

INSTRUCTIONS FOR THE CANTERBURY COIN TOKEN SYSTEM

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1) Explanation

This coin/token mechanism has been developed to provide a sophisticated self-use system for clubs which do not have full time staff on their grounds to monitor and serve customers.

Through the installation of this unit, all targets used in the normal course of shooting will be accounted for. This removes the onus of responsibility for managing cash, tickets, honesty books, etc, from individuals. It also ensures that users are honest in their payment for targets.

This unit can be:

- Connected to any Trap machine or Skeet pair via a relay box provided.
- Used with manual or Voice Release.
- Directly connected to any Canterbury Trap machine.

The coin token validator can be over-ridden at any stage to allow for competition shooting when payment for targets is part of an overall entry fee. This is simply done through a key switch the relay box or, if fitted, the Canterbury Trap.

It is advisable to install the main cable connecting the coin token safe to the trap/voice release, underground. The main cable supplied is sufficiently long enough, 45 meters, for this. The safe should be mounted on a pole of wall and the main cable connecting this should be well protected from both casual access and weather.

Despite our best efforts to make this system fool proof, some people will always attempt to 'cheat the system'. We suggest that the coin token bin be removed at the end of each days shooting to avoid any temptation to burgle the safe. Ensure that the validator is correctly set up to reject any unwanted coins. Be vigilant in looking for false tokens that might be inserted to attempt to gain 'free' targets.

2) Components:

Coin token safe and bin

Keys for coin token safe

Relay box or Canterbury Trap connection parts

Keys for relay box if required

Four core 45 meter cable (if requested)

3) Assembly:

Find a suitable mounting for the green relay box in the trap house. This will replace the existing small grey relay box used with the voice release. This box is set up for skeet and DTL. For DTL connect the lead labelled "HI/TRAP" to the trap machine. For skeet connect the lead labelled "HI/TRAP" to the HI House trap machine and "LO HOUSE" to the LO house trap machine.

If you are using this with a Canterbury Crusader or Trapmaster trap machine, an upgrade to the control box is available in place of the separate green interface box.

Use the key to select "TOKEN" or "OVER-RIDE".

The 45 meter four core cable connects between the green relay box and the coin/token safe. Note that the receptacle for this is inside the safe. The cable must be threaded up through one of the holes in the bottom.

Mount the coin/token safe securely in a position convenient to shooters.

The tray slides into the bottom of the safe and is removable.

4) Programming:

Programming must be done in two places:

- i) Via the 12 character keypad inside the safe door and the LCD display.
- ii) On the coin validator itself.

These are accessible inside the token box. By unlocking the door.

Some trial and error may be required to become familiar with how this works. With experience it is quite straight forward but immediately obvious.

Keypad and LCD display:

The default screen is: **CVR TOKEN SYSTEM**
Targets 00000

This shows the number of targets credited after placing coins and or tokens into the receptacle. As targets are release the number available decreases.

Menu:

This sets up the number of targets for each type of coin or token.

The “hash” (#) key enters the menu then accept/confirm.

The “star” (*) key gives a clear/cancel.

Screen 1: **Targets Token 1 (00)** (50 cents)
 (* Clear (#) Accept

The default Token 1 is 50 cents i.e enter number of targets for 50 cents.
Press (*) if 50 cents is not used.

Screen 2: **Targets Token 2 (00)** 10 cents.
 (* Clear (#) Accept

Screen 3: **Targets Token 3 (00)** 20 cents
 (* Clear (#) Accept

Screen 4: **Targets Token 4 (00)** \$1.00
 (* Clear (#) Accept

Screen 5: **Targets Token 5 (00)** \$2.00
 (* Clear (#) Accept

A chart on the side of the coin/token validator shows this information.

5 cent coins are rejected.

You may wish to reject other coins – see below.

Screen 6: **Credit 00000**
 (* Clear (#) Accept

This is the number of targets still available.

Screen 7: **Total Targets 00000**
 (* Clear (#) Accept

This is the total number of targets released since last cleared.

For accounting purposes: Credit + Total Targets = tokens + coins accepted.

Examples

Example 1) The *only* coin accepted is \$2 which buys 7 targets.
 The token table is set up as follows:

Targets Token 1 (00)	(50 cents)
Targets Token 2 (00)	(10 cents)
Targets Token 3 (00)	(20 cents)
Targets Token 4 (00)	(\$1.00)
Targets Token 5 (07)	(\$2.00)

Example 2) Token A buys 11 targets, Token B buys 27 targets and a \$2 coin buys 7 targets.

Token 5 is reserved for \$2 coins. *Any* of the other channels can be selected to *learn* the tokens. E.g:

Targets Token 1 (11)	(Token A)
Targets Token 2 (27)	(Token B)
Targets Token 3 (00)	(20 cents)
Targets Token 4 (00)	(\$1.00)
Targets Token 5 (07)	(\$2.00)

All remaining coins *must* be set up to be rejected. This is done on the coin validator.

Note that any channel can learn multiple tokens and coins. Care must be exercised to avoid unwanted acceptance or rejection of coins or tokens.

For example, in example 2 above, it is possible to have a 50 cent coin give a credit of 11 targets and a 10 cent coin 27 targets! 20 cents and \$1 coins can be swallowed but give no credit. You don't want this so take care to test *all* possible combinations.

5) Coin token validator

There are cryptic instructions on the side panel of the validator.

On the right hand bottom of this panel is a lamp that normally shows continuous green, a button and a single character display.

- 1) To validate a coin: press the button once, the green light flashes. Drop the required coin through the front slot. When the green light stops flashing and returns to continuously on, it indicates the coin has now been validated. I.e the coin is accepted.
- 2) To disable or reject a coin: press the button twice, the light will glow red. Drop the required coin through the front slot. When the red light goes off and the light shows continuously green, it indicates the coin is now rejected.

In example 2 above, the 10 cent, 20 cent, 50 cent and \$1.00 coins *must* be to be set up to be rejected.

- 3) To learn a token: press the button 3 times. Now press the button until the appropriate channel number is showing (1 – 5). Note that if channels 1- 5 are used the coin value for that that channel will *learn the token in addition to the coin*. Ensure that the corresponding coins are *unlearned*. See below.

Example: Select channel 4. Run 10 tokens through the slot for the system to learn. Press the button once more. Select “credit multiplier” = 1. Hold the button until the light is continuously green.

This is now the “coin” or token for the previously spare channel 4.

Now go back to the menu above, select the number of targets to be released for channel 4 for the token value.