

**1. Coin count down to zero**

After coins or smart card are inserted, targets may be released, the counter labeled “Shots” counts down to zero, at which time no more targets can be released until additional coins or smart card is inserted.

**2 Reload Trap LED light indicator.**

This feature counts the birds in the magazine and lets staff know how many targets are still in trap magazines as well as turning on a LED when you have fewer than 100 targets left in magazines.

**3. Coin by-pass count up option**

This option allows management to by pass the coin operations mode for tournament or teaching sessions.

**4. Delay Function ...Self Pull Switch AKA “Solo Pull”**

This feature allows you to switch it to a delay 2 second delay release for shooters wishing to shoot alone with no one to pull for them.

**5. INTERNATIONAL DELAY FOR SKEET.**

Optional pickle can be purchased for International delay.

**6. Two inventory counters....** The lifetime counter displays the total number of targets shot through the coin box. This counter cannot be cleared.

Additionally it features a **secondary total count** counter that can be cleared for monthly inventory.

**7. First Coin special value option; otherwise known as Z count.**

This feature allows one to have the very first coin or credit register a different value than all subsequent coins.

**8. ATA voice release compatible.**

This system is compatible to use with all voice release systems.

**9. Double Count Feature for ATA TRAP DOUBLES.**

Used for ATA Trap Doubles. Counts down two when shooting doubles.

**10. Time Auto Zero option...**Zeroes out all unused targets after a certain amount of time when the traps have been inactive.

## **Quick Install Hint.**

Many hate reading instructions. For those who just want to get it installed and not know what every terminal is, just stick with the color coding and ignore the rest.

**Skeet only**....follow the directions that are color in **Green.**

**Trap only**..... follow the directions that are color in **Burgundy.**

**Trap and Skeet..** follow the directions that are color in **Green** and **Burgundy.**

## Located at the top left of the mother board on the door of the coin box.

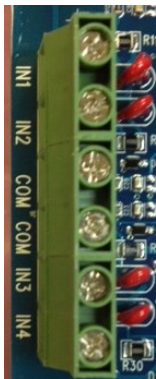
This page addresses where you hook up pull cord wires or voice release.



### Left Top Terminals on Mother Board– Factory set

- COM Common for coin Slot micro switch
- COIN Coin slot micro switch
- COM Common Terminal for “solo-pull” switch
- COM “Solo-pull” signal wire terminal

### Left Bottom Terminals on Mother Board



- IN1 High skeet pull cord wire (signal wire) terminal**
- IN 2 Low skeet pull cord wire (signal wire) terminal**
- Com Common wire for skeet pull cord terminal**
- Com Common wire terminal for ATA trap pull cord (or voice release)**
- IN 3 ATA Pull cord wire (signal wire) ; or voice release**
- IN 4 Input four is used for the Smart Card credit toggle switch.**



The bottom row of terminals on the mother board are the outputs for the relays you will see inside the token or smart card box. These outputs send the singles from the computer processor to the relays that are the switches that throw the targets.

#### Details for Factory Set Wiring from Mother Board to Relay Card

- Out 1 + Factory Set (Pos 12 volt signal to output relay board) High skeet house
- Out 1 - Factory Set (Negative 12V for above terminal) High skeet house
- Out 2 + Factory Set (Pos 12 volt signal to output relay board) Low skeet house
- Out 2- Factory Set (Negative 12V for above terminal) Low skeet house
- Out 3+ Factory Set (Pos 12 volt signal to output relay board) ATA trap
- Out 3- Factory Set (Negative 12V for above terminal) ATA TRAP
- Out 4+ N/A
- Out 4 - N/A

**Relay board.** Located inside the token or smart card box. Relays (black square figures on picture) are the switches that send the signals to the trap to release the target. The figure below shows a card with 3 relays in it for a skeet and trap overlaid field. For a skeet field only, this card will only have two relays on it and for a trap only it will have one relay on it.



The terminals on the bottom of these cards are factory wired; the connection details are listed below.

S1+ This accepts 12 volt positive signals from OUT 1+ on mother board (bottom row of terminals).

S1- This accepts 12 volt negative signals from OUT 1- on mother board (bottom row of terminals).

S2+ This accepts 12 volt positive signals from OUT 2+ on mother board (bottom row of terminals).

S2- This accepts 12 volt negative signals from OUT 2- on mother board (bottom row of terminals).

S3+ This accepts 12 volt positive signals from OUT 3+ on mother board (bottom row of terminals).

S3- This accepts 12 volt negative signals from OUT 3- on mother board (bottom row of terminals).

S4+ and S4- NA

**L+ High House Skeet Trap (connect skeet machine signal wire to this terminal)**

**L- High House Skeet Trap (connect COMMON wire to this terminal)**

**R+ Low House Skeet Trap (connect skeet machine signal wire to this terminal)**

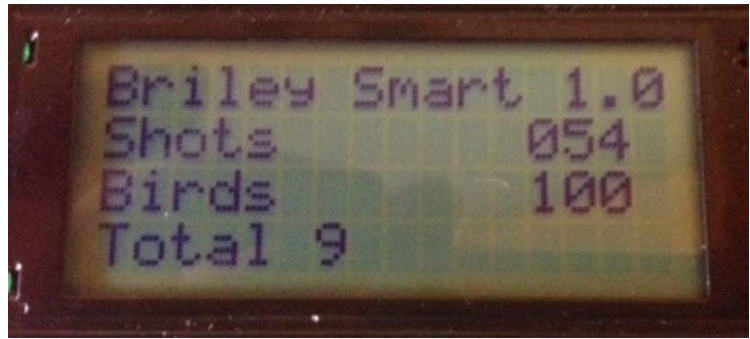
**L- Low House Skeet Trap (connect COMMON wire to this terminal)**

**3+ ATA Trap Machine (connect ONE OF THE WIRES from the trap to this terminal)**

**3- ATA Trap Machine (connect THE OTHER WIRE from the trap to this terminal)**

4+ and 4- NA

## READING THE LCD READOUT



The first line on this details the software name and version.

The second line called “SHOTS” tells you how many targets credits you have left to shoot

The third line called “BIRDS” shows how many targets are left in the trap magazines.

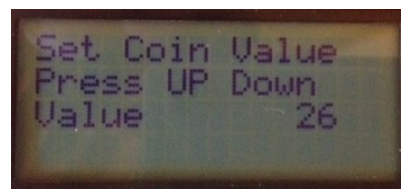
Last line “TOTAL” tells you how many targets thrown off of both machines since you last took inventory and cleared secondary total counter.

## Programing the Smart Card/ Coin box

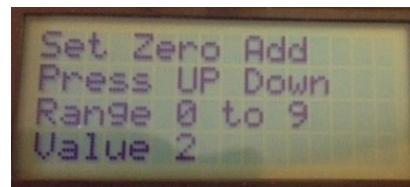
On top of the mother board located on the door of the token or smart card box you will find a number of programing buttons used in changing factory setting to customize software according to your needs. See picture on the right.



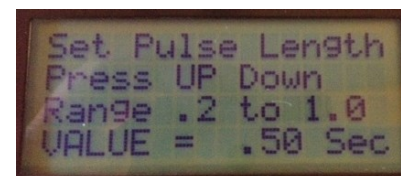
Start by pressing the “MODE” switch once. The screen on the right will appear and allows you to set the value of your credits or coins by pressing the up or down buttons on the top of the mother board. The figure on the right shows each token or smart card credit is worth 26 targets.



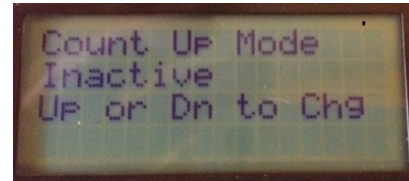
The second time you press the mode button the “SET ZERO ADD” menu comes up. For those who want the very first coin or credit in smart card to be worth a different value, the board can be programmed to give extra shots on the very first token. So if you set that value at 2 ( by pressing up or down buttons ) it would mean that the first token would be worth 28 targets if the coin value is set at 26 for a standard round. We recommend that you leave it set at factory default which is zero.



The third time you press the menu button the “PULSE LENGTH” screen will come up. This feature allows you to set the amount of time the relay stays closed. You should never have to change factory default in this setting. It’s only there for some traps that work in less than ideal conditions and require unusual time factors to release targets.



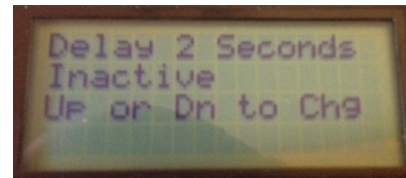
The fourth or next time you press the menu button the "COUNT UP MODE" screen appears. This is the coin or smart card's **BY-PASS MODE**, no token or smart card is required. When you operate in by-pass mode set this screen on "ACTIVE" by pressing the up or down buttons. The By Pass mode is commonly used during tournaments or training sessions. When it is active it will count from zero up in ascending numbers so you will be able to read how many targets have been shot in this mode.



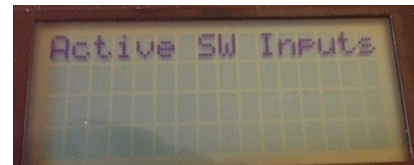
**INVENTORY CONTROL COUNTERS** appear when you press the mode button for the fifth time. Two counters appear, one called "TOTAL" and one called "PERM" which stands for permanent; The "Perm" counter cannot be cleared by end user. On the other hand the counter called "TOTAL" can be cleared by manager. This is intended to be used to take inventory every month and then can be cleared so that it can start counting targets for the next month's inventory.



"Delay 2 Seconds" screen is the next screen that will appear after the "TOTAL" count screen. This is a two second delay release for those wishing to shoot alone with no puller. They simply press the pull cord button and two seconds later the target comes out. Also called "solo pull". You can activate this feature by pressing the Up button and return it to inactive by pressing the down button. In some cases an hard toggle switch is placed on the front door panel to also activate this feature.



This screen is for factory diagnosis only.



**Set Auto Clear Feature** is an extraordinary feature rendering a club great savings! What this does is zero out credits not shot by previous shooters after a given time that there has been no activity on a field. This keeps others shooters from using targets they did not pay for. On the right it is set to clear credits after 30 minutes of inactivity. It can be set for 15,30,45,60 minutes. It can also be set to "Never Auto Clear".

