

MOLLE Lock



To avoid over-tightening the screws, we suggest placing the washers in between the MOLLE lock and sheath and tightening the screws until the washers are squeezed to half of their original thickness.

The MOLLE lock can be mounted vertical, horizontal, or at an angle.

The sheath will also fit an optional Blade-Tech Tek-Lok (Shown Below).



Lanyard Carry Options And Cord Attachments



Whistle

Depending on the cord, you may need to strip some of the internal threads from the cord to make it thin enough to snap the whistle in place.

Cord Lock

Adjust the length of the lanyard using the cord lock

Whistle Attached to Paracord Ends

Sheath can be used to store extra paracord

Belt carry using cord lock and paracord

WARNING: Neck carry with a paracord lanyard can be deadly! We suggest using a break-away device or a low-tensile cordage if you intend to carry the IZULA with a neck lanyard. The enclosed paracord should only be used to hang the IZULA sheath from gear that will not cause a potential entanglement hazard!

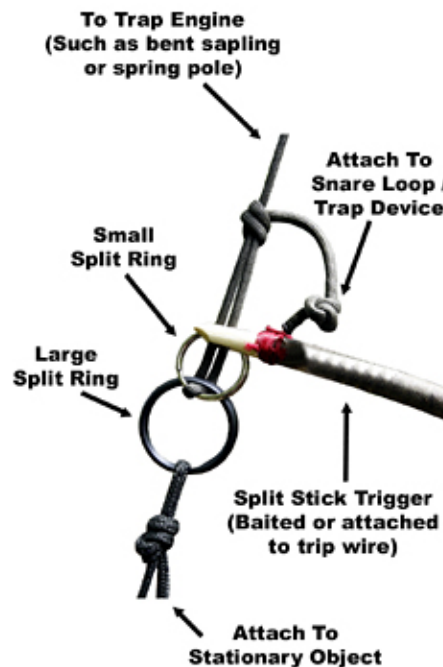
Snap Hook



Pommel hole will fit a standard carabiner

Split Rings (Alternate Uses)

In addition to attaching the Izula for carry, the split rings can be used for last-ditch trap triggers.



To Trap Engine (Such as bent sapling or spring pole)

Attach To Snare Loop / Trap Device

Small Split Ring

Large Split Ring

Split Stick Trigger (Baited or attached to trip wire)

Attach To Stationary Object

Cord Wrapping



Start

Wrap

Finish

Finish by wrapping around pommel and tying loose ends

Fire Flint Use

Hold the fire starter over the top of your tinder, then place the knife edge at the top of the flint and quickly rip the fire starter backwards while holding your knife steady. In other words, move the fire starter and keep the striking edge static. Keep striking until your sparks hit the tinder and ignite it. To help light difficult tinder, scrape shavings from the magnesium rod into your tinder. Magnesium shavings burn extremely hot.



Magnesium Rod

Ferrocerium Flint