## PROMATIC

Claymate... Technology that Counts

The Promatic Claymate ParCours Handset Operator and User Manual V3.5-2023


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## Claymate ParCours Handset V3.5-2023 Version

This guide was created using the Claymate Wi-Card Multitrap Controller with Software Version 6.2 s and a Claymate ParCours Handset with Software Version 3.5. Older Controllers and Handsets may have different menu options available.

The ParCours Handset is one of several Handsets supported by the Multitrap Controller.

## Features

The features offered to the Customer or Shooter are as follows:
Sporting...
Full manual control of up to 8 traps with or without Solo Delay.
5-Stand...
6 NSCA sequences are provided for between 1 and 5 Shooters using 5 Hoops/Stands, 25 Clays per Shooter using 6 or $\mathbf{8}$ Traps. Plus the option to create up to 6 Custom made sequences.

## Compact Sporting...

6 NSCA sequences are provided for between 1 and 6 Shooters using
5 Hoops/Stands, 25 Clays per shooter using 6 or 8 Traps.
Plus the option to create up to 6 Custom made sequences.

## ParCours...

Up to 7 Shooters in up to 9 Hoops/Stands.
1 Custom ParCours sequence needs to be entered before use, see Page 17.

## Enabling the ParCours Handset

When the Multitrap Controller and ParCours Handset are first powered up the ParCours Handset will display>>

## Handset is OFF

Press F3 on the Controller

If the Controller display does not look like the display on the right, Press F3 on the Controller until the display alternates between >>

Then Insert a valid CUSTOMER Card (with Credit)
or a MASTER Card
or a GROUND card.

| Sporting |
| :---: |
| Insert-Card |

Without a valid Card present (or Credit available) in the Multitrap Controller, the ParCours Handset will remain OFF, unless the Multitrap Controller already has Credit stored in its memory, then the ParCours Handset can be used without a Customer Card present until the Credit runs out.

## Claymate ParCours Handset CUSTOMERS Card Menu Options

After inserting a Customer Card with Credit (or if Credit is Available) the Handset will display >>

Use the ${ }^{\wedge}$ Scroll^ button to cycle through the four available disciplines.
SPORTING
5 STAND
COMPACT SPORTING
ParCours
(Page 5)
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(Page 9)
Use the ${ }^{\wedge}$ Set $^{\wedge}$ button to select the required discipline:

## Discipline Lock

If the Discipline Lock (Page 13) is OFF in the ParCours Handset and you have just shot a Discipline, say 5-Stand, and then try to change to Compact Sporting or ParCours then the Handset may Display No Traps and give an error tone.

You will need to remove and re-insert the Customer Card in the Multitrap Controller in order to be able to continue.

## 3 Button Handset Connected to the Multitrap Controller.

If there is a 3 Button Handset connected to the Multitrap Controller (and the Multitrap Controller Master Menu 1/3 Button Handset option is set to YES), then you can use the 3 Button Handset to fire A, B and A+B clays randomly during any sequence.

However, if within the Multitrap Controllers Master Menu, the $\mathbf{1 / 3}$ Button Handset option is set to NO, the connected 3 Button handset will operate as below when shooting a 5 Stand, Compact Sporting or ParCours Sequence.

Button $\mathrm{Hi} / \mathrm{A}=$ Fire
Button Lo/B = NoBird

```
1/3B H/set NO
F1=Scroll F2=Set
```


## Pair Button

The Pair button is only used during a ParCours Sequence, See Page 10.

## ParCours Handset Buttons 1 to 8.

The ParCours Handset buttons 1 to 8 can be used at any time to fire random Single or Sim Pair (two buttons pushed at the same time) clays from any trap(s) that are active, even when working through a sequence.

ALL Clay releases are counted by the Multitrap Controller.

## Sporting

In Sporting mode, you can fire the Traps singly at will or fire Sim Pairs, by pushing two Trap buttons at the same time.
Availability of the Traps is controlled by the Multitrap Controller.

## ${ }^{\wedge}$ menu^^ ^adjust^ SPORTING

Solo Delay OFF

Pressing ^adjust^ turns the Solo Delay OFF or ON.

## 5-Stand

NSCA Levels 1 to 6. The preset NSCA Levels cannot be changed or erased.

5 Hoops/Stands.
Levels 1, 2 and 3 use up to 6 Traps.
Solo Delay can be ON or OFF.

Selectable between 1 and 5 Shooters. Levels 4, 5 and 6 use up to 8 Traps.

NSCA Level 1. Each Shooter gets 5 single clays in turn, always starting with Shooter 1.
NSCA Level 2. Each Shooter gets 3 single clays and then a Sim Pair in turn, always starting with Shooter 1.

NSCA Level 3. Each Shooter gets a single clay and then two Sim Pairs in turn, always starting with Shooter 1.

NSCA Levels 4, 5 and 6 are similar to Levels 1, 2 and 3 except a total of $\mathbf{8}$ traps are used.
This example is NSCA Level 3.
2 Shooters have been selected
Now you can choose ${ }^{\wedge}$ Delay ${ }^{\wedge}$ ON or OFF.

You can also go ${ }^{\wedge}$ Back^ $^{\wedge}$ to the previous Menu.

| ${ }^{\wedge}$ Delay $^{\wedge} \quad{ }^{\wedge}$ Back $^{\wedge}$ |
| :--- |
| 2 Shooters |
| Solo Delay OFF |
| Press Fire....... |

Pressing Fire.... Will then display >>
This is step 1 of the Sequence.
You can also ${ }^{\wedge}$ Skip^ this step.
Pressing FIRE now will release a Single Clay from
Trap B for Shooter 1 in Hoop/Stand 1.
${ }^{\wedge}$ Skip ${ }^{\wedge}$
Stand 1 Shooter 1
SingleB
FIRE when Ready....

After step 1, the Display changes to >>
You can press ${ }^{\wedge}$ NoBird ${ }^{\wedge}$ to go back to step 1.

Pressing FIRE again will release a Single Clay from Trap F for Shooter 2 in Hoop/Stand 2.

| ${ }^{\wedge}$ Skip^ $^{\wedge}$ | ${ }^{\wedge}$ NoBird^ |
| :--- | :---: |
| Stand 2 | Shooter 2 |
| SingleF |  |
| FIRE when Ready.... |  |

Pressing FIRE again will now release a Sim Pair from Traps A+E for Shooter 1 in Hoop/Stand 1. This is step 3 of the Sequence.

Step 4 will be a Sim Pair for Shooter 2 in Hoop/Stand
2 and the Sequence will progress until all Shooters have had 5 Clays each.
All Shooters now move to the next stand, i.e. Shooter 1 moves to Hoop/Stand 2,
Shooter 2 moves to Hoop/Stand 3, Shooter 3 Moves to Hoop/Stand 4 and so on.
All Shooters now move to the next stand, i.e. Shooter 1 moves to Hoop/Stand 2,
Shooter 2 moves to Hoop/Stand 3, Shooter 3 Moves to Hoop/Stand 4 and so on. A Shooter in Hoop/Stand 5 always moves to Hoop/Stand 1.

The next part of the Sequence ALWAYS starts with Shooter 1, who is now in Hoop/Stand 2 in this example.

At the end of a Sequence the Handset will Display >>

You can take a step back using the ${ }^{\boldsymbol{\wedge}} \mathbf{N o B i r d}^{\boldsymbol{\wedge}}$ Button.

| ${ }^{\wedge}$ Restart $^{\wedge}$ ^NoBird^^ |
| :---: |
| <Finished $>$ |

Pressing ^Restart^ Displays >>
You can now Restart the same Sequence or Press ${ }^{\wedge}$ Menu^ ${ }^{\wedge}$ to go back to the Handset Main Menu.
^${ }^{\text {Skip^^ }} \quad{ }^{\wedge}$ NoBird^^
Stand 1 Shooter 1
Sim PrA+E
FIRE when Ready....
${ }^{\wedge}$ Skip ${ }^{\wedge}$ ^NoBird ${ }^{\wedge}$
Stand 1 Shooter 1
Sim PrA+E
FIRE when Ready....

| ${ }^{\wedge}$ Menu $^{\wedge}$ |
| ---: |
| 5-Stand |
| Shooters 1-5? |

NSCA Levels for 5 Stand \& Compact Sporting for 6 Traps.

| 5 Stand \& Compact Sporting NSCA Level 1 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |  |
| SIX Traps | E | A | D | B | F | $1^{\text {ST }}$ |  |
| 5 Clays per | B | D | C | F | E | $2^{\text {ND }}$ |  |
| Shooter per | A | E | F | D | C | $3^{\text {RD }}$ |  |
| Sequence | F | C | A | E | B | $4^{\text {TH }}$ |  |
|  | D | B | E | C | A | $5^{\text {TH }}$ |  |


| 5 Stand \& Compact Sporting NSCA Level 2 |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| SIX Traps | B | A | E | D | F | $1^{\text {ST }}$ |
| 5 Clays per | A | D | F | C | B | $2^{\text {ND }}$ |
| Shooter per | F | C | D | E | A | $3^{\text {RD }}$ |
| Sequence | D+E | B+F | A+C | B+D | C+E | $4^{\text {TH }}$ |


| 5 Stand \& Compact Sporting NSCA Level 3 |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| SIX Traps | B | F | D | C | A | $1^{\text {ST }}$ |
| 5 Clays per | A+E | C+D | B+E | E+F | B+F | 2 $^{\text {ND }}$ |
| Shooter per | D+F | A+B | C+F | A+D | C+E | $3^{\text {RD }}$ |
| Sequence |  |  |  |  |  |  |

NSCA Levels for 5 Stand \&Compact Sporting for 8 Traps.

| 5 Stand \& Compact Sporting NSCA Level 4 |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| EIGHT Traps | E | F | B | A | C | $1^{\text {sT }}$ |
| 5 Clays per | C | D | G | E | B | $2^{\text {ND }}$ |
| Shooter per | A | B | H | F | G | $3^{\text {RD }}$ |
| Sequence | F | C | A | D | H | $4^{\text {TH }}$ |
|  | H | E | D | G | A | $5^{\text {TH }}$ |


| 5 Stand \& Compact Sporting NSCA Level 5 |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| EIGHT Traps | C | D | B | C | G | $1^{\text {ST }}$ |
| 5 Clays per | F | H | A | D | E | $2^{\text {ND }}$ |
| Shooter per | A | E | G | F | C | $3^{\text {RD }}$ |
| Sequence | B+G | C+F | D+H | A+E | B+H | $4^{\text {TH }}$ |


| 5 Stand \& Compact Sporting NSCA Level 6 |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| EIGHT Traps | A | C | E | G | B | $1^{\text {sT }}$ |
| 5 Clays per | C+H | A+E | F+H | A+D | B+G | $2^{\text {ND }}$ |
| Shooter per | B+F | D+G | A+C | E+F | D+H | $3^{\text {RD }}$ |
| Sequence |  |  |  |  |  |  |

## Compact Sporting

NSCA Levels 1 to 6. The preset NSCA Levels cannot be changed or erased.
5 Hoops/Stands.
Levels 1, 2, and 3 use up to 6 traps. Solo Delay can be ON or OFF.

Selectable between 1 and 6 shooters. Levels 4,5 and 6 use up to 8 Traps.

Each NSCA Sequence gives each Shooter 25 Clays in total.
Each new Sequence ALWAYS starts with Hoop/Stand 1, no matter which Shooter occupies Hoop/Stand 1.

Example Sequence using 2 Shooters and NSCA Level 3.
Shooter 1 in Hoop/Stand 1 goes first and gets a single clay.
Shooter 2 in Hoop/Stand 2 goes next and gets a single clay.
Shooter 1 in Hoop/Stand 1 goes next and gets a Sim Pair.
Shooter 2 in Hoop/Stand 2 goes next and gets a Sim Pair.
Shooter 1 in Hoop/Stand 1 goes next and gets a second Sim Pair.
Shooter 2 in Hoop/Stand 2 goes next and gets a second Sim Pair.
Then all Shooters move to the next numbered Hoop/Stand, ie Shooter 1 moves to Hoop/Stand 2, Shooter 2 moves to Hoop/Stand 3, and so on.

The Shooter in the lowest numbered Hoop/Stand occupied always goes first after the Shooters have changed positions. In the above example, Shooter 1 still goes first, as he/she is in Hoop/Stand 2 and that is the lowest numbered Hoop/Stand occupied.

If present, Shooter 6 is a "Floater" and does not shoot until he/she is in Hoop/Stand 1. A Shooter in Hoop/Stand 5 either moves to Hoop/Stand 1 OR becomes the "Floater" if there are 6 Shooters.
Any existing "Floater" now moves to Hoop/Stand 1 and will therefore be the first to shoot the next Sequence.

NSCA Level 1. Each Shooter gets a single clay in turn, always starting with the lowest numbered Hoop/Stand occupied.

NSCA Level 2. Each Shooter gets 3 single clays and then a Sim Pair in turn, always starting with the lowest numbered Hoop/Stand occupied.

NSCA Level 3. Each Shooter gets a single clay and then two Sim Pairs in turn, always starting with the lowest numbered Hoop/Stand occupied.

NSCA Levels 4, 5 and 6 are similar to Levels 1,2 and 3 except a total of 8 traps are used. The next Sequence ALWAYS starts with the lowest numbered Hoop/Stand occupied.

## ParCours

Up to 9 Hoops/Stands.
Up to 8 Traps.
Up to 60 Lines/Rows per Hoop/Stand.
Selectable between 1 and 7 Shooters.
Solo Delay can be ON or OFF.

ParCours is similar to both the 5-Stand and Compact Sporting except the Shooters change around inside and between the Hoops/Stands a lot more and it can be difficult to control the proceedings.

A custom ParCours Sequence must be entered into the ParCours Handset before use. Only ONE ParCours Sequence per Handset is possible.

See Page 17 for more information about creating a ParCours Sequence.
The minimum number of clays in a Sequence is 3 .
That would be Hoop/Stand 1 with 2 Rows/Lines (a Single clay and a Pair of clays). Every Hoop/Stand always starts with a Single clay, followed by a Single or a Pair, but must include at least one Pair.

The maximum number of clays per Hoop/Stand per Sequence is 60 Rows/Lines. Therefore, you can have 119 clays (1 Single and 59 Pairs) per Hoop/Stand.
The maximum number of Hoop/Stands is 9 .
This is a maximum of 1071 clays per ParCours Sequence.
The pairs can be a Sim Pair, On/Report Pair, Following Pair or Rafael Pair.
To start, each Shooter (between 1 and 7) takes turns in Hoop/Stand 1 and gets a single clay each.
Then each Shooter again takes his/her turn in Hoop/Stand 1 to get the programmed Singles and/or Pairs.
Then all Shooters move to Hoop/Stand 2, if programmed into the ParCours Handset.
You can have more than one ParCours Handset and program each Handset for different scenarios or different Hoop/Stands using the same Multitrap Controller, but you will have to physically swap the ParCours Handset's over.

You can also provide each Hoop/Stand with its own Multitrap Controller and ParCours Handset to provide maximum usage of the Shooting area.

The ParCours Handset buttons 1 to 8 can be used at any time to fire random Single clays, Following Pairs or Sim Pairs (two buttons pushed at the same time) from any trap(s) that are active, even when working through a sequence.

To exit from a ParCours sequence it will be necessary to remove the Customer card from the Wi-controller.

## 3 Button Handset

You can also use a 3 Button (A,B,Pair) handset connected to the Multitrap Controller. See Page 4 and below for more Information.

## 3 Button Handset - Pair Button

During a ParCours Sequence, the PAIR button selects Next Shooter or Shooter \# in the same Hoop/Stand but it does NOT select the Next HOOP or Next SQUAD, (start another ParCours Sequence). This can ONLY be done on the ParCours Handset.

ALL Clay releases are counted by the Multitrap Controller.

Select ParCours from the Menu Options.
If no ParCours Sequence exists the Display will briefly show Nothing Here and revert back to Showing Sporting.

If a ParCours Sequence exists you will see ParCours Sequence information on the display >>

In this example a ParCours Sequence exists and has 3 Hoops/Stands programmed.

Press Change and the Display Shows >>
In this example, pressing ${ }^{\wedge}$ Scroll^${ }^{\wedge}$ allows you to choose between the Following Options:

Stay on Hoop1
Stay on Hoop 2
Stay on Hoop 3
All Hoops 3
Press ^Set^ to Choose.
The next Option is to choose how many Guns >>

Pressing ${ }^{\wedge}$ Scroll^^ allows you to change between 1 to 7 Guns to Shoot the Sequence.

Press ^Set^ to Choose.
Next you can choose Solo Delay ON or OFF

The ParCours Sequence is now ready to Start.

| $\begin{gathered} \text { ^Scroll^} \\ \text { Nothing Here } \\ \text { SPORTING } \end{gathered}$ |  |
| :---: | :---: |
|  |  |
|  |  |

## ${ }^{\wedge}$ Change ${ }^{\wedge} \quad{ }^{\wedge} \mathbf{O K}^{\wedge}$

27 Targets
All Hoops 3
For 1 Guns


| ${ }^{\wedge}$ Scroll $^{\wedge} \quad{ }^{\wedge}$ Set $^{\wedge}$ |
| :---: |
| For 2 Gun |


| ${ }^{\wedge}$ Delay $^{\wedge} \quad{ }^{\wedge} \mathrm{OK}^{\wedge}$ |
| :---: |
| Solo |
|  |

Shooter 1 now steps into Hoop／Stand 1 to get a Single clay from Trap D．
This is step 1.
When Shooter 1 is ready Press Fire．
You can also skip this step and move to the next step
${ }^{\wedge}$ Skip ${ }^{\wedge}$
Single D
Hoop 1 Shooter 1 FIRE when Ready

Step 2 now requires Shooter 1 to leave Hoop／Stand 1 and for Shooter 2 to step into Hoop／Stand 1 for his／her Single Clay．

Press＾${ }^{\wedge} \mathbf{O K}^{\wedge}$ when Shooter 2 is ready．

You can also take one step back by using the
${ }^{\wedge}$ NoBird ${ }^{\wedge}$ Button．

When Shooter 2 is ready Press Fire．
You can also ${ }^{\wedge}$ Skip＾${ }^{\wedge}$ this step and move to the next step in the Sequence．
＾0K＾
＾＾＾＾
＾NoBird

Next Shooter

## ${ }^{\wedge}$ Skip＾ <br> Single D <br> Hoop 1 Shooter 2 <br> FIRE when Ready

For Step 3，Shooter 1 now returns to Hoop／Stand 1 and gets all of his／her Singles and／or Pairs，as programmed into the ParCours Handset．

Step 4，Shooter 2 returns to Hoop／Stand 1 and gets all of his／her Singles and／or Pairs，as programmed into the ParCours Handset．

After all the Shooters have had a turn in Hoop／Stand 1，all Shooters now move to Hoop／Stand 2.

Press＾${ }^{\wedge} \mathbf{O K}^{\wedge}$ When ready（ParCours Handset only）．
You can also take one step back（to the last release in Hoop／Stand 1）by using the ${ }^{\wedge}$ NoBird＾${ }^{\wedge}$ Button．

| $\wedge$ OK＾$^{\wedge \wedge \wedge \wedge}$ <br> Next HOOP |
| :--- |

Shooter 1 now steps into Hoop／Stand 2.

Press ${ }^{\wedge} \mathbf{O K}^{\wedge}$ when Shooter 1 is ready．

## ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ <br> ${ }^{\wedge}$ NoBird ${ }^{\wedge}$ <br> ヘヘスヘ

Shooter ONE

The Sequence now continues for the remaining Hoops／Stands until all the Shooters have completed the ParCours Sequence．

## ParCours Handset MASTER or GROUND Card Menu Options

Place the MASTER Card or GROUND Card on the Multitrap Controller, then press the F1 key (up to19 times !!) to get to the "Handset Options".

The Handset will beep twice when this option is reached >>

```
Handset Options
F1 = Scroll F2 = Set
```

Press F2 to select.
The Controller will then display >>

## Refer To Handset

The ParCours Handset will Display >>
Pressing the ${ }^{\wedge}$ Scroll^^ $^{\wedge}$ button will cycle between the following menu items:


I am Set to<br>NoBird Limit<br>Discipline Lock<br>Create 5 Stand<br>Create ParCours<br>Rafael Handling as<br>Following Delay<br>Rafael Timer<br><Finished>

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(Just Below)
Press the ^Adjust^ ${ }^{\text {^ }}$ button to make changes to the menu item that is displayed.

## <Finished>

After Making changes to the ParCours Handset, the following screen may be displayed >>

To keep working with the ParCours Handset, press ${ }^{\wedge}$ Scroll^ ${ }^{\wedge}$ Otherwise Press ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$.


After some changes to the ParCours Handset, ONLY ${ }^{\wedge} \mathbf{0 K}{ }^{\wedge}$ will be displayed.
Pressing ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ saves the changes made to the ParCours Handset and causes the Multitrap Controller to disconnect from the ParCours Handset.

The Multitrap Controller will then display the next menu item AFTER "Handset Options" in the Controller menu.

If you wish to continue working on the ParCour Handset, you will need to use the F1 button on the Multitrap Controller to scroll through all the Controller Menu items to get back to Handset Options again.

## I am set to ABC

Press ^Adjust^ to toggle between ABC, and 123. Displays the traps as A, B,C or 1, 2, 3 .

## No Bird Limit

The NoBird limit controls how the NoBird button works in any discipline.

When set to OFF, each press of the NoBird button will step back the Shooting Sequence until the start of the Sequence is reached.

When set to $\mathbf{O N}$, the NoBird button is limited to ONE step back.

## Discipline Lock

The Handset can be 'Locked' in any of the disciplines below or it can be switched OFF.

Sporting Manual Firing of the Traps, with or without Solo Delay.

5-Stand You can lock the handset into 1 of any one of the 6 preset sequences or any of the 6 custom sequences if they exist.

Compact Sporting You can lock the handset into 1 of any one of the 6 preset sequences or any of the 6 custom sequences, if they exist.

ParCours but only if a ParCours Sequence has been programmed into the ParCours Handset. If no ParCours Sequence exists the Handset, the display will show Nothing Here and give an error tone.
.....is OFF Discipline Lock is Off.
In this example, the Handset is already locked to 5Stand and preset sequence NSCA 2.

```
^Change^^^Adjust^
    Discipline Lock
        5-STAND
        NSCA 2
```

Pressing ^Adjust^^ causes the 5-Stand (in this example) to flash 3 times and the Handset to beep 3 times. If you want to change the option, push the ${ }^{\wedge}$ Change ${ }^{\wedge}$ button or just press the ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ to go to the next option below.

After pressing ${ }^{\boldsymbol{\wedge}} \mathbf{O K}{ }^{\boldsymbol{\wedge}}$ the next option down will flash 3 times and the Handset will beep 3 times.

In this example the Discipline has changed to
Compact Sporting and the Sequence changed to Custom 1.

```
^Change^^ ^0K^
    Discipline Lock
    Compact Sporting
    Custom 1
```

Press ^0K^ to finish.

## Rafael Handling

A Rafael Pair are two Clays sent as fast as the Chosen Trap can cycle to produce a Following Pair. The Rafael Handling options are Rafael or Following pairs.

## Following Delay

The Following Delay setting is only used when Rafael Handling is set to Following Pair instead of Rafael Pair. The delay is adjustable between 1 and 7 seconds.

## Rafael Timing

The Rafael Timer should be set to cycle the Rafael Trap to launch 2 clays as quick as possible without errors. The timings available are between 0.5 seconds and 5.8 Seconds in 0.1 Second increments.

## Create 5 Stand

Create 5-Stand is used to input up to 6 Custom 5-Stand sequences of your own design.

Any Custom 5-Stand sequences created here are also available when using Compact Sporting.

| ${ }^{\wedge}$ Scroll $^{\wedge} \quad{ }^{\wedge}$ Set $^{\wedge}$ |
| :---: |
| Create |
|  |

Pressing ^${ }^{\wedge}$ Set $^{\wedge}$ bring up the following >>
Pressing ^menu^ takes you back to the Main Menu.

| ${ }^{\wedge}$ menu $^{\wedge}$ | ${ }^{\wedge}$ more $^{\wedge}$ |
| :--- | :--- |
| 1 | $(25)$ |
| 2 | AB DEF |
| 3 | Empty |
|  |  |

Pressing ${ }^{\wedge}$ more ${ }^{\text {^ }}$ takes you to 5-Stand custom levels 4,5 and 6 .

In this example, Custom sequences have been entered in Memories 1 and 2, Memory 3 is Empty.

## 1 (25) ABCDEF

1 is the button you push to select this sequence.
(25) is the number of targets per shooter.

AB DEF shows which traps are selected for this sequence.
Pressing 1 brings up the following >>
Press ^menu^ to go back to the previous Menu.
Press 7 to Erase Memory 1.
In this example we choose 7 to erase Memory 1 and then enter a new Sequence into Memory 1 as below.

After erasing Memory 1 the Display shows >>
Press Fire to start entering the new Sequence.

You can use between 1 and 8 Traps for a Sequence.

```
^menu^
Memory 1
Record
Press Fire...
```

After pressing Fire the Display Shows >>
Choose which available Trap(s) is to release Clays(s) for Stand 1 Row 1.

| $\wedge$ Type $^{\wedge}$ | $\wedge$ | $\wedge$ |
| :--- | :--- | :--- |
| Single0 |  |  |
| Stand 1 Row 1 |  |  |
|  |  |  |

In this example Trap D is chosen for a Single Clay.
At this stage, the ^Type^ Button choices are as below for Row 2 but you can also choose ${ }^{\wedge}$ Exit^ to go back to the Main Menu without creating a Sequence.

Press D and the Display Shows >>
Press ${ }^{\wedge} \mathbf{O K}^{\boldsymbol{\wedge}}$ to accept.
The Display will change to select Stand 1 Row 2.

| ${ }^{\wedge}$ Type^ | ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ |
| :---: | :---: |
| SingleD |  |
| Stand 1 Row 1 |  |


| ${ }^{\wedge}$ Type $^{\wedge}$ | $\wedge$ | $\wedge$ |
| :--- | :--- | :--- | :--- |
| Single0 |  |  |
| Stand 1 Row 2 |  |  |

At this stage the ^${ }^{\wedge}$ Type $^{\wedge}$ choices are:
Single (Select 1 Trap) eg A
Sim Pr0+0 (Select 2 Traps) eg C+B
$0 / \mathrm{R} \operatorname{Pr0,0}$
Fol Pr0/0
(Select 2 Traps) eg D,F
(Select 2 Traps) eg E/A
End of Stand One (Select to finish entering the Rows for Stand 1 and to start entering the Rows for Stand 2).


If you enter the wrong Traps, keep pressing the Trap buttons until you get the correct Traps in the Correct order.

In this example, when reaching Stand 1 Row 5, we selected End of Stand One to start entering Sequence for Stand 2 Row 1.

The number of Rows entered for Stand 1 (in this

| $\wedge$ Type $^{\wedge}$ | $\wedge$ |
| :--- | :--- |
| End of Stand One |  |
| Stand 1 Row 5 |  |
|  |  | example, 4 Rows) will be duplicated for Hoops/Stands 2 to 5.

## On Report Pair.

For the On Report Pair, the first Clay is released by the Referee as normal by pressing the Fire Button on the ParCours Handset. The Referee also has to Press the Fire Button to release the second Clay on hearing the 'Report' of the first shot.

## Following Pair.

For the Following Pair, there is a delay between the 2 Clays. This delay is adjustable between 1 and 7 Seconds in the Following Delay Menu item.

This the 5 Stand Custom Sequence as entered above.

| Sample 5 Stand CUSTOM Level |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | Rows |
| Single | D | A | C | B | E | $1^{\text {sT }}$ |
| Sim + Pair | A+C | B+C | D+E | F+A | F+C | $2^{\text {ND }}$ |
| On Report, Pair | B,E | D,F | A,B | C,E | F,A | $3^{\text {RD }}$ |
| Following / Pair | F/A | A/B | F/E | C/D | F/B | $4^{\text {TH }}$ |
|  | 35 Birds Per Shooter |  |  |  |  |  |

You can photocopy the table below in order to create your own Custom Level(s). You can make up your own rules. There is a maximum of 60 Rows.


## Create ParCours

Create ParCours is used to input a Custom ParCours sequence of your own design. Only one ParCours Sequence can be stored in each ParCours Handset.

The minimum Sequence that can be saved is one Single and one Pair in 2 Lines/Rows for Hoop/Stand 1.

The maximum number of Hoops/Stands is 9. The maximum number of Lines/Rows is 60. Each Hoop/Stand entered can have a different number of Lines/Rows.

A Rafael Pair (see page 14) can only use the same Trap for both releases.
Press ^Set^ to Start entering the ParCours Sequence.

If no ParCours Sequence exists >>
Select ${ }^{\wedge} \mathbf{N e w}^{\wedge}$ to create a new ParCours Sequence.

| ${ }^{\wedge}$ Scroll^ $^{\wedge} \quad{ }^{\wedge}$ Set $^{\wedge}$ |
| :---: |
| Create ParCours |

## ${ }^{\wedge} \mathrm{New}^{\wedge}$



Press ^${ }^{\text {^Type }}{ }^{\text {^ }}$ to select what Clays(s) you require for Hoop 1 Line 2.

| At this stage the Single | ${ }^{\wedge}$ Type^ ${ }^{\wedge}$ choices are: (Select 1 Trap) | eg A | ^Type^ | ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ |
| :---: | :---: | :---: | :---: | :---: |
| Sim Pr 0+0 | (Select 2 Traps) | eg C+B | Sim Pr 0+0 |  |
| 0/R Pr 0,0 | (Select 2 Traps) | eg D,F | Hoop 1 Line 2 |  |
| Fol Pr 0/0 | (Select 2 Traps) | eg E/A |  |  |
| Raf Pr Or0 | (Select 1 Trap) | eg ErE |  |  |

Sim Pr A+C Selected.

Press ^ $\mathbf{O K}^{\wedge}$ to save and move to Hoop 1 Line 3.
${ }^{\wedge}$ Type $^{\wedge}$
Sim Pr A+C
Hoop 1 Line 2

At this stage the ^Type^ choices are:
Single (Select 1 Trap) eg A

Sim Pr 0+0
(Select 2 Traps) eg C+B
$0 / \mathrm{RPr} 0,0$
Fol Pr 0/0
Raf Pr 0r0
Next Hoop
Completed
(Select 2 Traps) eg D,F
(Select 2 Traps) eg E/A
(Select 1 Trap) eg GrG
(Enter a Sequence for Hoop 2)
(Finish editing and save)

## ^Type^ ${ }^{\wedge}$ ^ ^ <br> Single 0 <br> Hoop 1 Line 3



As the minimum Sequence that must be entered now exists, you now have the option to save the Sequence by selecting Completed.

Completed Press ^0K^ twice to Confirm Completion.

Pressing ${ }^{\wedge} \mathbf{O K}{ }^{\wedge}$ twice saves the changes made to the ParCours Handset and causes the Multitrap Controller to disconnect from the ParCours Handset.

The Multitrap Controller will then display the next menu item AFTER "Handset Options" in the Controller menu.

If you wish to continue working on the ParCours Handset, you will need to use the F1 button on the Multitrap Controller to scroll through all the Controller Menu items to get back to Handset Options again.

## Sample ParCours 1

| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | 6 | Lines |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Single | D | A | C | B | E |  | $1^{\text {ST }}$ |
| Sim Pair (+) | A+C | B+C | D+E | F+A | F+C |  | $\mathbf{2}^{\text {ND }}$ |
| On Report Pair (,) | B,E | D,D | A,B | C,E | F,A |  | $3^{\text {RD }}$ |
| Following Pair (/) | F/A | A/B | F/E | D/D | F/B |  | $4^{\text {TH }}$ |
| Rafael Pair (r) | CrC | DrD | ErE | FrF | ArA |  | $5^{\text {th }}$ |
| 45 Birds Per Shooter |  |  |  |  |  |  |  |


| Sample ParCours 2 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | 6 | Lines |
| Single | G | B | F | A | D | C | $1^{\text {st }}$ |
| Pair | B+E | F/F | F,A | C,C | A+A | GrG | $2^{\text {nd }}$ |
| Rafael Pair | GrG | GrG | GrG | GrG | GrG | GrG | $3{ }^{\text {rd }}$ |
| Single | A | B | D | E | F | G | $4^{\text {th }}$ |
|  |  |  |  |  |  |  | $5^{\text {th }}$ |
|  | 36 Birds Per Shooter |  |  |  |  |  |  |

You can photocopy the table below in order to create your own Custom Level. You can make up your own rules. There is a maximum 9 Hoops/Stands and 60 Rows/Lines.

| ParCours Custom Level |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Hoop/Stand >> | 1 | 2 | 3 | 4 | 5 | 6 | Lines |
| Single |  |  |  |  |  |  | $1^{\text {ST }}$ |
|  |  |  |  |  |  |  | $2^{\text {nd }}$ |
|  |  |  |  |  |  |  | $3^{\text {rd }}$ |
|  |  |  |  |  |  |  | $4^{\text {th }}$ |
|  |  |  |  |  |  |  | $5^{\text {th }}$ |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  | S | oot |  |  |  |

