
EZPull VR2-FT User Manual

EZPull VR2-FT is wireless, voice/key activated clay target release system for Skeet and Sporting Clays. EZPull VR2-FT has two operating modes:

- **Voice Release:** When a microphone is plugged into the microphone jack, EZPull VR2-FT releases targets on the call "Pull". Once the operator has pressed the key for the desired target, the shooter has 16 Seconds to call "pull" before the operation times out.
- **Manual Release:** When the microphone is removed, EZPull VR2-FT releases targets on pressing the desired target key.

EZPull VR2-FT can be set SKEET or SPORTING CLAYS operation. The differences between the two will be reviewed later in this document.



1. Targets Keys:

- 1.1. **A/H:** releases Skeet High or Sporting A
- 1.2. **B/L:** releases Skeet Low or Sporting B
- 1.3. **T/D:** releases Skeet Doubles or Sporting True Pair
- 1.4. **R:** Works only in Voice Release:

- 1.4.1. Skeet: pressing the [**R**] key, enables *Automatic Singles sequence*: "pull – High - bang – pull – Low - bang". On the first "Pull", the High target is released. On the first gunshot, the Low target is armed. On the second "Pull" the Low target is released and on the second gunshot, the sequence is terminated. The *automatic singles sequence* has no voice timeout, the shot time out is 3 seconds. This allows calling again for the same target in case the gun did not shoot. For example, you call *pull*. The High target released but you forgot the safety so your gun did not shoot. Call again for another High target. Touching any of the keys aborts the sequence.
- 1.4.2. Sporting Clays: pressing the [**R**] key followed by the [**A**] or [**B**] keys enables *Automatic Report Pair* with the target pressed after the [**R**] key release first. For example: pressing the [**R**] key followed by the [**A**] key results in "pull - A – bang – B" and pressing the [**R**] key followed by the [**B**] key results in "pull - B – bang – A". On the first "Pull", the selected target is released. On the first gunshot, the other target is released. The *Automatic Report Pair* has a 16 Second timeout for the voice and 6 second timeout for the Gunshot. When timeout occurs, the operation is aborted and the key needs to be pressed again. Touching any of the keys aborts the sequence.

2. **Repeat Practice Target:** In voice release, it is possible to "lock" a specific target so it can be repeatedly released on each "pull". To lock a target, press and hold the key for the desired target(s). The corresponding light(s) will flash rapidly. Keep holding the key for approximately 2 seconds, until the light(s) is/are on steady. The target selected is now locked. You do not need to press any keys to repeatedly release more targets. Press and release any key to unlock.

Low Battery: If, after pressing any of the keys, the light alternate rapidly, then it's time to replace the battery.

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3. **Skeet Auto Sequence Mode:** In voice release, and when set to Skeet or International Skeet, the EZPull VR2-FT can be set to automatically follow the selected Skeet sequence. The example below is based on American Skeet sequence:
 - 3.1. Starting on pad #1, enter auto sequence mode by simultaneously pressing and holding the [A] + [B] keys. When both lights are on, release the keys. The light will alternate slowly and then the left light will start blinking indicating waiting for a voice call to release the High house. Call "pull", the High house with throw a target.
 - 3.2. If the Gunshot Sensitivity was set to detect Gunshots, the left light will blink rapidly indicating the system is waiting for a gunshot. If you fail to shoot your gun during 5 seconds, the system will automatically revert to waiting for another voice call. If the system detects a gunshot, or if gunshot detection is disabled in the settings, the right light will blink indicating waiting for a voice call to release the low house.
 - 3.3. Once the low house is released (and shot at if Gunshot detection is enabled), the light will alternate a few times indicating the system is waiting for you to reload (about 2 seconds) and then both lights will flash indicating waiting for a voice call to release a double.
 - 3.4. Once you shoot the doubles, the light will alternate a few times indicating the system is waiting for you to change pads and reload (about 4 seconds) and then the left light will start blinking indicating waiting for a voice call to release the High house on the second pad.
 - 3.5. This process will repeat itself according to American Skeet sequence. If the unit is set for International Skeet, the system will follow the International/Olympic sequence and the targets will be release on a random delay 0 – 3 seconds.
 - 3.6. To manually release any target(s) during the sequence, simple press the key corresponding with the target(s) and call "Pull". Using a target key ((H/L/D) does not count as a, "Option". After releasing the "manual" target the system returns to the correct point in the sequence.
 - 3.7. "Option" - the [R] key repeats the last shot target(s). The first press of the [R] key is considered as the "Option" and you will only get one target on pad #8 Low.
 - 3.8. Pausing auto sequence - Press and hold any key for 2 seconds or until both lights are on. The system is now paused and not responsive to voice. Press and immediately release any key to retune to the sequence.
 - 3.9. Aborting Auto sequence:
 - 3.9.1. Manual abort - press and hold the [A] + [B] keys. When both lights are on, release the keys.
 - 3.9.2. Auto sequence timeout – if you do not call for a target for more than 2 minutes, the auto sequence mode times out and automatically abort.
 - 3.9.3. After 10 minutes in pause mode, the auto sequence mode is automatically aborted.

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4. **Using EZPull VR2-FT with the Lapel microphone:** the shooter can strap the EZPull on a belt or place it in the vest pocket, clipping the optional lapel microphone to the vest or shirt close to the mouth. This arrangement is suitable for a "solo" shooter.
5. **Using EZPull VR2-FT on a Stand:** the unit can be placed in special holder mounted on a stand. The lapel microphone can be clipped to the holder on the stand or replaced with the optional "plug microphone". The stand is positioned 2' - 4' in front of the shooter. The Shooter presses the key for the desired target and has 16 seconds to call *Pull*. This arrangement does not require a Puller. When moving to another station the squad carries the stand with the remote unit to the new station.
6. **Using EZPull VR2-FT with a Puller:** Using the lapel microphone or optional "plug microphone" the Puller stands behind and to the side of the shooter, extending the arm holding the EZPull microphone close to the shooter. When the shooter is ready, the Puller presses the key for the required target. The shooter calls "*Pull*" to release a target. The advantage of this arrangement is consistent pulls.



Plug Microphone



Lapel Microphone



TX-VR2 in the holder on a stand