

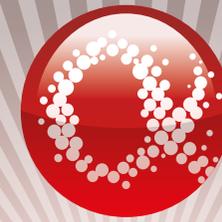
Security Marking With Alpha•Dot

BEFORE YOU BEGIN - IMPORTANT

- Please read these instructions carefully, marking with Alpha•Dot is not difficult, but requires a little thought and preparation.
- Alpha•Dot must be applied in dry conditions.
- Shake the dispenser vigorously for at least 30 seconds just before use.
- Practise first on a piece of white paper. The glue is water based, so you can wipe off any surplus with a damp cloth, but once dried, the mark is permanent.
- Ensure that all surfaces to be marked are free from liquids, dirt, grease, polish and wax for the best adhesive bond.
- Do not open the dispenser until you're ready to start and if you are going to keep the dispenser make sure you keep the top screwed tight. The shelf life is about two years.
- Apply warning labels in highly visible areas (the labels are not easily removed, so make sure you're happy with the position(s) that you choose.

The parts of your motorcycle/scooter most likely to be re-sold are those which suffer first in an accident, such as fairings, forks and cans. It is demand, rather than value, which drives theft, so think about where and what to mark and start with cleaner items moving to underside and engine areas last as the glue will become dirty during use.

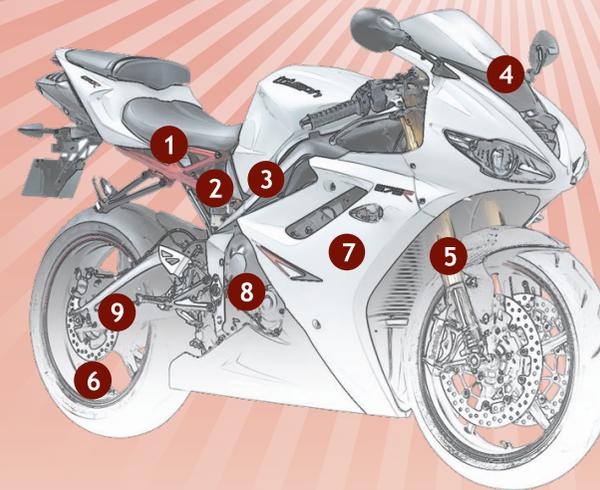
Mark inside rather than front surfaces, apply around the area where bulbs are changed. Under the tank, find obscure places, only avoid the exhaust manifold, but the cans can be marked, again, underside, don't spoil the looks! Even the tool kit can be marked.



Alpha • Dot

Motorcycle Marking Locations

This guide to locations is useful, but by no means definitive, please use your imagination, and don't apply Alpha•Dot to surfaces which might spoil the appearance of painted or polished surfaces.



1. Under seat
2. Frame
3. Under fuel tank
4. Instrument binnacle (around clocks)
5. Forks
6. Wheels
7. Inside fairing
8. Engine casing
9. Swingarm

1. Under seat
2. Foot plate
3. Front glove box
4. Instrument binnacle (around clocks)
5. Front fairing
6. Wheels
7. Rear of engine block
8. Rear drive housing

