

JUMPSTARTER

MODEL NO: JSM1200

PART NO: 6239030

OPERATING & MAINTENANCE INSTRUCTIONS



ORIGINAL INSTRUCTIONS

DL01/24 Rev 1

INTRODUCTION

Thank you for purchasing this CLARKE Jump-starter. Before attempting to use this product, please read this manual thoroughly and follow the instructions carefully. In doing so you will ensure the safety of yourself and that of others around you, and you can look forward to your purchase giving you long and satisfactory service. Please keep these instructions in a safe place for future reference.

SPECIFICATIONS

Item	Specification
Weight	498 g
Size (L x W x H)	176mm x 84mm x 32mm
Max Output Current (12V)	Starting 600A Peak 1200A
Output voltage (open circuit)	14.8V
Input Voltage/Current	5 V / 1.5A
Battery Type	Sealed re-chargeable lithium-polymer 12000 mAh
USB output Power Supply	5 V DC - 2.1 and 3.0A
Estimated engine starting capacity	Up to 3 litres (diesel) or 5.5 litres (petrol)
Lifetime	1000 cycles
Full charging time	Approx 7 hours from flat
Max duration before recharging	3 months
Number of starts before re-charging	Approx 20 (max)
Protection features	Short circuit proof, over-charge protection and discharge protection
USB Cable Plugs	1 x USB C, 1 x Micro USB, 1 x Lighting
Work Light	LED, 3V, 1W.
Ingress Protection	IP20

Please note that the details and specifications contained herein, are correct at the time of going to print. However, CLARKE International reserve the right to change specifications at any time without prior notice.

GENERAL SAFETY



WARNING: ALL LEAD ACID BATTERIES GENERATE HYDROGEN GAS DURING NORMAL OPERATION. THIS PROCESS INCREASES DURING A PERIOD OF RAPID DISCHARGE.

WARNING: HYDROGEN GAS AND BATTERY ACID (SULPHURIC ACID) CAN BE EXPLOSIVE, CORROSIVE TO SKIN, EYES AND HAIR, DAMAGING TO CLOTHING AND METALS, FLAMMABLE, POISONOUS TO BREATHE.

- 1. **DO NOT** leave the device exposed to the elements. Avoid direct sunlight, direct heat, rain/moisture etc.
- 2. The device must only be used indoors or completely protected from the rain. This also applies to any device being powered by the device.
- 3. **DO NOT** operate the device if any of the cables are damaged. Consult your CLARKE dealer for repair or replacement of the parts.
- 4. **DO NOT** operate the device if the case is damaged. Consult your CLARKE dealer or a qualified person for inspection and repair.
- 5. To prevent the battery from overheating and consequent damage, **DO NOT** exceed our recommendations for the duration of jump starting.
- 6. The unit is **NOT** designed to be used as a replacement for a vehicle battery.
- 7. **NEVER** allow the battery to become completely discharged.
- 8. **NEVER** jump start the engine whilst the unit is being charged.
- 9. **NEVER** attempt any repairs yourself. If you have a problem with the unit contact your local CLARKE dealer.
- 10. **ALWAYS** keep your body and clothing dry. NEVER work in a damp area without adequate insulation against electric shock.
- 11. ALWAYS wear safety glasses when working with lead acid batteries.
- 12. If splashed by battery acid, immediately flush the area of the splash with clean water. If a burning sensation is felt or any blistering occurs, seek medical help.
- 13. If battery acid comes into contact with the eyes, flush the eyes with clean water continuously and seek medical help.
- 14. ALWAYS ensure that there is air circulating around the unit when in use.
- 15. When not in use, store in a safe dry place out of reach of children.
- 16. **NEVER** allow the jumpstart leads, to touch each other or to touch the same metal object.

- 17. Ensure the vehicle battery posts and battery clamps are perfectly clean before use.
- 18. Connect the red clamp to the unearthed battery terminal first, (this is usually the positive (+ve) terminal and coloured RED); then connect the black clamp to the earthed battery terminal, (this is usually the negative (-ve) terminal and coloured BLACK).
- 19. Only use this jumpstarter on lead acid batteries.

THE FOLLOWING SAFETY SYSMBOLS ARE SHOWN ON THE PRODUCT

C	Read the instruction manual		Wear Eye Protection
	Wear Protective Gloves	1143	DO NOT incinerate
	Indoor use only		Harmful to aquatic life
	Warning: Battery Charging	4	Warning: Risk of electrical shock

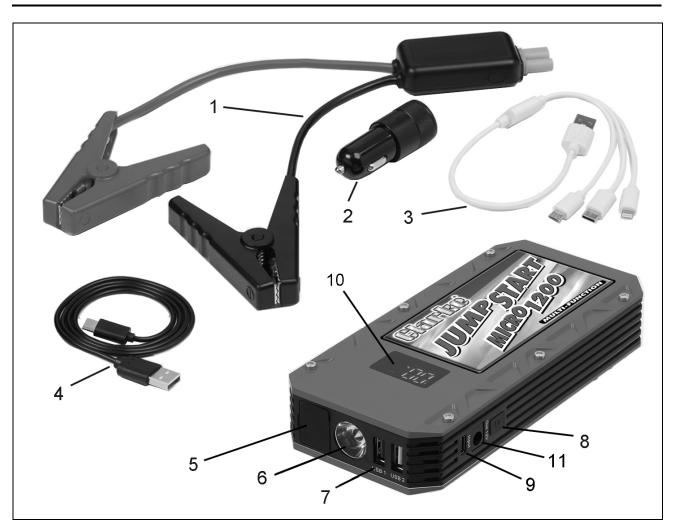
ENVIRONMENTAL RECYCLING POLICY



Through purchase of this product, the customer is taking on the obligation to deal with the WEEE in accordance with the WEEE regulations in relation to the treatment, recycling & recovery and environmentally sound disposal of the WEEE.

In effect, this means that this product must not be disposed of with general household waste but in accordance with the laws governing Waste Electrical and Electronic Equipment (WEEE) at a recognised disposal facility.

OVERVIEW



NO	DESCRIPTION	NO	DESCRIPTION
1	Smart Jumper Cable with Clamps	7	5V 1.5A Input Socket
2	12V USB Car Adaptor	8	On/Off Button
3	USB 3 in 1 Adapter Cable	9	USB Input Socket
4	USB Charging Cable	10	Charge Indicator/output display
5	Jumpstart Lead Socket	11	12V DC Output socket
6	LED Flashlight		

Parts & Service: 020 8988 7400 / E-mail: Parts@clarkeinternational.com or Service@clarkeinternational.com

CHARGING THE DEVICE

CHARGING

You can charge the power pack using:

- The 12V DC car adapter.
- A device with a USB output socket.
- 1. Switch the power pack off.
- 2. Plug the USB charging cable into the charger input socket and the other end to the car adapter socket using the supplied adaptor, or else to a suitable appliance.
 - If you are using the car adapter socket you will need to start the engine.
- 3. Disconnect the charger when fully charged.

THE LED CHARGE INDICATOR

Press the switch button to display the battery status of the device. The screen shows the% of power available and displays the output ports activated and in use. (100% is fully charged).

• When jumpstarting, the power indicator should show at least 80%. Recharge the device if required.



• The unit should hold a charge for 3-6 months but we recommend recharging every 3 months or after each use.

TO GET THE MAXIMUM LIFE FROM THE BATTERY

- Charge the jumpstarter before first use.
- DO NOT leave in a state of discharge.



OPERATION

WORK LIGHT

- 1. Push and hold the ON/OFF button for 3 seconds to turn the work light on.
- 2. Push the ON/OFF button again.
 - The worklight flashes on and off.
- 3. Push the ON/OFF button again.
 - The work light flashes with the morse code S-O-S pattern.
- 4. Push the ON/OFF button again to turn the work light off.

USB POWER SUPPLY

The two sockets supply a maximum of 1.5A at 5V.

- 1. Plug the 3 in 1 USB cable into either USB socket.
- 2. Connect the other end of the cable to your device(s).
- 3. Push the ON/OFF button to start supplying power.





RUNNING/CHARGING DC APPLIANCES

- 1. Verify the jumpstarter is fully charged. Recharge if needed.
- 2. Make sure the appliance to be powered is turned off.
- 3. Connect the appliance into the DC outlet socket.
- 4. Turn on the appliance.
- 5. When finished, turn off and unplug the appliance.
- 6. Recharge the jump starter.
 - A cell phone may typically take one hour to recharge.
 - The jumpstarter will power off automatically when no load is found.

JUMP STARTING VEHICLES



WARNING: IT IS POSSIBLE THAT SOME ELECTRONIC EQUIPMENT COULD BE DAMAGED BY JUMP STARTING. ALWAYS CHECK WITH THE CAR MANUFACTURER'S HANDBOOK TO DETERMINE WHAT PRECAUTIONS IF ANY SHOULD BE TAKEN.

WARNING: FAILURE TO FOLLOW THE INSTRUCTIONS BELOW AND THE SAFETY INSTRUCTIONS ON PAGES 3/4 MAY RESULT IN PERSONAL INJURY, DAMAGE TO THE VEHICLE, OR BATTERY. NEVER ATTEMPT JUMP STARTING WITH DAMAGED CABLES.



CAUTION: TO AVOID DAMAGE TO THE VEHICLE'S ELECTRICAL SYSTEM, DO NOT USE THE JUMP STARTER ON A VEHICLE THAT HAS NO BATTERY INSTALLED.

CAUTION: DO NOT TOUCH POSTIVE AND NEGATIVE BATTERY CLAMPS TOGETHER.

NOTE: This device will not jumpstart a vehicle if the battery is very low.

NOTE: Ensure that the jumpstarter is at least 80% charged before you attempt to jumpstart.

CONNECTING THE JUMPER CABLE TO THE JUMPSTARTER

- When jumpstarting, the power indicator screen located on top of the device must be lit. Recharge the device if required.
- 2. Lift the rubber plug and insert the yellow connector of the jumper cable into the power pack.
 - The LEDs on the smart cable will flash to indicate the status.

Status display

SMART CABLE STATUS DISPLAY

The status of the device is shown by the LED display on the smart jumper cable as follows;

- Low voltage Red LED solid
- Ready to start Green LED solid
- Short circuit Red LED solid and bleeping

- Reverse polarity Red LED solid and bleeping
- Reverse charge Red LED solid and bleeping
- Overheating Red LED solid and bleeping
- Overcurrent Green and red LED both solid

CONNECTING THE JUMP START LEADS TO THE VEHICLE BATTERY

ALWAYS carry out the following preliminary checks before connecting the jump-start to the car battery:

- Switch off the vehicle ignition and ALL ancillary equipment (lighting, radio etc.)
- Ensure the vehicle battery is rated at 12V and not damaged in any way.
- Ensure the area is well ventilated.
- Make sure that the battery terminals are clean and the clamps are firm and secure.
- If fitted, remove any vehicle battery filler plugs and check the electrolyte level. If necessary, top up with distilled water.
- Verify the jump starter is fully charged and recharge if needed.
- Make sure that the jumpstart is OFF.
- 1. Connect the red positive (+) clamp to the positive (+) battery terminal first. Take care the clamp does not touch any moving parts or fuel lines.
- 2. Connect the black clamp to the earthed battery terminal, (this is usually the negative (-ve) terminal and coloured BLACK) or to a suitable earthing point on the vehicle chassis ensuring the connections are firm and secure.

STARTING THE ENGINE

- 1. Push the ON/OFF button on the jumpstart to start supplying power.
- 2. Switch or press the ignition to `start'. If the engine does not start, SWITCH OFF the ignition and wait for at least 30 seconds before trying again.
- 3. If the vehicle does not start after 3 attempts, investigate any problems with the vehicle systems.
- 4. Once the engine is running, disconnect the earthed (-) clamp FIRST i.e. that connected to the chassis or Negative (-) terminal etc, and return it to its storage position, then disconnect the Positive (+) clamp from the battery terminal, and restore to its storage position. You should remove the connections within 30 seconds of starting.
- 5. Leave the vehicle engine running for a while to let the alternator recharge the battery.

- Take great care not to touch the red positive (+) clamp against the black negative (-) clamp.
- 6. Leave the jumpstarter for 30 minutes before re-charging following jumpstarting a vehicle.
 - If the battery is allowed to remain in a discharged state its life may be reduced.
 - The jumpstarter will power off automatically when no load is found.

TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
No response when pressing the On button	Low voltage protection in operation	Plug the charging cable into the input port to recharge and reactivate.
Unit fails to jumpstart vehicle	Broken clamps/cable Low battery. Unit damaged internally	Have damaged items replaced Recharge the jumpstarter. Take the unit to your Clarke dealer for repair.

If these remedies are unsuccessful, consult your CLARKE dealer.

CARE & MAINTENANCE

Always ensure the cables & clamps are in good condition and the clamps are clean and corrosion free. If damaged they should be replaced. Keep the unit clean by wiping with a dry cloth. DO NOT use solvents as a cleaning agent.

Keep the unit fully charged at all times and store away from direct sunlight, moisture or sources of extreme heat or cold.

NEVER attempt any repair unless your are a qualified technician. Your jumpstart has been designed to give long and trouble free service. If, however, having followed the instructions in this booklet carefully, you encounter problems, take the unit to your local CLARKE dealer.

DECLARATIONS OF CONFORMITY

Parts & Service: 020 8988 7400 / E-mail: Parts@clarkeinternational.com or Service@clarkeinternational.com



Guarantee

This product is guaranteed against faulty manufacture for a period of 12 months from the date of purchase. Please keep your receipt which will be required as proof of purchase.

This guarantee is invalid if the product is found to have been abused or tampered with in any way, or not used for the purpose for which it was intended. Faulty goods should be returned to their place of purchase, no product can be returned without prior permission.

This guarantee does not affect you statutory rights.

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