

Skeet Sequence Info

A couple quick tips when using the skeet sequence.

- You cannot use the sequence when shooting another shooter. You can only launch targets with the microphone.
- The manual button now becomes 'the backup' button. If you desire to re-launch a target, simply press the manual button. This does not effect the sequence.
- The time between shots is set in the rearming mode. If you find the time is too long, turn on the rearm mode, (be sure to turn off all other modes) and adjust the time shorter. Keep in mind if you set the time too short, it may arm before you shoot the second on your double. This will give an immediate next target in the sequence.
- If you find you have the wrong sequence, you may have selected the American or International sequence in place of the one you want. Follow the procedure on the back of this insert to correct.

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Skeet Sequence Selection American or International

The skeet premium model S5vt now has the ability to follow either the American or International sequences.

To select the sequence, start with all modes turned off, except SS (right light blinking red). Hold the top manual button until the battery light comes on steady. Release the button. If the SS light blinks once, you are in the American mode. If the light blinks twice, you are in the International mode. To change the mode, hold the top Low button to move from 2 blinks to 1, or hold the top High button to move from 1 to 2 blinks. Turn the unit off, wait 2 seconds, then turn on.

If you want to verify the mode, keep the receiver off. Now arm a High and call for the target. Check the lights on the front of your controller. If the next target is a Low, you are in the American sequence. If the next is a double, you are in the International sequence. Turn the controller off (to reset the sequence), turn both the receiver and controllers on, and start your round.

American 1 blink

International 2 blinks

High	High
Low	Double
Double	High
High	Double
Low	High
Double	Double
High	High
Low	Low
High	Low
Low	Double
High	Low
Low	Double
High	Double
Low	Double
Double	Double
High	High
Low	Low
Double	
High	
Low	