

SULLIVAN TRAIL ROD AND GUN CLUB

TRAP FIELD OPENING/CLOSING PROCEDURE

ONLY QUALIFIED CLUB MEMBERS MAY OPEN AND OPERATE THE TRAP FIELDS! They must have a general knowledge of the safe operation of the equipment prior to use. QUALIFICATION TRAINING may be arranged by asking the Trap & Skeet Chairman or any Officer of the Club. A Club Key for the Shooter's Shack will be given following completion of proper QUALIFICATION TRAINING.

UNDER NO CIRCUMSTANCES IS ANYONE ALLOWED TO MAKE ANY MECHANICAL ADJUSTMENTS OR REPAIRS TO THE EQUIPMENT! Problems should be reported to the contact listed in the Shooter's Shack, and they will determine the proper personnel to make repairs or adjustments.

OPENING THE TRAP FIELDS:

OPEN TRAP FIELD & TRAP HOUSE:

- Open Shooter's Shack (Club Key is required).
- Turn Main Power Disconnect Switch (located by power panel) to the "ON" position (lever up).
- Get Trap House keys (located on wall next to Disconnect Switch)
- Unlock Scorer's Shack padlock on door and secure it open with hook latch.
- Unlock Scorer's Shack padlock on window, and **carefully** swinging it downward.
- Set out Microphone Stands, one at each shooting station. They are numbered 1 to 5 by station.
- Turn each Microphone Stand "ON".
- Set out the Main Remote Control to the Scorer's Stand.
- Unlock Trap House Door padlock & open, securing it in its open position with large rock.
- Open Trap House Window by releasing the deadbolt latch and **carefully** swinging it downward.
- **Carefully** set out the cabled Remote Receiver into the cradle on the rear of the Trap House.
- Top off the Trap Machine with clays if necessary. **Do not load clays beyond the top edge of the FRONT guide brackets in each column of the turret!**
- Set out the cabled Trap Power Control Box just outside the front of the trap house, **but off to the side. Read next section before turning on!**

IMPORTANT! When powering up the Trap House, turning the Trap Machine "ON" should always be the LAST activity at the Trap House. When servicing or closing the Trap House, turning the Trap Machine "OFF" should always be the FIRST thing you do. Never stand in front of the Trap Machine while switching it on or off! Never stand in front of the Trap Machine while it is running! The clays come out of the machine suddenly and at a high rate of

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speed. If you are hit by one, SEVERE INJURY MAY RESULT. Trap House #1 & #2 have different mechanisms and power up/down procedures:

TRAP MACHINE POWERING UP PROCEDURE TRAP HOUSE #1:

- Turn the cabled Trap Power Control Box to the "ON" position.
- After powering up the Trap Machine, go the Scorer's Stand and test Main Remote Control function by pressing the button to call for a target. This control will shut off automatically after short periods of inactivity and may need to be restarted again.
- Commence shooting.

TRAP MACHINE POWERING UP PROCEDURE TRAP HOUSE #2:

- On the cabled Trap Power Control Box, toggle the first switch from the "STOP SWING" position to the "AUTO ANGLES" position. Trap Machine will begin to oscillate back and forth.
- On the cabled Trap Power Control Box, toggle the second switch from its center position to the "COCK & RUN" position. Make sure the arm cocks to meet the bird. If instead, the arm starts backward, turn the Trap Power Control Box "OFF". Release the bird with the "FIRE SAFE" switch, then turn the switch back "ON". Arm should then cock to meet the bird.
- After powering up the Trap Machine, go the Scorer's Stand and test Main Remote Control function by pressing the button to call for a target. This control will shut off automatically after short periods of inactivity and may need to be restarted again.
- Commence shooting.

TRAP MACHINE POWERING DOWN PROCEDURE FOR TRAP HOUSE #1:

- Turn the cabled Trap Power Control Box to the "OFF" position. **CAUTION! When turning this Trap Machine "OFF", a clay will be released, relieving spring tension on the throwing arm. DO NOT STAND IN FRONT OF THE WINDOW WHEN TURNING THE CONTROL BOX "OFF"!!!**

TRAP MACHINE POWERING DOWN PROCEDURE FOR TRAP HOUSE #2:

- On the cabled Trap Power Control Box, toggle the first switch from the "AUTO ANGLES" position to the "STOP SWING" position. Trap Machine will stop oscillating back and forth.
- On the cabled Trap Power Control Box, toggle the second switch from the "COCK & RUN" position back to its center position. Next, momentarily toggle it to the "FIRE SAFE" position then back to its center position. **CAUTION! When momentarily toggling the switch to the "FIRE SAFE" position, a clay will be released, relieving spring tension on**

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the throwing arm. **DO NOT STAND IN FRONT OF THE WINDOW WHEN TOGGING TO "FIRE SAFE"!!!**

CLOSING THE TRAP HOUSE & FIELDS:

- **NOTE: BEFORE DOING ANYTHING ELSE, POWER DOWN TRAP MACHINE AS NOTED ABOVE!**
- Stow the cabled Trap Power Control Box inside Trap House.
- Remove Remote Receiver from cradle on back of Trap House & return to inside Trap House.
- Top off Trap Machine with clays. **REMEMBER - Do not overload!**
- Place all empty clay cartons into nearby burning receptacles.
- Swing Trap Window up and secure it with deadbolt. **Do not close the window on any cabling!**
- **NOTE:** Light inside Trap House will stay on until main power is turned off in Shooter's Shack.
- Roll rock aside and swing Trap House Door closed and secure it with padlock.
- Switch "OFF" the Main Remote Control and return it to inside Scorer's Shack.
- Switch "OFF" the Microphone Stands and return them to inside Scorer's Shack.
- Close the Scorer's Shack Window and Door and secure them with the padlocks.
- Pick up any shell hulls on the field and dispose of them in trash receptacles provided.
- Return Trap House keys to their proper location in Shooter's Shack.
- Turn power on Main Disconnect Switch to "OFF" (lever down).
- Turn off any lights in Shooter's Shack and lock the doors.