CANTERBURY VOICE RELEASE

MINI AUTO-SPORTER

USA INSTRUCTION MANUAL

Available from:
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EXPLANATION

This Mini Auto-Sporter has been designed to allow Trap/Skeet clubs to maximise their Canterbury equipment and traps, and with the minimum of hassle set up a sporting field.

This unit is ideal for a club that wishes to shoot some sporting style targets but does not have the space or equipment to set up a full sporting or compact-sporting field layout. By using a trap/skeet over-lay field you have a simple sporting layout from 3 traps and target delivery is completely automatic. If you have a spare trap or want to add some variety like a rabbit, then this same unit will allow you to connect to an additional 4th trap so you can increase the difficulty of target presentation and enjoyment of shooting.

The unit automatically throws 25 targets for each shooter in a squad (3 single targets and 1 double) off 3 or 4 traps. Squads can be from 1 – 6 persons in number.

Pool shoots, fun events, duck/bird hunter practice or an end of tournament special can be easily run over this unit.

Once the system is plugged in and quickly programmed then it works all by itself.

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Components and Connections

Main console.
4 x 2 yard trap connection cables
1 x 2 yard 12v battery connection cable

Powering the system:-

The unit can be powered in two different ways.

1. Via the 12v cable connection to a 12V battery
2. Via the main power lead from a Canterbury Skeet system

1)   When using the 12v lead, connect the appropriate positive and negative clips onto the battery, plug the lead into the console to the 4-pin socket labelled '12 Volts or Skeet' and check that it is powered up, by turning on the 'Power On/Off' button. The led should now light up.

2)   When using a Canterbury Skeet voice release system for 2 of the traps, then the main power lead from the skeet power supply will operate both the Hi and Lo traps of the skeet set-up AND power the console. Simply plug the 4-pin main cable from the Skeet system into the ''12 Volts or Skeet' socket on the console.

Connecting the traps:-

a) If you are using the 12v battery connection, then the console needs to be connected to 3 or 4 traps via the trap connection cables supplied. If you are connecting only 3 traps, then use the sockets labelled 'Trap 1', 'Trap 2' & 'Trap 4', leaving 'Trap 3' socket empty. Wire each 2-wire flex end into a trap cable, plug it into the console and test it is connected by using the 'Trap Test' button once you have power to the console.

If you are using a Canterbury Skeet voice release system then it will not be necessary to connect up the 2 Skeet traps through the trap sockets on the console, as they will operate via the main cable you have already connected. When connecting the skeet traps in this manner, then the Hi House will be trap 4 on the console and the Lo House will be trap 1 on the console. Test this by using the 'Trap Test' buttons #1 & #4.

If connecting only 3 traps including the Skeet traps as in the paragraph above, then connect the third trap into the 'Trap 2' socket on the back of the controller. *(Trap sockets 1, 3 & 4 will be empty)*

If connecting 4 traps including the Skeet traps as in the paragraph above, then connect the extra 2 traps into 'Trap 2' and 'Trap 3' sockets on the back of the controller. *(Trap sockets 1 & 4 will be empty)*

If connecting to your standard ATA trap machine which also operates off a Canterbury Trap voice release system, then use the 3-pin main power cable from the Canterbury Trap power box into one of the trap sockets on the console and this will trigger the trap. However the console WILL NOT be powered through this cable, so you MUST still connect the console to a battery (or via the Canterbury Skeet voice release system as in b) above).

Connecting the microphones:

If you are using Canterbury microphones to run the system, then plug the 5 x 2-pin microphone cables into the 5 microphone sockets on the console and they will operate the same as on a Trap field layout.

<u>Optional components</u>

If your club does NOT have Canterbury microphones and you wish to operate this system over 'voice-release', then you will need to purchase 5 sets of microphones, cables and stands/bases.

    Items included in the set:
        5 Microphones
        5 Microphone connections on 18 yard cables
        5 Microphone stands and bases

Please order these components through your Canterbury dealer.

Operation of system

With the system fully connected to either 3 or 4 traps (and microphones if available) and connected to power (either through a 12v battery or a Canterbury Skeet power supply), switch the **'POWER ON/OFF'** button on. When the led light shows red, the system is powered.

Test the traps are properly connected by using the 'Trap Test' buttons.

When you first power the system up, you will note that the **'Squad Size'** display is showing either 3 or 4. This indicates the number of traps that the unit is currently set for. To change this number, use the arrow UP or DOWN button, inside the 'Squad Size' display. Once you have the correct number displayed, then "lock it in" by pressing the **'MANUAL TARGET RELEASE'** button once.

The number of traps you have just selected will now become the default number of traps for every subsequent time you use this unit. This number of traps selected will be shown in the 'Squad Size' display when you first power up the unit. With the number of traps in default – if this is correct for your needs each time you use the system - then you _**DO NOT**_ have to re-select the number of traps required again. You can simply by-pass this part of the instructions and continue with the next phase of operating the system.

Now, you need to lock in the number of shooters in the squad. First press the **'NEXT SQUAD'** button on the bottom row of buttons on the controller.

To select the required Squad Size, which can be from 1 – 6 shooters, use the "increase" (up) arrow or "decrease" (down) arrow. Once you have the correct number in the display then "lock in" the squad size that you require by pressing the **'MANUAL TARGET RELEASE'** button.

Now select the timing that you require for the doubles, by using the **'Doubles Timing'** section of the controller. This can be varied from simultaneous (0 seconds) to following (4.8 seconds) in increments of 0.2 second. E.g. you may wish to set a slow following pair for novice shooters or a difficult pair (simultaneous or close-to simultaneous) for senior shooters.

The timing for doubles can also be altered while shooting is in progress. eg. if you have some junior shooters mixed in with senior shooters and you wish to give "softer" doubles timing for the juniors, you can increase the time between the first and second target through the "increase" (up) or "decrease" (down) arrows and this

can be done while shooting is in progress. However, in this instance you will have to have someone constantly working the console.

Now that the Squad size has been selected and the Doubles timing has been selected, the system will run automatically.

The system will now throw 3 single targets followed by 1 double per shooter. It therefore does not matter whether the squad shoots 5 targets (3 singles & 1 doubles) per station before moving, or if there are 6 shooters, they can shoot 1 target (or double) per station then move.

The 3 single targets on each station will be fired randomly and NO TWO targets will be repeated. The double is random, however the shooter may see a repeat of the same double (or same double from the reverse order of traps if not simultaneous) off another station.

If operating over Canterbury microphones then select the **'VOICE ON/OFF'** button to "liven" the microphones. All 5 microphones will be live at the same time, so idle chatter on the line will possibly release false targets.

The 'BACK' button will back the sequence up to the previous station to repeat a target, eg. a broken target. However, the repeat target will be random and it MAY NOT be the same target that was previously thrown.

The **'MANUAL TARGET RELEASE'** can be used either when the club does not wish to use the system over microphones or there is a fault in the microphone set up. Each separate press of the 'MANUAL TARGET RELEASE' button will release either a single target or a double for each squad member

The **'NEXT SQUAD'** button is used to load the next program into the system in readiness for another squad – remember that you then have to select both the Squad size (and lock it into memory via the 'Manual Target Release' button) and the doubles timing.

When a squad has finished its round of 25 targets per shooter, then the system will finish its programme and will not throw any more targets until it is reprogrammed sequence as set above.

NOTE: A SIMPLIFIED SET OF INSTRUCTIONS IS PRINTED ON THE
               TOP OF THE CONTROLLER