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# EZPull Trap Setup & Pairing Guide

For Trap RC version 3 (HW 4/SW 8.5 8/2015)

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**EZPull Trap** is a voice activated, wireless clay target release system for Trap. EZPull Trap has special Setup and Pairing modes intended only for the Gun Club's administrator.

**Warning:** Always stand clear of any traps that may be activated by EZPull.

**1. Using Setup Mode:** The Setup mode provides access to parameters that determine the operation of the device.

1.1. Enter Setup Mode: Remove the rubber boot. Remove the battery door. Remove one battery. Press and hold setup "wrench" [▶] key and replace the battery. When both lights are on steady, release the key. The lights will alternate slowly indicating the unit is in Setup mode.

1.2. Exit Setup Mode: When in Setup mode, press and hold the "Target" [●] and "Speaker" [🔊] keys simultaneously. Both lights will turn on steady. Release the keys. Unit will go directly to release mode ready to release targets on key press/Voice.

1.3. Access Setup Adjustment: pressing and holding any two key combinations simultaneously, (except [●] + [🔊]) will result in both lights flashing rapidly. Keep holding the keys until both lights are turned off. Then release the keys. The setup parameter's current numeric value will be indicated by the LEDs.

1.4. Understanding the numbering indicators:

1.4.1. Each parameter can be set to numbers in the range 1 to a maximum value specific to the parameter but never more than 16.

1.4.2. The left LED indicates the "tens" digit.

1.4.3. The right LED blinks the number of times corresponding to the "ones" digit

1.4.4. Examples:

Number **06**: left light is **off**; right light blinks **6** times.

Number **14**: left light is **on**; right light blinks **4** times.

1.5. Adjusting the Number:

1.5.1. Increase: for the next value, press and quickly release the "Speaker" [🔊] key. The operation is cyclical, after you reach the maximum value, the next number is #1.

1.5.2. Decrease: for the previous value, press and quickly release the "Target" [●] key. The operation is cyclical, after you reach #1, the next number is the maximum value.

1.5.3. Verify: After each key press, observe the lights to verify the number.

1.6. Exit adjustment: Once you verify the correct value, press the "ON/OFF" [⏻] key to save and return to Setup mode or press the "wrench" [▶] key to exit without saving any changes.



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2. Wireless Address Setup: The remote microphone units and base station on each Trap field must be set on the same unique address code. The address code is made of two numbers:
- Field: The Field number is a common radio address for all the EZPull systems on the same area. If you have 16 Trap fields or less you do not need to change this address.
- Station: The station number is the unique radio address for communicating between all units and base station on the same trap field.

First set the same address on all the EZPull remote units on the Trap field and then pair with a Base Station (See below).

- 2.1. Follow section 1 above to enter and work in Setup mode.
  - 2.2. Changing the Station Number: Use the [▶] + [●] keys combination access the Station Number adjustment. EZPull can be set to any station number in the range 1 to 16.
  - 2.3. Changing the Field Number: Use the [⊙] + [●] keys combination to access the Field Number adjustment. EZPull can be set to any Field number in the range 1 to 14.
3. Changing the Voice sensitivity: This parameter allows adjustment of the sensitivity to voice. Higher numbers are more sensitive. A typical value is in the range 3 to 4.
- 3.1. Follow section 1 above to enter and work in Setup mode.
  - 3.2. Use the [▶] + [⚡] keys combination to access the voice sensitivity adjustment. Voice Sensitivity values are Typically:
    - 3.2.1. For very high sensitivity, set to values 4 or 5. The down side is the unit will also be sensitive to noise and may throw targets on any speech sound and some gunshot echoes.

- 3.2.2. For average sensitivity, set to 3. This will reduce sensitivity to noise. This is the recommended value for use with TargetManager.
- 3.2.3. Set to 1-2 in very noisy environment including gunshots echoes from nearby fields. Shooter will need to call loud and long "Pull".

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4. Pairing the remote units with a Base Station: The remote units communicate with a base station that controls the Trap machine. There are two options for a base station:

EZPull Target Manager: uses a card payment system. The Card unit is typically mounted at the entrance to the Trap field. Refer to the Administrator's Guide of the EZPull Target Manager for specific setup instructions.

Trap base station: typically located inside the Trap house and directly controls the trap machine. The remote units and base station on each Trap field must be set on the same unique address code.

Follow procedure below to pair the base station with the Remote units:

- 4.1. Turn off all the remote units.
- 4.2. Disconnect the Base unit from the Trap or any high voltage source.  
**Warning:** opening the cover of the base station or touching the circuitry while connected to a high voltage source can be hazardous and may result in serious injury.
- 4.3. Set the Base Station in pairing mode.
  - 4.3.1. For units with push button: Insert a pin via the hole on the right side of the base station to press and hold the button.
  - 4.3.2. For units with a magnetic reed switch: place the small magnet next to the magnetic switch (looks like a red bar) on the right side of the base station.
- 4.4. The Red LED will blink for 2 seconds, then the Green/Yellow LED will blink rapidly and then both lights will glow steady. Release the button or remove the magnet at once. Both Red and Green/Yellow LEDs will flash indicating the base station is waiting for a Pairing call from the remote.
- 4.5. Set one of the remote units in Pairing Mode: Remove the rubber boot. Remove the battery door. Remove one battery. Press and hold the On/Off key [⏻] and replace the

battery. Both lights should be on steady. Keep pressing the key. Observe the LED indicators on the base station and release the key.

- 4.6. If Pairing is successful you will see the following light sequence: Blue, Red, Blue, Green/Yellow followed by slow flashing of the Green/Yellow LED indicating normal operation mode.
- 4.7. Following a successful pairing, the remote unit should be in sleep mode (no lights). If lights are still flashing, remove one battery, wait 10 seconds and replace it.
- 4.8. Verify pairing: Press and release the [⏻] on the remote. Observe the lights on the base station. Press and release the "Target" [●] key. The Blue light on the base station should turn on momentarily.

