

EZPull Target Manager User Manual

EZPull *Target Manager* is mounted in each shooting station. EZPull Remote is the wireless puller's switch that "talks" with *Target Manager*. When you press a target key on the remote, EZPull *Target Manager* checks for available targets on a secure RFID card. If targets are available, *Target Manager* wirelessly communicates with receivers controlling the Trap machines to throw the target(s). *Target Manager* may be set to operate in one of two payment modes:

- **Pay per target:** The card must be placed in the slot on the front panel under the keypad. Every target release is immediately counted off the balance on the card. This is the typical mode for sporting clays and practice skeet/trap fields.
- **Pay per round:** One transaction loads 25 targets to the *Target Manager* and card can be removed. This is the typical mode for skeet/trap fields.



Using EZPull Target Manager:

1. Get a card at the club office.
2. If you are shooting alone, inquire about the available solo shooter options.
Solo shooter options are:
 - 2.1. Add a Solo-Delay period on the card. TargetManager will automatically read the delay from your card.
 - 2.2. If the club has TargetManager set to manually select solo delay, before placing the card, press any of the [2], [3] or [4] keys on TargetManager's keypad for a respective delay in seconds.
 - 2.3. Some clubs offers a personal voice release controller.
3. Wakeup: When arriving at a shooting area, observe the *Target Manager's* display. If the unit is in sleep mode, place your card in front of the card slot or press any of the keys on the front panel to wake up the unit.
4. Using the card:
 - 4.1. Pay per target mode: If *Target Manager* is set for "Pay per target", place the card in the slot. The display will show your balance (count down) and used (count up) targets. You are now ready to release targets.
 - 4.2. Pay per round mode: If *Target Manager* is set for "Pay per round", hold the card at least 1" in front of the card slot and press a key to select how many rounds to load in one transaction: [1] for one round through [4] to load four rounds at once. When all members of the squad have loaded their rounds, press the [1] key to start the round. The display shows used targets (count up) and targets balance (count down). You can add more targets during the round, and then press the [1] key to resume.
5. Throwing Targets: There are several options for releasing targets:
 - 5.1. Using an EZPull wireless remote. Target keys are marked with the respective target.
 - 5.2. Using the *Target Manager* front panel keypad: [1] = Trap 1/A/High, [2] = Trap 2/B/Low, [3] = Trap 3/C, [4] = Trap 4/D. For a true pair/doubles press any tow keys simultaneously.
 - 5.3. Using a wired pull button – as marked on the pull button.

Notice:

- **Low Battery:** During normal operation, you will see a "heart beat" on the lower right corner of the display. Inform club personnel if this icon changes to an empty battery shape.
- **Trap Reload time:** If you attempt to release targets before the trap machine(s) are reloaded, the *Target Manager* will not release or count targets. The trap(s) currently reloading are shown in the "Busy" area on the display. The last active trap(s) are shown in the "Trap" area.