See Battery Replacement section.

842-355-001

Safety Information

1. Read these instructions completely before using the product and save them for future reference.
2. **WARNING:** POSSIBLE EXPLOSION HAZARD — WORKING AROUND LEAD-ACID BATTERIES MAY BE DANGEROUS. LEAD ACID BATTERIES RELEASE EXPLOSIVE GASES DURING NORMAL OPERATION, CHARGING, AND JUMP-STARTING. CAREFULLY READ AND FOLLOW THESE INSTRUCTIONS FOR SAFE USE. ALWAYS FOLLOW THE SPECIFIC INSTRUCTIONS IN THIS MANUAL AND ON THE *JUMP-N-CARRY*® EACH TIME YOU JUMP-START USING THE *JUMP-N-CARRY*®.
3. Before using the *Jump-N-Carry*® to jump-start a car, truck, boat or to power any equipment, read these instructions and the instruction manual/safety information provided by the car, truck, boat or equipment manufacturer. Following all manufacturers' instructions and safety procedures will reduce the risk of accident.
4. General precautions for use:
 - Always wear eye protection and appropriate protective clothing when working near lead-acid batteries. Do not touch eyes while working on or around lead-acid batteries.
 - Never work alone with electrical equipment. Make sure that someone is around to give assistance if you need help.
 - Always store, use, and charge the *Jump-N-Carry*® in an area where children cannot get to the unit.
 - The clamps of the *Jump-N-Carry*® portable jump-start system may cause sparks if touched together. Always keep the clamps secured around Clamp Lock arms to prevent sparking.
 - The charger uses household 115 volt electrical supply, which if misused, may cause injury or fire.
 - All lead-acid batteries (car, truck, and boat) produce hydrogen gas which may violently explode in the presence of fire or sparks. Do not smoke, use matches or a cigarette lighter while near batteries. Do not handle the battery while wearing vinyl clothing because static electricity sparks are generated when vinyl clothing is rubbed.
 - Use the *Jump-N-Carry*® to charge/jump-start lead-acid batteries only. Do not use the unit to recharge dry cell batteries.
 - Remove jewelry such as rings, bracelets, necklaces and watches when working around a battery. A lead acid battery can produce a short circuit current, which can melt metals and result in a severe burn.
 - Do not drop tools or other metal objects on or near the battery as a spark may result, igniting explosive gases.
 - Do not jump-start or attempt to recharge a frozen battery.

WARNING: While the battery in the *Jump-N-Carry*® is a sealed unit with no free liquid acid, batteries being jump-started with the *Jump-N-Carry*® unit likely contain liquid acids which are hazardous if spilled.

Jump-Starting Instructions: Models 300, 400, 660, 950 & 4000 Only

WARNING: Failure to follow instructions may cause damage or explosion, always shield eyes. Read this entire instruction manual before use.

- 1) Use in a well ventilated area. Shield eyes with safety glasses or goggles.
- 2) **Turn off the ignition before making cable connections.**
- 3) Do not touch the RED POS (+) clamp to the BLACK NEG (-) clamp.
- 4) First connect the RED POS (+) clamp to the POS (+) battery terminal, then connect the BLACK NEG (-) clamp to the engine ground, or a non-moving metal engine part. Stay clear of batteries while jump starting.

NOTE: A good, solid and clean connection is essential for a successful jump start (see *Performance and Temperature* section).

- 5) After starting, disconnect the BLACK NEG (-) clamp first, then the RED POS (+) clamp.
- 6) Always return the jumper cables to the cable holders after use.
- 7) After use, recharge the *Jump-N-Carry*[®] (see *Recharging Jump-N-Carry*[®] section).

When jump-starting, do not use the unit for more than 6 seconds without a 3 minute rest period between use. See the warranty for important details.

To ensure trouble-free use, please remember to recharge the unit for 24 hours at least once every 3 months during the winter, and monthly during the summer (see *Recharging Jump-N-Carry*[®] section).

Jump-Starting Instructions: Model 12/24 Only

WARNING: Failure to follow instructions may cause damage or explosion, always shield eyes. Read entire instruction manual before use.



WARNING: Prior to jump-starting a vehicle, visually confirm that the unit is in the same voltage mode (12 volt or 24 volt) as the vehicle to be jump-started. Improper voltage selection may cause damage or explosion.

- 1) Use in a well ventilated area. Shield eyes with safety glasses or goggles.
- 2) Plug the voltage selector cable into the proper socket for:
12 volt charging system vehicles in the 12 volt Mode
24 volt charging system vehicles in the 24 volt Mode
- 3) **Turn ignition off before making cable connections.**
- 4) During nighttime use turn the emergency light on to identify the positive and negative battery terminals.
- 5) Do not touch the RED POS (+) clamp to the BLACK NEG (-) clamp.
- 6) First connect the RED POS (+) clamp to the POS (+) battery terminal, then connect the BLACK NEG (-) clamp to the engine ground, or a non-moving metal engine part. Stay clear of batteries while jump starting.

NOTE: A good, solid and clean connection is essential for a successful jump start (see *Performance and Temperature* section).

- 7) After starting, disconnect the BLACK NEG (-) clamp first, then the RED POS (+) clamp.
- 8) Always return the jumper cables to the cable holders after use.
- 9) After use, recharge the *Jump-N-Carry*[®] (see *Recharging Jump-N-Carry*[®] section).

When jump-starting, do not use the unit for more than 6 seconds without a 3 minute rest period between use. See the warranty for important details.

To ensure trouble-free use, please remember to recharge the unit for 24 hours at least once every 3 months during the winter, and monthly during the summer (see *Recharging Jump-N-Carry*[®] section).

Performance and Temperature

Performance of your *Jump-N-Carry*® will depend upon several factors:

- A good, solid connection between the *Jump-N-Carry*® clamps and the battery and ground connections are a must. Moving the jumper cable clamps back and forth while clamping will help create a better connection.
- Clean connections between your vehicle or equipment battery and its terminals are very important. For an optimal connection, corrosion (soft grayish-white build-up) upon battery terminals must be removed. With the ignition turned off, disconnect the battery cables and clean the terminals and battery posts with a baking soda solution.
- All batteries are affected by temperature changes, and the *Jump-N-Carry*®'s small, lightweight battery is more sensitive to storage temperature than a standard automotive battery. Temperatures above 20° C will improve amperage output, while temperatures below 20° C decrease amperage output. The ideal storage environment for emergency use is at room temperature.

Battery Status Panel

LED Indicators – MODEL 300 ONLY

To check the battery state of charge, press the red status button.

- A *Good Green* LED indicator only means the unit is ready to go.
- A *Good Green* LED and *Recharge Red* LED indicates the unit is low.
- A *Recharge Red* LED indicates the unit should be recharged before use.
- A *Charging Red* LED indicates the unit is charging and the AC charger is working.

Battery Status Gauge – MODELS 400, 660, 950 & 4000

Press the red push-button to momentarily turn the gauge on.

- The *Green* shaded indicator bar indicates the unit is capable of jump-starting.
- The *Yellow* shaded indicator bar indicates the unit needs to be recharged.
- The *Red* shaded indicator bar indicates the unit must be recharged before use.

Battery Status Gauge – MODEL 12/24

Press the red push-button to momentarily turn the gauge on. The gauge is an approximate indicator of the battery's state of charge. When fully charged, the gauge should read 13 volts or more when the unit is in the 12-volt mode, and 26 volts or more in the 24-volt mode.

12 Volt DC Power

12 Volt DC Accessory Outlet – MODELS 400, 660, 950, 4000 & 12/24 ONLY

Jump-N-Carry® is equipped with a standard 12 volt DC receptacle. Plug any accessory up to 12 Amps into the socket and *Jump-N-Carry*® will provide power. If the amperage rating is exceeded, a built-in auto-reset circuit breaker automatically shuts power off until the accessory, or overload source, is removed. Under extreme power usage, recharge the unit for 36-48 hours.

Recharging Jump-N-Carry®

RECHARGING USING AC POWER

Jump-N-Carry® 300 Only:

The *Jump-N-Carry®* 300 comes with a separate wall-mount charger.

- 1) Plug the charger cord into the recharge jack on the front of the unit, then plug into a 120 VAC outlet.
- 2) The red *Charging* LED will illuminate while the charger is plugged into AC power to indicate the unit is charging.

Jump-N-Carry® 400, 660 & 4000 Only:

The *Jump-N-Carry®* 400, 660 & 4000 require a household extension cord (not included).

- 1) Plug the female end of the extension cord into the charger plug on the front of the unit. The charger plug has 2 blades and resembles a standard household plug that would fit into a 120 VAC wall receptacle.
- 2) Plug the male end of the extension cord into a 120 VAC outlet.

NOTE: We do not recommend charging *Jump-N-Carry®* models 300, 400, 660, 950 or 4000 for more than 24 hours under normal usage. However, under extreme usage or high discharge situations, recharge the unit for 36-48 hours.

Jump-N-Carry® 950 and 12/24 Only:

The *Jump-N-Carry®* 950 and 12/24 unit is equipped with a special automatic battery charger that can be continually plugged into the unit and AC power. The automatic battery charger is mounted under the front access plate.

- 1) Plug the end of the charging cord (part # 310241, included) into the charger receptacle on the front of the unit.
- 2) Plug the male end of the charging cord into any 120 VAC outlet.

Charge the unit for the recommended amount of time for your unit, as indicated on the chart below. Once the time has expired, check the battery charging status (see *Battery Status Panel* section on page 4) to ensure charging is complete.

SUGGESTED RECHARGE TIMES			
MODEL	AFTER A SINGLE JUMP-START	AFTER MULTIPLE JUMP-STARTS	AFTER USING AS PORTABLE POWER
300	1 hour	12 hours or overnight	24-36 hours
400, 660 & 4000	1 hour	12 hours or overnight	24-36 hours
950 & 12/24	These units are equipped with an automatic charger. Keep the unit plugged in when not in use.		

RECHARGING USING 12 VOLT POWER (requires optional accessory)

Jump-N-Carry® (models 400, 660, 950, 4000 and 12/24 only) may be recharged by using an optional accessory cord with two male ends (see *Optional Accessories* section). Plug one end into the *Jump-N-Carry®*'s 12V outlet and the other end into the vehicle's 12V power port socket. The vehicle must be running to charge with this method.

NOTE: To recharge both batteries on the *Jump-N-Carry®* 12/24, the 12 volt connector must be plugged into the 12 volt side.

Suggested recharge times when using 12 volt power are:

- 20 minutes when the unit is used for jump-starting.
- 2 hours when the unit is used for portable power.
- 5 hours under very high discharge conditions.

Storage

Jump-N-Carry® may be stored virtually anywhere, and in any position. However, take precautions to ensure that the positive and negative clamps do not come into contact with each other or a common metal surface. We recommend storing the *Jump-N-Carry*® in the box in which it was received.

Battery Replacement

This unit contains a sealed non-spillable lead acid battery. The battery must be recycled. Store in a cool, dry area.

The *Jump-N-Carry*® battery may be removed by unscrewing the perimeter screws on the back cover. Disconnect the wires from the battery terminals. Note the position of the battery and wire locations.

- 2 wire connections go to each terminal.
- The small wires are color coded red for positive and black for negative.
- The large cable is identified by the color of the clamp attached to the cable, red is positive and black is negative.

Caution: It is possible the cables could become crossed inside of the case when the battery is removed. The cables always travel straight to the battery terminals and should never cross each other.

- All red wires (red clamp) attach to the positive side of the battery. All black wires (black clamp) attach to the negative side of the battery.
- To connect a new battery, slide the battery fully into the case. Note the color of the wires and match the color to the battery terminals.
- Replace the 6 or 8 perimeter screws on the back cover.
- Charge the new battery for 12 hours before use or storage.

Optional Accessories

(FOR MODELS 400, 660, 950, 4000, & 12/24 ONLY)

Though your new *Jump-N-Carry*® can already power almost any 12 volt DC accessory you use in your car, RV or boat, shown below are two optional accessories that expand the versatility of your *Jump-N-Carry*®.

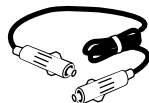
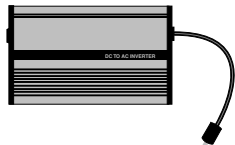
AC POWER INVERTER: Household power from your portable jump-starter

Use the portable power outlet for power outages, fishing and camping trips, extended running time for camcorders, computers, and more. With the optional AC Power Inverter, the uses of *Jump-N-Carry*® are unlimited! The inverter uses the DC battery power of your jump starter to make 110/120 V AC power, and is equipped with standard household receptacle outlets.

MALE-MALE POWER CORD

Allows the unit to be recharged from a vehicle's 12 volt power port.

Optional AC Power Inverter from standard household outlets



Optional Male-Male Cord allows unit to be recharged from vehicle

Questions, Answers and Troubleshooting

Q. What should I do if the *Jump-N-Carry*® will not hold a charge?

A. Load test the battery. Charge battery 24 hours before load testing. Connect a load tester (available at your local auto parts store) to the *Jump-N-Carry*® clamps to check battery amperage. Depending on the model of load tester your load testing procedure may vary. A generic load test would bring the voltage down to 9.0 volts and result in an amp reading of 70 amps for 6 seconds. Repeat this load test every 10 minutes for a total of three tests. If the amperage has dropped below 50 amps on the last test, suspect a bad or weak battery.

Q. What is the ideal use for the *Jump-N-Carry*®?

A. The *Jump-N-Carry*® performs strongly when a vehicle's battery needs an extra boost because a light or radio was left on, or when a vehicle has been sitting for a long period of time. The *Jump-N-Carry*® will start vehicles without any other batteries present but the primary use is for an extra boost.

Q. Will the *Jump-N-Carry*® start every vehicle?

A. No. In addition to a dead battery, a car may have other mechanical problems that would prevent the *Jump-N-Carry*® from starting the vehicle.

Q. How often should I recharge the *Jump-N-Carry*®?

A. To maximize battery life, charging after use is recommended. The *Jump-N-Carry*® should not be left in a discharged state. The battery in the *Jump-N-Carry*® has no memory problems and should not be treated as a rechargeable tool (cordless drills, camcorders, etc.).

Q. How many jump-starts can I get from the *Jump-N-Carry*® before recharging?

A. A large number of factors affect this answer including the following: the length of time for each jump-start, the charge level of the original battery, the length of time between jump-starts, the temperature of the vehicles being jump-started (winter cold makes for difficult starting), the size of the engines (4-cycl, 6-cycl, 8-cycl, etc.), the mechanical condition of the engine and starter, and more. These factors must all be weighed on an individual basis before an accurate answer can be given. It's feasible to get 10-30 starts (individual's results will differ) from a single charge, but this violates the rule of immediate charging after use.

Q. After jump-starting can I leave the unit hooked to the battery to recharge *Jump-N-Carry*® while the engine is running?

A. NO. Attempting to recharge the *Jump-N-Carry*® by this method is not recommended. Vehicle alternators output anywhere from 25-125 amps from the alternator. This charging rate greatly exceeds the recommended recharging rate for *Jump-N-Carry*®. Charging by this method will result in overcharging the *Jump-N-Carry*® battery, and may void the battery warranty.

Q. What accessories can be used in the optional 12 volt outlet?

A. Any accessory up to 12 amps can be powered by the *Jump-N-Carry*®. This unit is equipped with an automatic reset circuit breaker should the current exceed 12 amps. At the same time this limits any recharge current through the 12-volt outlet to 12 amps. One can power almost any 12-volt tool or accessory (examples: torque wrenches, fans, radios, cellular phones, navigation equipment, depth-finders, camcorders, emergency power, trolling motors, coolers, small refrigerators, etc.).

Jump-N-Carry® Limited Warranty

Clore Automotive warrants your *Jump-N-Carry®* to be free from defects in material and workmanship, excepting abuse or misuse, for a period of 1 year from the date of sale to the original user or consumer purchaser. If your *Jump-N-Carry®* malfunctions or fails within the first 30 days of the warranty period we will replace it with a new unit. If your unit, excluding battery(s), malfunctions or fails within the 31–365 day warranty period because of a defect in material or workmanship we will repair it without charge.

The battery, excluding units with swollen batteries or melted battery terminals, is prorated monthly from the 31–365 day from the date of purchase at the full retail battery price set by the manufacturer for all *Jump-N-Carry®* models.

This warranty excludes and does not include malfunctions or failure of your *Jump-N-Carry®* which were caused by repairs made by an unauthorized person, mishandling, modifications, normal wear, unreasonable use or damage to the *Jump-N-Carry®*.

This warranty is in lieu of all other express warranties. The duration of any implied warranty, including but not limited to any implied warranty of merchantability or fitness for a particular purpose, made in respect to your *Jump-N-Carry®* is limited to the period of the express warranty set forth above.

In no event shall Clore Automotive be liable for consequential or incidental damages. Some states do not allow limitations on the length of the implied warranty or the exclusion or limitation of incidental or consequential damages so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

For Warranty or Service

Technical Service will quickly diagnose a problem with your *Jump-N-Carry®*. To obtain the fastest and most efficient repair of your unit perform the following steps:

1. If the unit will not jump-start, recharge the unit for 24 hours.
2. If a part is broken or needs replacement call Technical Service for express part delivery.

Do not return your unit to the place of purchase. All inquiries about repairs and warranty issues must be made directly with the factory. Return your product, with battery and proof of purchase to the factory address listed below. You will be responsible for all insurance and freight or other transportation charges to the factory or point of repair. We will return your unit freight prepaid if repair is covered under warranty. When sending your *Jump-N-Carry®* to the factory, make sure the unit is securely packed, as we are not responsible for any damage incurred to the unit in transit.