

TRAP HOUSE USE

These procedures are currently being used for any member wishing to use the trap house. The procedure is based on the "Honor System", with the expectation that all members will abide by these rules. At any time, these rules can be changed depending on the situation. Members wishing to use the trap house will be required to go through a short training session on how the machine works. A list of names are being kept on file of who has taken the course.

ACCESS

The key for the trap house is in the Storage Shed. Once the member has attended an on-site training course for the trap house, they will be given the combination for the shed. This combination is to be kept confidential.

From the shed you will collect the clipboard for signing in everyone in your party. If there is any money owed for the shoot, that money will be placed into the fish with necessary waivers. The key for the padlock is attached to the clipboard.

The cost for shooting clays is \$5.00 per 25. And if non-members are shooting there is an additional \$5 for the waiver.

Also in the shed, you will need to take the hand cart with the microphones to the trap house.

OPENING THE TRAP HOUSE

There are two padlocks to unlock. Keep them accessible for locking up.

Fold down the front door flat to the ground. **CAUTION.** Stay away from the front once powered up.

Open the top half of the trap door. Only the right/east side will open.

The black cord inside of the trap house will be pulled out and around the side to take back by the shooting stations.

Place the microphones in front of each shooting station.

The black cord will be plugged into the box on the hand cart. This activates the voice activation mode.

The gray cord is for the manual launcher.

POWER UP

In the corner by the ladder are two switches. One for Launcher and one stating Horizontal. Both switches are to be turned on. **YOU ARE ACTIVE!! Stay away from the front of the house.**

INFORMATION

The machine is set up to shoot 5 directions.

The main electrical box is to always remain on. Never shut it off unless there is an emergency.

COMPLETION OF SHOOT

After each shoot, the shooters will fill the machine back up. There are clays usually stored in the house for this. You load each section from the top. If for some reason, there are not any clays in the trap house you can bring some more boxes out of the storage shed. We want everyone to be considerate of the next shooters.

The empty boxes will be put into the fire pit.

The procedure for closing down the system is the reverse of what you did for opening up.

1. Turn off both power switches. **THERE IS ONE EXCEPTION EVERYONE NEEDS TO KNOW.** The Launcher button will need to be turned back one more notch past off. This will decock the machine. Then return to the Off position. If the switch is not turned back one notch there is a clay in the system and a good possibility of jamming or misfire on the next shooter.
2. Fill up the clay pigeons in the machine.
3. Return black cord to its hanging location.
4. Load the microphones back on to the cart. It has been found that if you put speaker 3 on first in the middle of the cart, then add from each side 2 and 4, then 1 and 5, it loads better.
5. Close both doors and padlock them.
6. Return the clipboard with key and cart back to the shed.
7. Lock the shed.

TROUBLESHOOTING

There may come an occasion that after you have turned everything on, and the machine does not launch it may be as simple to reset. On the two motors of the trap machine are reset buttons. Both buttons must be pushed to reset.

If that does not work, you will need to call or leave a text for Greg Nichols Jr. at 231-408-2058. Or, for Doug Walls at 231-638-0374. These two people are the Leads for the Trap Range and are to be notified of any complications, problems, breakage, supplies getting low, or anything else.