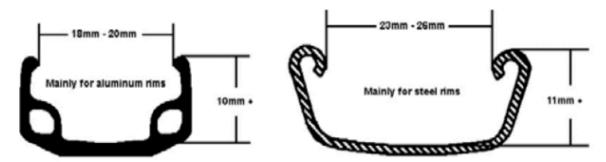
FITTING THE CORRECT PUNCTURE PROOF TYRE TO YOUR WHEEL RIM

Step 1: Measure the inner width to make sure you get the right tyre for your rim.



To measure your rims, remove your old tyre and tube and measure the rims inner width from 'bead lip' to 'bead lip' as shown in the rim cross-section (above). Measurement should be taken in millimeters. It is extremely important that you get the right tyre for the right rim. Use the tables to determine the appropriate tyre/rim combination.



It is possible to use a one pence piece to identify your rim width of (20mm) as SHOWN in this picture.

Step 2: Mount your tyre on the rim.

Once you have the correct tyre size, you can begin mounting the tyre onto the rim. Amerityre's Flatfree™ closed-cell polyurethane bicycle tyres have been designed with a groove on each side which locks into the 'bead lip' on the edge of the rim as shown in the illustration.

Start with a small section of the tyre and angle it onto the rim so that one side of the groove fits into the 'bead lip' on one edge of the rim. Then press the tyre into the interior channel of the rim so that the 'bead lip' of the rim snaps into the groove on each side of the tyre.

Work your hands around the rim and tyre, pressing the 'bead lip' into the grooves on each side of the tire as you go around the full circumference of the rim and tire. You may find that the use of cable ties or some string will keep the tyre locked into the rim

CAUTION: TO REDUCE THE CHANCE OF DAMAGE TO THE TYRE OR HARM TO THE INSTALLER DO NOT USE A KNIFE OR SHARP METAL OBJECT TO MOUNT THE TYRE.

Once the tyre has been completely installed on the rim, to ensure proper fit, grip the tyre with both hands leaving a space of approximately 4 to 8 inches, then attempt to unseat the tyre from the 'bead lips' by rotating your hands and wrists forward and backward.

CAUTION DO NOT ATTEMPT TO MOUNT THE TYRE IF THE SIZE IS NOT CORRECT – ALWAYS CONTACT US ON 0844 8006493 OR EMAIL INFO@PUNCTURE-PROOF-TYRES.CO.UK FOR MORE INFORMATION.