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ERAD has embarked on a new line of consumer electronics using its background in remote control to produce a Bird Management, Voice Controlled Wireless Release System, (XT2004/RC2004), for the Trap, Skeet, Five Stand, Sporting Clays industry, and Outdoor personal systems.

XT2004_Club.doc

Functions include:

*** SEL (Select key)

Enters/Exits the menu.

*** (EDT) key (Edit key)

Typically used to **ACCEPT** or **ENTER** all functions.

*** MODE (Mode)

Allows the user to select from any of the following modes.

*** V*MAN (Voice Manual mode)

*** V*AUTO (Voice Auto, typical mode)

*** COMPET (Competition mode)

*** JUDGE (Judge mode)

This is a SPECIAL mode available for the "Club" and MAYBE used by "Clubs/Judges" to control fields with club owned units during competitions. This is NOT a mandatory mode for shooting competitions. To **access** this function the unit **must be** linked to the a P.C. using the module control software XT2004-xx and cable CA2004-xx from E R A D. Once in this mode the unit will function as a "JUDGE" unit until such time as it goes to sleep (resets to 5.5 hours each time a key is depressed when logged onto a field) or is put to sleep, is removed from this mode, the "CLUB" is changed, or the "GAME" is changed. While in this mode, based on which "GAME" is selected it will control the field in the manner(s) described in Appendix (A).

NOTE !!!!!

Do not change the "CLUB" or "GAME" after placing the unit into the "JUDGE" mode. If these are changed after the unit is put into the "JUDGE" mode it will automatically exit the "JUDGE" mode. Simply use the Software to select the "GAME" and "JUDGE" mode and do an upload.

*** GAME (Game selected)

Allows the "JUDGE" to select the "GAME" they are controlling.
NOTE !!!!!

It is mandatory that the "GAME" be selected BEFORE placing the unit into the "JUDGE" mode. If the "GAME" is changed after the unit is put into the "JUDGE" mode it will automatically exit the "JUDGE" mode.

- *** Skeet
- *** Skeet international (Sets a 3.0 second random delay)
- *** Skeet doubles
- *** Trap
- *** Trap doubles
- *** Five stand beginner
- *** Five stand intermediate
- *** Five stand professional
- *** Sporting clays
- *** Custom

Note: The Custom mode allows the user to program up an explicit set of commands to produce a custom game.

*** CLUB (Club select ID)

NOTE, if the "Club ID" shows any of the following there is NO club actually loaded. See Appendix (B) for details.

AA, **BB**, **CC**, **DD**, **EE**
FF, **GG**, **HH**. **II**, **JJ**

Allows the user to select the "Club ID" they are at. By touching the (EDT) key the user can check if any birds are available for release at this club. Touching the (L/R) arrow keys at this time will show the next "Club ID". The unit will REMAIN on the last "Club ID" that was selected AND the bird(s) were checked by touching the (EDT) key.

With the use of a P.C. **or** the proper codes and information the "Club" can perform the following functions. By touching the (EDT) key again when viewing the number of bird(s) that are available and then entering the club pin number and touching (EDT) again, you will enter the "CLUB" function.

*** *CASH* (Adding money(s))

When first entering this function the display will show (for approximately 1 second) the amount of "CASH" the user has at this "Club ID". The display will then change to (* 0). At this point in time you may load the amount of money(s) the user is purchasing. If the (OPT) "option" key is pressed instead, at this time, it will CLEAR the amount of money(s) the user has to ZERO dollars. The amount entered is ADDED to the existing amount. Adding (* 0) zero dollars is acceptable and will simply return you to the *CASH* function.

NOTE: The value is in dollars and cents with the (*) indicating the decimal point. (976*23) is nine hundred seventy six dollars a twenty three cents. Also note that you can add 999*99 many times over and although the display cannot display more than this value the actual dollars stored will be the sum of all the entered amounts. This limitation does not exist when the money(s) are added using the P.C.

Upon touching the (EDT) key the unit will accept the amount and will return to the *CASH* position, allowing you to reenter the *CASH* function or move to another function using the (L/R/U/D) arrow keys. Touching the (SEL) key will exit the "CLUB" function.

*** N*BIRD (Negative birds (cash))

When first entering this function the display will show (for approximately 1 second) the amount of "negative cash" the user HAD at this "Club ID". The display will then change to (- * 0). At this point in time you may load the amount of negative money(s) the user is allowed to have. Note that if you do NOT enter any amount and just press the (EDT) key the value WILL be set to (* 0) ZERO. You MUST enter a value each time you enter this function. If you do not the "negative cash" value WILL be set to ZERO.

*** CLUB (Club ID change)

This function allows the editing of the "Club ID". By touching (EDT) the unit will display the current "Club ID" and will allow you to edit it using the (L/R/U/D) arrow keys. The (L/R) arrows change which character position you are at and the (U/D) arrow keys change the actual character. Note that when finished you must press the (EDT) key to accept the changes. At this point the unit will CLEAR ALL money values for the current CLUB position and install the new "Club ID". To exit the function WITHOUT making any changes touch the (SEL) key.

NOTE: To change the "Club ID" of a receiver, sequence to this function "CLUB" and touch the (FLD) key **instead** of the (EDT) key. The unit will ask you for the "FIELD" number of the receiver you wish to change the "Club ID" in. Type in the field number and touch the (FLD) key again. The unit will transmit the new information to the receiver and return to the *CASH* function.

*** FIELD (Changing field number stored in receiver)

Upon entering this function by touching the (EDT) key the unit will ask you for the "OLD" field number. Type in the current field number of the field (receiver) you wish to change and touch (EDT). The unit will ask you to enter the "NEW" field number you wish to assign to the receiver. Enter the number and touch (EDT). At this point the receiver will change the stored field number within the itself, to the new field number and the unit will return to the "FIELD" function waiting for additional field changes. To exit the function touch the (SEL) key or use the (U/D/L/R) arrow keys to select a different function.

NOTE: **IMPORTANT**, if you have a receiver that you DO NOT know the current field number of, you may load field number 251 as the "Old Field" number and it will automatically accept **any** "NEW" field number between 1 and 250.

HOWEVER, REMEMBER, any Field (receiver) that is powered up and see this command **WILL** be changed to the "NEW" field number. **MAKE** sure

that you shut off ALL "Fields" (receivers) that you do not want to change.

NOTE: **IMPORTANT!** It is very likely that you may have a Trap field, Skeet field, etc. with the same "Field Number". This is legal, therefore make sure you power DOWN the fields (receivers) that you DO NOT want to change, other wise any field that has the same "Old Field" number that you type in and that sees the command to change to the new field will be change at the same time.

*** COMNDS (Adds, removes commands from receiver)

Upon entering this function by touching the (EDT) key the unit will ask you for the "FIELD" number. Type in the current field number of the field (receiver) you wish to add or remove old command from and touch (EDT).

NOTE: **IMPORTANT**, it is very likely that you may have a Trap field, Skeet field, etc. with the same "Field Number". This is legal, therefore make sure you power DOWN the fields (receivers) that you DO NOT want to change, other wise any field that has the same "FIELD" number that you type in and that sees the command to add or remove "commands" from the receiver will change as the new "commands" are down loaded.

At this point the unit will ask you for the relay that you wish to change commands in (RLY*01 - RLY*08). Use the (U/D/L/R) arrow keys to select the relay. Touch (EDT) to enter the relay function and the unit will ask you if you wish to "ADD, REMOVE, or MCLEAR" (master clear). Use the (U/D/L/R) arrow keys to select the function and touch (EDT). If you selected the "MCLEAR" function and touch (EDT) the receiver will clear ALL commands loaded into that relay, other wise based on whether you selected "ADD or REMOVE" it will ask you which "command", See Attachment (B), you wish to add or remove. Use the (U/D/L/R) arrow keys to move through the commands. Touch the (EDT) key to complete the change. The unit will return to the "RLY*xx" function waiting for additional changes. Repeat this

procedure until all changes have been made and then touch the (SEL) key to exit the function.

*** COST (Cost of a bird type)

Upon entering this function with the (EDT) key the unit will ask you for the "Game type" you wish to load the cost per bird of,

| | | |
|-----|--------|-------------------------|
| *** | SKET*S | Skeet |
| *** | SKET*I | Skeet international |
| *** | SKET*D | Skeet doubles |
| *** | TRAP*S | Trap singles |
| *** | TRAP*D | Trap doubles |
| *** | 5STD*B | Five stand beginner |
| *** | 5STD*I | Five stand intermediate |
| *** | 5STD*P | Five stand professional |
| *** | SPRT*C | Sporting clays |
| *** | CUST*G | Custom game |

Using the (U/D/L/R) arrow keys and select the "Game type" and touch (EDT). The unit will display the current price in dollars and cents that the shooter is charged for that "Game type" each time they call for a bird or manually release a bird. Use the (U/D/L/R) arrow keys to change the value and touch (EDT) to accept the changes. Note that the (U/D) arrow keys change the amount in 1 cent steps while the (L/R) arrow keys change the amount in 25 cent steps. When the (EDT) key has been pressed the unit will return to the "Game type" function allowing for the selection and loading of a different "Game type" cost. When finished touch the (SEL) key to exit the function.

*** TIMER (Sleep function)

By touching the (EDT) key the unit will enter this function allowing the Club to "UNLOCK" or "LOCK" the timer using the (U/D/L/R) arrow keys. If the timer is set to "LOCK" then once the "Personal Pin number" is entered when the unit is awakened, it will never go to sleep and the "LIFE" bird function (See (OPT) key) will display the amount in dollars and cents that the shooter has used. The value can only be cleared to zero if you know the pin number. This allows the Clubs to rent or distribute units to shooters, and by first clearing the "LIFE" value to zero, when returned, will provide the actual dollars and cents worth of birds

the shooter used. Since the "COST" of each type of bird is stored in the unit then whatever game the user shoots the appropriate value for each release of a bird will be added to the "LIFE" value. If set to "UNLOCK" then the unit will function with the automatic sleep mode taking effect anytime the timer times out. In this mode the "LIFE" birds displays the numbers of birds called for and not the dollar value. Remember that if the unit is in the "LOCK" mode the Club MUST put the unit to sleep upon being returned or at the end of the day. Failure to do so will allow anyone to pick up the unit and release birds, and will run down the batteries.

*** RECVER (Receiver sensitivity)

Upon entering this function with the (EDT) key, the unit will ask you for the "FIELD" you wish to adjust the sensitivity on. Type in the field number, for example ... 12 ... and press (EDT) key. The display will show "LEVEL" and at this time you would type in the sensitivity level (1 - 100, 1 being the **most** sensitivity). For example enter 20 (a typical setting for a trap or skeet field) and then touch the (EDT) key again to complete the function. The display will return to the "RECVER" position and you may repeat the function. Touching the (SEL) key will exit the function. By making the receiver as insensitive as possible and still accept commands you minimize the chances of outside interference causing random failure to release birds.

NOTE: If you set the receiver to its **minimum** sensitivity level (**maximum** number) and you can no longer communicate with the unit there are a couple of options. Walk right up to the receiver, (literally as close as possible), **and or** put a FRESH set of batteries in the XT2004 that you are using for the programming function and reprogram to a more sensitive level, or, if you have the software take the receiver into the Club house and via your PC, connect it to the "Receiver software" and reprogram the sensitivity level.

*** (OPT) key (Option key)

When not logged onto a field and the "TIMER" is in the "LOCK" mode touching this key will display the actual dollars and cents that the user shot since the last time it was reset to zero. To exit the function at any time

touch the (SEL) key. To clear the value to zero touch the (OPT) key a second time and the unit will ask for the "PIN*N" pin number. Enter the Personal Pin Number of the unit, (not the Club Pin Number) and touch the (EDT) key.

APPENDIX (A): Judge mode.

How to get started when the unit is in the "JUDGE" mode, see the (FLD) key.

SKET*S (Skeet Standard), Key functions:

(OPT) Touching this key selects the option function. Touching this key the first time, backs the command up by one on a single bird shot. Multiple presses will only back it up one command. After the shooter calls for the option shot the system will automatically advance to the bird it was ready to release before the (OPT) key was pressed. **NOTE**, that on a double option, the system will back up to the **going away** bird, (1st shot, based on the station the system is set too, reference (STA) key) when pressed the first time. However, if the shooter missed his second shot, simply press the (OPT) key a second time. Additional key presses past the second will not change the position so long as the shooter has not called for a bird in between presses.

There is a second method available for setting the option shot. After pressing this key, press either key (4) if you want a "HIGH" house, or key (6) if you want a "LOW" house. The system will immediately set itself to throw that command upon receiving the call from the shooter. Note that if you actually touch key (5), the "DOUBLE" key, it will actually throw doubles when the shooter calls for his option shot. If you accidentally touch the wrong key just press the correct key. After the shooter calls for the option shot the system will automatically advance to the bird it was ready to release before the (OPT) key was pressed. This method **GUARANTEE'S** you to throw the right option shot.

PROBLEM, what if you (the Judge) accidentally pressed the (OPT) key twice on a double shot, but only meant to press it once, or you think you might have pressed it twice but don't know. Just touch key (4) if you want a "HIGH" house, or key (6) if you want a "LOW" house. The system will immediately set itself to throw that command upon receiving the call from the shooter. See second method listed above.

(N/B) No Bird key causes the system to **back up** one command and re-throw the previous command. Note if you have a NO BIRD, PROOF DOUBLES, etc. this is the simplest way to repeat the shot(s). Note also, that if you press this key more than one time it will NOT back up but one command.

(1/H) High house manual throw key. This will throw a High house each time it is pressed. It will NOT change the position of the system to the next call by the shooter.

(2/D) Doubles manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.

(3/L) Low house manual throw key. This will throw a Low house each time it is pressed. It will NOT change the position of the system to the next call by the shooter.

(4) Immediately sets the system to throw the High house upon the next call by a shooter. Unless the (OPT) key had been pressed the next bird will be a Low house except if station 8 is selected, then it will continue to throw a High house.

(5) Immediately sets the system to throw Doubles upon the next call by a shooter. Unless the (OPT) key had been pressed the next bird will be a High house except if accidentally pressed on station 8 then the next bird will be a Low house.

(6) Immediately sets the system to throw the Low house upon the next call by a shooter. Unless the (OPT) key had been pressed the next bird will be either a Double if station 1,2 or 6,7 is selected or a High house if station 3,4,5 are selected or, if station 8 is selected the unit will continue to throw a Low house.

(7 L/A) Each time this key is pressed the system will back up one command within a station, however, it will never back up past the beginning of the station or another words past the High house.

(8 D/A) By depressing this key the system will IGNORE any voice pull command(s) from a shooter. In essence it is the equivalent to each shooter turning off their mic. Multiple presses simply says, don't accept any voice release commands from the shooters.

(9 U/A) By depressing this key the system will ACCEPT any voice pull command from a shooter if their mic is turned on. This command MUST be used if the (8 D/A) button has been pressed previously. Multiple presses simply says, accept the commands from the shooters.

(0 R/A) Each time this key is pressed the system will move forward one command within a station, however, it will never move past the last command of the station.

(FLD) To log on and activate a field in the "JUDGE" mode touch this key one time. The unit will ask for the "FIELD" number. Type in the "Field" number, as identified by the Club, that you are on and press (FLD) again. The unit will ask you for the "KEY". Type in the "Key" that you wish to use (any number between 1 and 250, make sure that no other judge's are using this "Key number") and press (FLD) again. The unit will display the "GAME" you have selected for one second and then display "JUDGE". The field is now in the "JUDGE" mode. The shooters MUST have their units in the "COMPET" mode under the "MODE" function, and the shooters must log on to the field using the (FLD) key, entering the "Key" number you have selected and then touching the (FLD) key again. It is **NOT** a requirement that the "CLUB ID" of the Club you are at be installed into the shooters units to shoot in the competition mode. Simply have them put their units in the "COMPET" mode. Their units will then show "MIC*OF". When they are ready to shoot they need to remember to turn their mic's on by touching the (U/A) key. Remember, as a judge you can control the "MIC(s)" using the U/A, D/A keys. (To log off the field both the Judge and the shooter should touch the (FLD) key twice, that is, (FLD)(FLD)).

(STA) The station key sets which station type, that is what sequence of commands the system is going throw. To set the station touch the (STA) key, type in the station number,

and touch (STA) a second time. The system will immediately jump to the first command of that station. Note that station (1) and (2) are identical, that is, they throw a (H, L, D), so it is not necessary to tell the system that you are on station (2) when the squad moves to that station. But when the squad moves to station (3) you must tell the system it is on that station so that it only throws a (H, L). Note again that station (4), and (5) are identical, so there is no need to change the station unless you just want to. However remember that when you get to station (6) although the sequence is identical to station (1) and (2) the use of the (OPT) key is reversed for which bird it throws when pressed on a double option, therefore it is important that you use station (6 or 7) for (6 and or 7). Station (8) sets the command to the "HIGH" house until such time as you press the (R/A) key which moves it to the "LOW" house or the (6) key.

| | |
|-------|------------------------|
| (EDT) | Acceptance of entries. |
| (SEL) | Enters/Exits the menu. |

SKET*I (Skeet International), Key functions:

- (OPT) No function.
- (N/B) No Bird key causes the system to back up one command and re-throw the previous command. Note if you have a NO BIRD, PROOF DOUBLES, etc. this is the simplest way to repeat the shot(s). Note also, that if you press this key more than one time it will NOT back up but one command.
- (1/H) High house manual throw key. This will throw a High house each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (2/D) Doubles manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (3/L) Low house manual throw key. This will throw a Low house each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (4) Immediately sets the system to throw the High house upon the next call by a shooter. The next bird will be a Double for station 1,2 a Low house for station 3,4,5 and if station 8 is selected, then it will continue to throw a High house.
- (5) Immediately sets the system to throw Doubles upon the next call by a shooter. The next bird will be a High house for station 1,2,3,4,5, a Low house for station 6, and if accidentally pressed on station 8 the next bird will be a Low house.
- (6) Immediately sets the system to throw the Low house upon the next call by a shooter. The next bird will be a Double for station 3,4,5,6, and if station 8 is selected, then it will continue to throw a Low house. If accidentally pressed on station 1,2 then the next bird will be a High house. If accidentally pressed on station 7 the next bird will be a Double.

(7 L/A) Each time this key is pressed the system will back up one command within a station, however, it will never back up past the beginning of the station or another words past the High house.

(8 D/A) By depressing this key the system will IGNORE any voice pull command(s) from a shooter. In essence it is the equivalent to each shooter turning off their mic. Multiple presses simply says, don't accept any voice release commands from the shooters.

(9 U/A) By depressing this key the system will ACCEPT any voice pull command from a shooter if their mic is turned on. This command MUST be used if the (8 D/A) button has been pressed previously. Multiple presses simply says, accept the commands from the shooters.

(0 R/A) Each time this key is pressed the system will move forward one command within a station, however, it will never move past the last command of the station.

(FLD) To log on and activate a field in the "JUDGE" mode touch this key one time. The unit will ask for the "FIELD" number. Type in the "Field" number, as identified by the Club, that you are on and press (FLD) again. The unit will ask you for the "KEY". Type in the "Key" that you wish to use (any number between 1 and 250, make sure that no other judge's are using this "Key number") and press (FLD) again. The unit will display the "GAME" you have selected for one second and then display "JUDGE". The field is now in the "JUDGE" mode. The shooters MUST have their units in the "COMPET" mode under the "MODE" function, and the shooters must log on to the field using the (FLD) key, entering the "Key" number you have selected and then touching the (FLD) key again. It is **NOT** a requirement that the "CLUB ID" of the Club you are at be installed into the shooters units to shoot in the competition mode. Simply have them put their units in the "COMPET" mode. Their units will then show "MIC*OF". When they are ready to shoot they need to remember to turn their mic's on by touching the (U/A) key. Remember, as a judge you can control the "MIC(s)" using the U/A, D/A keys. (To

log off the field both the Judge and the shooter should touch the (FLD) key twice, that is, (FLD)(FLD).

(STA) The station key sets which station type, that is what sequence of commands the system is going throw. To set the station touch the (STA) key, type in the station number, and touch (STA) a second time. The system will immediately jump to the first command of that station. Note that station (1) and (2) are identical, that is, they throw a (H, D), so it is not necessary to tell the system that you are on station (2) when the squad moves to that station. But when the squad moves to station (3) you must tell the system it is on that station so that it throws a (H, L, D). Note again that station (4), and (5) are identical, so there is no need to change the station unless you just want to. However station 6 is different, as is station 7, and 8, so you must set the system for each of these stations. Station (8) sets the command to the "HIGH" house until such time as you press the (R/A) key which moves it to the "LOW" house or the (6) key.

(EDT) Acceptance of entries.

(SEL) Enters/Exits the menu.

SKET*D (Skeet Doubles), Key functions:

- (OPT) No function.
- (N/B) No Bird key causes the system to back up one command and re-throw the previous command. Note if you have a NO BIRD, PROOF DOUBLES, etc. this is the simplest way to repeat the shot(s). Note also, that if you press this key more than one time it will NOT back up but one command.
- (1/H) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (2/D) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (3/L) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (4) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (5) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (6) Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (7 L/A) Each time this key is pressed the system will back up one command within a station, however, it will never back up past the beginning of the station or another words past the High house.

(8 D/A) By depressing this key the system will IGNORE any voice pull command(s) from a shooter. In essence it is the equivalent to each shooter turning off their mic. Multiple presses simply says, don't accept any voice release commands from the shooters.

(9 U/A) By depressing this key the system will ACCEPT any voice pull command from a shooter if their mic is turned on. This command MUST be used if the (8 D/A) button has been pressed previously. Multiple presses simply says, accept the commands from the shooters.

(0 R/A) Each time this key is pressed the system will move forward one command within a station, however, it will never move past the last command of the station.

(FLD) To log on and activate a field in the "JUDGE" mode touch this key one time. The unit will ask for the "FIELD" number. Type in the "Field" number, as identified by the Club, that you are on and press (FLD) again. The unit will ask you for the "KEY". Type in the "Key" that you wish to use (any number between 1 and 250, make sure that no other judge's are using this "Key number") and press (FLD) again. The unit will display the "GAME" you have selected for one second and then display "JUDGE". The field is now in the "JUDGE" mode. The shooters MUST have their units in the "COMPET" mode under the "MODE" function, and the shooters must log on to the field using the (FLD) key, entering the "Key" number you have selected and then touching the (FLD) key again. It is **NOT** a requirement that the "CLUB ID" of the Club you are at be installed into the shooters units to shoot in the competition mode. Simply have them put their units in the "COMPET" mode. Their units will then show "MIC*OF". When they are ready to shoot they need to remember to turn their mic's on by touching the (U/A) key. Remember, as a judge you can control the "MIC(s)" using the U/A, D/A keys. (To log off the field both the Judge and the shooter should touch the (FLD) key twice, that is, (FLD)(FLD)).

(STA) The station key sets which station type, that is what sequence of commands the system is going throw. To set the station touch the (STA) key, type in the station number,

and touch (STA) a second time. The system will immediately jump to the first command of that station which in the case of doubles is always Doubles.

(EDT) Acceptance of entries.

(SEL) Enters/Exits the menu.

TRAP*S (Trap Singles), Key functions:

- (OPT) No function.
- (N/B) No Bird key causes the system to back up one command and re-throw the previous command. Note if you have a NO BIRD, PROOF birds of any kind, etc. this is the simplest way to repeat the shot(s). Note also, that if you press this key more than one time it will NOT back up but one command.
- (1/H) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (2/D) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (3/L) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (4) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (5) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (6) Manual throw key. This will throw a bird each time it is pressed. It will NOT change the position of the system to the next call by the shooter.
- (7 L/A) Each time this key is pressed the system will back up one command within a station, however, it will never back up past the beginning of the station or another words past the High house.

(8 D/A) By depressing this key the system will IGNORE any voice pull command(s) from a shooter. In essence it is the equivalent to each shooter turning off their mic. Multiple presses simply says, don't accept any voice release commands from the shooters.

(9 U/A) By depressing this key the system will ACCEPT any voice pull command from a shooter if their mic is turned on. This command MUST be used if the (8 D/A) button has been pressed previously. Multiple presses simply says, accept the commands from the shooters.

(0 R/A) Each time this key is pressed the system will move forward one command within a station, however, it will never move past the last command of the station.

(FLD) To log on and activate a field in the "JUDGE" mode touch this key one time. The unit will ask for the "FIELD" number. Type in the "Field" number, as identified by the Club, that you are on and press (FLD) again. The unit will ask you for the "KEY". Type in the "Key" that you wish to use (any number between 1 and 250, make sure that no other judge's are using this "Key number") and press (FLD) again. The unit will display the "GAME" you have selected for one second and then display "JUDGE". The field is now in the "JUDGE" mode. The shooters MUST have their units in the "COMPET" mode under the "MODE" function, and the shooters must log on to the field using the (FLD) key, entering the "Key" number you have selected and then touching the (FLD) key again. It is **NOT** a requirement that the "CLUB ID" of the Club you are at be installed into the shooters units to shoot in the competition mode. Simply have them put their units in the "COMPET" mode. Their units will then show "MIC*OF". When they are ready to shoot they need to remember to turn their mic's on by touching the (U/A) key. Remember, as a judge you can control the "MIC(s)" using the U/A, D/A keys. (To log off the field both the Judge and the shooter should touch the (FLD) key twice, that is, (FLD)(FLD)).

(STA) The station key sets which station type, that is what sequence of commands the system is going throw. To set the station touch the (STA) key, type in the station number,

and touch (STA) a second time. The system will immediately jump to the first command of that station which in the case of Trap singles is always a Single bird.

(EDT) Acceptance of entries.

(SEL) Enters/Exits the menu.

TRAP*D (Trap Doubles), Key functions:

| | |
|---------|---|
| (OPT) | No function. |
| (N/B) | No Bird key causes the system to back up one command and re-throw the previous command. Note if you have a NO BIRD, PROOF DOUBLES, etc. this is the simplest way to repeat the shot(s). Note also, that if you press this key more than one time it will NOT back up but one command. |
| (1/H) | Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (2/D) | Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (3/L) | Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (4) | Manual throw key. This will throw a Double each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (5) | Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (6) | Manual throw key. This will throw Doubles each time it is pressed. It will NOT change the position of the system to the next call by the shooter. |
| (7 L/A) | Each time this key is pressed the system will back up one command within a station, however, it will never back up past the beginning of the station or another words past the High house. |

(8 D/A) By depressing this key the system will IGNORE any voice pull command(s) from a shooter. In essence it is the equivalent to each shooter turning off their mic. Multiple presses simply says, don't accept any voice release commands from the shooters.

(9 U/A) By depressing this key the system will ACCEPT any voice pull command from a shooter if their mic is turned on. This command MUST be used if the (8 D/A) button has been pressed previously. Multiple presses simply says, accept the commands from the shooters.

(0 R/A) Each time this key is pressed the system will move forward one command within a station, however, it will never move past the last command of the station.

(FLD) To log on and activate a field in the "JUDGE" mode touch this key one time. The unit will ask for the "FIELD" number. Type in the "Field" number, as identified by the Club, that you are on and press (FLD) again. The unit will ask you for the "KEY". Type in the "Key" that you wish to use (any number between 1 and 250, make sure that no other judge's are using this "Key number") and press (FLD) again. The unit will display the "GAME" you have selected for one second and then display "JUDGE". The field is now in the "JUDGE" mode. The shooters MUST have their units in the "COMPET" mode under the "MODE" function, and the shooters must log on to the field using the (FLD) key, entering the "Key" number you have selected and then touching the (FLD) key again. It is **NOT** a requirement that the "CLUB ID" of the Club you are at be installed into the shooters units to shoot in the competition mode. Simply have them put their units in the "COMPET" mode. Their units will then show "MIC*OF". When they are ready to shoot they need to remember to turn their mic's on by touching the (U/A) key. Remember, as a judge you can control the "MIC(s)" using the U/A, D/A keys. (To log off the field both the Judge and the shooter should touch the (FLD) key twice, that is, (FLD)(FLD)).

(STA) The station key sets which station type, that is what sequence of commands the system is going throw. To set the station touch the (STA) key, type in the station number,

and touch (STA) a second time. The system will immediately jump to the first command of that station which in the case of doubles is always Doubles.

(EDT) Acceptance of entries.

(SEL) Enters/Exits the menu.

APPENDIX (B): Loading "Club ID".

*** CLUB (Adding new "Club ID")

NOTE, if the "Club ID" shows any of the following there is NO club actually loaded.

AA, **BB**, **CC**, **DD**, **EE**
FF, **GG**, **HH**. **II**, **JJ**

With the use of a P.C. **or** the proper codes and information a new "Club ID" can be added. By touching the (EDT) key when viewing any of the above titles the display will change to show (*****). Using the (L/R/U/D) arrow keys you can load a new "Club ID". The (L/R) arrows change which character position you are at and the (U/D) arrow keys change the actual character. Note that when finished, you must press the (EDT) key to accept the changes. Touching the (SEL) key will void any changes made and the club position will NOT be changed, however the club pointer will still be pointed at this position.

NOTE that you **CAN** delete a "Club ID" that already exist by entering a "Club Pin Number" of (999999).

WARNING !!! WARNING !!! WARNING !!!

Upon entering (999999) and touching the (EDT) key the "Club ID" will be removed and **ALL MONEY(S)** will be **LOST**. You can **NOT** delete a "Club ID" that you owe money to, that is, if the club allows you to go into a "Negative cash" balance and you have a "Negative" balance at this "Club ID" the system will **NOT** allow you to remove the "Club ID". You must take the unit to the Club, pay the amount owed, and then you or they may remove the "Club ID".

WARNING !!! WARNING !!! WARNING !!!

Any new "Club ID" requires you to contact E R A D to acquire a "Club Pin Number" that will allow you to access the "Club ID".

PH: 817-244-1761
FAX: 817-244-1796
EMAIL: erad@flash.net

APPENDIX (C): FCC instructions to the User:

This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Reorient or relocate the receiving antenna.
- * Increase the separation between the equipment and receiver.
- * Connect the equipment into an outlet on a different circuit.
- * Consult the dealer or an experienced radio/TV technician for help.

This equipment has been certified to comply with the limits for a class B computing device, pursuant to FCC Rules. Operation with non-approved equipment may result in interference to radio and TV reception. The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.