

CANTERBURY VOICE RELEASE

OLYMPIC TRENCH/Bunker

OLYMPIC DOUBLES

5 TRAP

INSTRUCTION MANUAL

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SECTION 1

COMPONENTS

- A) Relay box for connecting traps
- B) 220/230 Volt power cable
- C) Main cable (4-pin connector) linking Relay box to Main Console - 45 metres long
- D) Trap connection cable's - 3-pin connectors 1 mt cords
- E) Main Console
- F) Remote Control (3-pin cable) - 25 metres of cable
- G) Lost Target Siren (4-pin cable)
- H) Microphone units x 5 (OPTIONAL)
 - metal base plate
 - metal upright stand
 - microphone
 - microphone cable (2-pin cable) 25 metres
 - packet of cable ties

SECTION 2

ASSEMBLY OF COMPONENTS

1) Relay box

- remove from packaging
- ensure no damage has been incurred during delivery/transport
- connect power cable to 220/230V mains power source and to relay box but do not switch on power
- connect main cable by 4-pin connector
- connect each trap separately into its numbered 3-pin socket

IMPORTANT: Each trap **MUST** be connected to the correct socket on the relay box in order for the system to operate properly. Failure to ensure each individual trap is connected to its appropriate socket will result in the system firing targets incorrectly.

2) Main Console

- remove from packaging
- ensure no damage has been incurred during delivery/transport
- connect the main cable to its 4-pin socket
- connect the Remote Control to its 3-pin socket
- connect one end of each of the 5 microphone cables to the 5 microphone sockets. These are 2-pin socket connections and are labelled number 1 to 5.
- Connect microphone cable number 1 to microphone socket number 1 on the Main Console, number 2 to socket number 2, etc through to number 5.
- Connect the remote Lost Target Siren unit to its 4-pin socket

3) Main Cable

- ensure that one end is connected to the relay box and the other to the main controller. Each end is a 4-pin connection and must be linked to the appropriate 4-pin socket, which is labelled.

4) Remote Control unit

- remove from packaging and connect to the Controller in the labelled 3-pin socket

5) Lost Target Siren unit

- remove from packaging and connect to the Controller in the labelled 4-pin socket
- This is supplied with a short cable and may be extended as necessary.
- The siren should be fixed where it can be clearly heard by shooters, scorer and referee.

6) Microphone

- there are 5 microphone assemblies, each one is assembled exactly the same way.
- Remove each component from packaging - microphone, cable, stand, base and cable ties
- Sit flat metal base on the ground with label on upper side
- Remove both wing nuts and flat washers
- Locate metal stand onto the two bolts on the plate with the stand 'leaning' backwards.
- Secure the stand to the plate using the flat washer and wing nut.
- Remove the wing nut, flat washer and spring washer from the bolt on the microphone
- Attach the microphone to the metal stand through the hole at the top of the stand
- Secure the microphone to the stand with the flat washer on first, the spring washer on second and the wing nut. This arrangement of washers will allow the microphone to be adjusted for angle without becoming loose.
- Connect one end of the 25-metre microphone cable (with 2-pin connectors) to the socket at the base of the microphone.
- Secure the other end of the 25 metre microphone cable to the appropriately numbered microphone socket on the Main Console

- Using one of the cable ties, secure the microphone cable to the metal stand with some slack on the cable to allow for adjusting the microphone without causing tension on the cable.
- Repeat this process for all 5 microphones
- **IMPORTANT:** Each microphone is required to be in its correct sequence on the shooting line.
 - e.g. microphone on Shooting Station 1, must be connected to the Main Console at the socket labelled Microphone 1, Microphone number 2 the socket number 2, etc. through to microphone number 5 and socket number 5. Failure to position each microphone in this manner will result in no targets being fired.

SECTION 3

OPERATION OF EQUIPMENT

POWERING THE SYSTEM AND TESTING THE TRAPS

- 1) The system is powered from the Relay unit located in the Trench/Bunker via the main cable. There is no power-on switch on this relay and connecting the mains cable to the relay unit will result in the 'Power' light on both the Relay unit and Main Console illuminating to indicate that power is now live through the system.
- 2) Pressing the appropriate Trap button on the Main Console unit can manually fire each trap.
- 3) This allows each Trap to be manually tested and verifies that the Trap is connected in the correct sequence.

SELECTION OF NUMBER OF SHOOTERS IN SQUAD

- 1) When the system is first powered, it defaults to a squad of 6 shooters. Each light is now illuminated on each shooter's position to indicate this. These lights are arranged to mimic the shooter positions when the squad is first on the line with 5 on station and the 6th shooter behind station number 1.
- 2) To select a squad of 5 shooters, press button 6. Light 6 will then go off, leaving lights number 1 to 5 illuminated to indicate that the system is now ready to work for only 5 shooters.
- 3) To select a squad of 4 shooters, press button 6 followed by button 5. Light 6 and light 5 will then go off, leaving lights number 1 - 4 illuminated to indicate that the system is now ready to work for only 4 shooters
- 4) To select a squad of 3 shooters, press button 6, followed by button 5 and button 4. Lights 6, 5 & 4 will then go off, leaving lights 1 - 3 illuminated to indicate that the system is now ready to work for only 3 shooters
- 5) To select a squad of 2 shooters, press button 6, buttons 5, 4, & 3. Lights 6, 5, 4 & 3 will then go off, leaving lights number 1 & 2 illuminated to indicate that the system is now ready to work for only 2 shooters

- 6) To select a solo squad of 1 shooter, press button 6, button 5, 4, 3 & 2. Lights 6, 5, 4, 3 & 2 will then go off, leaving only number 1 light illuminated to indicate that the system is now ready to work for only 1 shooter.

OPTIONAL SHOOTING POSITIONS FOR SQUADS OF LESS THAN 5

- 1) Once a squad of 4 or less shooters has been selected, pressing buttons 1 through 5 can modify the shooting positions, until the required positions are live as indicated by the lights.
E.g. a 3 person squad could start shooting on stations 1, 3 & 5 or stations 1, 2 & 3 or stations 1, 2 & 4, etc.

TO START THE SHOOTING SEQUENCE

- 1) Select the required shooting discipline:
Trench (Bunker)
Doubles (Olympic Doubles)
5 Trap
Practice
The light beneath the selected discipline will now be illuminated.
- 2) The Main Console indicates it is ready for shooting to begin by the light on Shooter number 1 **ONLY** being lit.

TO SWITCH THE MICROPHONES ON

- 1) You can live the microphones to accept a shooters call by selecting the "voice on/off" switch on the Main Console, or, the 'voice on/off' button on the Remote Control (held by the referee).
- 2) Operating the 'voice on/off' button on either unit operates the light on each unit simultaneously.

DURING SHOOTING SEQUENCE

- 1) After shooter 1 has called for a target
 - if he/she receives a target and fires at it, the system will move forward to station 2

- if he/she receives a target and does **NOT** fire at it (could be because of a broken target or other reason) the system locks out and will not respond to another call
 - to clear this there are two options
 - a) the referee can select the 'reload (-)' button on the Remote Control
 - b) the 'reload (-)' button on the Console can be selected
- either of these two options will return the shooting sequence to its previous position to fire the same target from that station on the call of the shooter.

NOTE: This process can occur at any station when a target is called for and is **NOT** fired at.

REFEREE'S DECISION TO RECOGNISE A BAD TARGET

- 1) At any stage of the shooting sequence, the referee can select the 'reload (-)' button to repeat a target.
- 2) If the situation arises where the shooting sequence has progressed beyond the shooter where the bad target was deemed to have been fired at, then the Remote Control can move the shooting sequence back 2 places by pressing the 'reload (-)' button twice.

NOTE: The system can **ONLY** go back a maximum of 3 shooting places

NOTE: The referee can follow the shooting sequence by watching the 5 lights on the Remote Control

- these lights are on the left side of the Remote Control and are numbered as per station 1 through 5

NOTE: On the Main Console the shooting sequence is followed by watching the light above the shooting station number 1 through 5 and the shooter on station will be a 'flashing' light. Solid lights will indicate the remainder of the squad.

The Remote Control and Main Console station lights replicate each other.

DURING SHOOTING SEQUENCE

- 1) When shooting is in progress, one of the 15 lights (3 for each bank of traps) across the top of the Main Console will light to indicate the Trap from which the target has just **BEEN** thrown.
- 2) This provides a visible check when a bad target has occurred, that the same trap will be fired again.

MANUAL (+) Button

- 1) This button fires the target currently on sequence and moves the sequence forward onto the next shooting station.

LOST TARGET BUTTON ON REMOTE CONTROL

- 1) Selection of this button sounds the siren to indicate the shooter has missed a target.

TO OPERATE IN PRACTICE MODE

- 1) Select Practice button
NOTE: light will now be illuminated
- 2) This mode allows either 1 or 2 Trap/s to be selected
- 3) Select the Trap from which you wish to practice and the light will then illuminate to show which Trap is going to fire
- 4) With microphone on, the shooter can now practice on this Trap for as long as he/she desires
- 5) To select an alternative Trap to practice on, press an alternative Trap button

TO OPERATE OLYMPIC DOUBLES OPTION

- 1) Select the Doubles button - indicated live by light
- 2) Only bank 3 traps can now operate and Traps 7 & 8 on this bank are automatically selected first.
- 3) With microphones live, a squad can now shoot Olympic Doubles off traps 7 & 8.

- 4) Press Doubles button a second time and Traps 7 & 9 will be selected to fire
- 5) Press Doubles button a third time and Traps 8 & 9 will be selected to fire.
- 6) With 'voice on/off' the system will release targets with a 0 - 1 second random delay. If using the 'manual +' button (either off the console or the remote) then targets will be released instantly.

NOTE: To select either 20 or 25 pair (women's vs. men's doubles) select the rocker switch on the front of the console. The system will now automatically run a sequence of either 20 or 25 pair of targets per squad member.

NOTE: The Remote Control can be used during Olympic Doubles to select the 'voice on/off' option by the referee.

TO OPERATE 5 TRAP OPTION

- 1) Select the 5 Trap button - indicated by the light coming live
- 2) Select the number of squad members
- 3) Select 'voice on/off' from either the remote trigger or console
- 4) Shooters call (or 'Manual +") will now release targets in random order from traps 6, 7, 8, 9 & 10 until all shooters have received 25 targets.

TO EXIT FROM THE CURRENT SELECTED MODE

- 1) Press and hold the button indicated the shooting discipline that the system is currently in. The light beneath this discipline - Trench, Doubles or Practice - will then extinguish and the system will be returned to an inactive state until you wish to restart the unit again.
- 2) If the system is in Doubles operation, then you may have to press the discipline button more than once. This would happen only if the squad had not completed its full shooting sequence and the system was on either the first or second phase of Doubles.