



Trap and Skeet Counter System

Instruction Manual



Introduction

Long Range's line of Counter Systems keeps tracks of targets launched and effectively prevents target theft. The Trap and Skeet Counter Systems are hard wired to the trap machine(s) and is powered by the trap's battery. The Counter System's dip switches and Box ID will come preset. Depending on which counter system you ordered, a 1 trap or 2 trap pull cord will be included. Also included is a 4 wired power supply/release cord and a holster for the pull cord.

Trap Counter System



Skeet Counter System



Setup

Since the Skeet and Trap Counter Systems are hard wired to the trap machines that they are firing, they should be mounted close enough to be wired to the trap(s) that they will be firing. There is a 20 foot long **4 Wire Power Supply/Release Cord** attached to the bottom of the each Counter System. The **red** and **black** wires will attach to a 10 amp hour battery mated with a 5 watt solar panel (not included). Be sure to attach the **red** cable to the positive (+) terminal and the **black** cable to the negative (-) terminal. The **green** and **white** cords will connect to the traps release wires (Trap 1). The Skeet Counter System will also include a 20 foot **2 Wire Release Cord** that is to be connected to the second trap machine's release wires (Trap 2). The **pull cord** included will be either a 1 trap or a 2 trap cord and will connect with a 5 pin connector. Line up the pins and insert the **pull cord** into the bottom of the Counter System. You are now ready to turn on your counter system.

TargetTAG

The Counter System keeps tracks of targets launched and effectively prevents target theft. Users need to have a valid card to launch targets with the Counter System, unless in **Free Play Mode** (📖7). **Trap and Skeet** Counter Systems require that targets are loaded into the Target Bank before firing any traps. Users may be issued either a **Count Down** or a **Count Up** card to add targets to the unit's Target Bank. **Count Down** cards have an amount of targets preloaded on them and add targets to the **Target Bank** as targets are subtracted from the card. **Count Up** cards also add targets to the **Target Bank**, but targets are added to the card to keep track of how many are being used.

Each Counter System will be preprogrammed with your unique user ID so it will recognize only your cards.

If the Counter System is off, press any button on the pull cord to turn it on.

- 1 Insert Your TargetTAG Card**
The **Display Screen** will instruct the user to insert a TargetTAG card. Insert the card into the system.



Target Tag
Insert Tag

- 2 Press the Yellow Target Transfer Button**
The **Display Screen** will display how many targets are on the card. If it is a **Count Up** card, the Targets represents how many targets have been added to Counter Systems up to this point. If it is a **Count Down** card, the Targets will represent how many are remaining on the card. Press the yellow **Target Transfer Button** on the Counter System to transfer targets to the unit. Each time the **Target Transfer Button** is pressed, 25 targets will be added to the unit.



Targets = 475
Credits = 25

- 3 Remove the TargetTAG Card**
Once you have reached the desired amount of targets, remove the TargetTAG card. The **Display Screen** will indicate how many targets are loaded onto the unit. As you launch targets, the credits will decrease accordingly. When the amount reaches zero, more targets will need to be added to the Target Bank.



Target Tag
Credits = 25

1 Trap Pull Cord



Trap 1
• Fires Trap 1

2 Trap Pull Cord



Trap 1
• Fires Trap 1
• Decreases Trap Delay by 1 Second

Trap 2
• Fires Trap 2
• Increases Trap Delay by 1 Second

Doubles
• Fires Both Traps

Functions

The Trap and Skeet Counter Systems are easy to use devices that allows you to launch targets and effectively keeps track of the amount of targets being used. Targets must be loaded into the Target Bank to launch targets, unless in **Free Play Mode** (📖7). In addition to launching single targets and pairs, the Counter System allows shooters to set a delay between the time a trap button is pressed and the time the trap fires (**Skeet Only**). These functions are described in this section.

Launch Single Target

If the Counter System is off, press any button on the pull cord to turn it on.

1 Make Sure Targets Are Loaded Into the Target Bank

Follow the directions in the TargetTAG section to load targets in the Target Bank (📖6).

Target Tag
Insert Tag

2 Remove TargetTAG Card

Once you have reached the desired amount of targets, remove the TargetTAG card.

3 Press Trap Button to Launch Target

A single target will instantly launch. The **Display Screen** will display how many targets are remaining in the Target Bank. Each time you launch targets, this amount will decrease accordingly.

Target Tag
Credits = 25

Launch 2 Targets Simultaneously (Skeet Only)

If the Counter System is off, press any button on the pull cord to turn it on.

- 1 Make Sure Targets Are Loaded Into the Target Bank**
Follow the directions in the TargetTAG section to load targets in the Target Bank (📖3).

Target Tag
Insert Tag

- 2 Remove TargetTAG Card**
Once you have reached the desired amount of targets, remove the TargetTAG card.

- 3 Press Doubles to Launch Targets**
On a 2 trap **Pull Cord**, the **Doubles Button** will instantly fire both traps. The **Display Screen** will display how many targets are remaining in the Target Bank. Each time you launch targets, this amount will decrease accordingly.

Target Tag
Credits = 25

Note: When firing 2 targets simultaneously from a single trap machine and using a Trap Counter System, you may put the Counter System into Doubles Mode which will count 2 targets each time the Trap button is pressed. More about Doubles Mode in the Program Cards section (📖8).

Set Initial Delay (Skeet Only)

Setting a delay between the time a trap button is pressed and the time the trap(s) fire allows solo shooters to go out alone without a trapper. Set the desired delay time to allow you to press a trap button and get ready before the target is launched. The delay must be set **before** a TargetTAG card is inserted. This process is described below.

If the Counter System is off, press any button on the pull cord to turn it on.

- 1 Press and Hold the Target Transfer Button**
By pressing and holding the yellow **Target Transfer** button on the Skeet Counter System, the unit will be ready for the initial delay to be entered.
Note: The screen won't change till you press a trap button.

Target Tag
Credits = 25

- 2 Set Initial Delay Time**
Trap 2 button will increase the delay time by 1 second each time it is pressed. Trap 1 button will decrease the delay time by 1 second each time it is pressed.

Target Tag
Second Delay: 0

3 Be Sure to Have Targets Available
Wait for the **Display Screen** to back out of the **Set Delay Screen**. The Counter System will display the amount of targets available. Add targets to the Target Bank or begin launching targets.

Target Tag
Credits = 25

4 Press Trap Button to Launch Target(s)
The **Display Screen** will display the amount of targets remaining in the Target Bank. When you press a trap button on the **Pull Cord**, the delay countdown will begin.

Target Tag
Credits = 25

5 Get Ready for Trap to Fire
The **Display Screen** will display the delay countdown and fire when it gets to zero. The targets available in the Target Bank will decrease accordingly.

Target Tag
Get Ready! 3

Note: To reset the delay time, press and hold the **Target Transfer Button** and press the Trap 1 button to decrease the delay time to zero.

Program Cards

Included with your Sporting Clays Counter System will be a set of Program Cards. Each card is programmed to perform a specific function. To activate the card's function, simply touch the card on the front of the unit. Each card's function is described below.

Management Cards

Management cards allow you to set various features and functions of the Counter System.

Set User ID: Your Counter System(s) will come programmed with your unique user ID. This card is encrypted with your user ID and will change a Counter System's User ID to the User ID of the card when you touch it to the front of the unit.

Set Box ID: Each separate Counter System has a unique Box ID and comes labeled with this number. This Box ID is relevant if you wish to download data from the Counter Systems to the PC software. This card also loads your club name, which displays on the unit's **Display Screen**.

Free Play: By default, each Counter System requires a TargetTAG card to launch targets. This feature can be disabled by touching the Free Play card to the front of the unit. While in Free Play, targets are launched without a TargetTAG card. Targets are still counted within the unit to be downloaded to the TargetTAG software. All targets fired while in Free Play will be allocated to a customer called "Free Play". To disable Free Play, simply touch the Free Play card to the front of the unit.

Maintenance: By touching the Maintenance card to the front of a Counter System, the unit is put into Maintenance Mode. This disables the unit and displays "Out of Service" on the **Display Screen**. This is a safety feature that allows work to be done to a trap machine while the station is closed. To resume normal operation, simply touch the Maintenance card to the front of the Counter unit.

Set Date and Time: To set the date and time on the Counter System, touch the Set Date and Time card to the front of the unit. Having the correct date and time is important for owners who wish to have accurate information when downloading the user data from the unit. Once in the Time and Date screen, the information will be displayed as follows:

HH:MM MM/DD YEAR

The cursor will be located over the hours (HH). Press Trap 1 to decrease the units or Trap 2 to increase them. To advance to the next unit, press the Doubles button. Once you have the correct information entered, touch the Set Date and Time card to the front of the unit to save it.

Display ON/OFF: Each Counter System's display is set to turn off after 60 seconds of inactivity. You may disable this feature and keep the display on indefinitely by touching the Display ON/OFF card to the front of the unit.

Set Max Value: (Not included) TargetTAG cards used with the Counter System can hold up to 4,000 targets, but we have limited it to 2,000 targets. This maximum limit may be changed by touching a custom Set Max Value card to the unit. Please contact us and we will create a Max Value card for you.

Note: This limit only applies to Count Up cards. Prepaid or Count Down cards are not affected and will retain the maximum value of 4,000 targets.

International Timer: (Skeet Only) International Skeet adds an element of difficulty by randomly choosing a delay time between zero and three seconds. Touch the International Timer card to the front of the device to activate the random delay. "INT" will be displayed on the bottom right corner of the **Display Screen**. When a trap button is pressed, the trap may instantly fire or randomly choose a delay before firing up to 3 seconds. Touch the International Timer card to the front of the unit to turn this option off.

Doubles: (Trap Only) If a trap machine is set to throw 2 targets at a time, we need the Counter System to count 2 targets each time a trap button is pressed. The unit must be put into Doubles Mode. To do this, touch the front of the unit with the Doubles card. "DBL" will be displayed on the bottom right of the **Display Screen**. Touch the Doubles card to the front of the unit to turn this option off.

Service Cards

Service cards allow owners to transfer data from the Counter Systems to the TargetTAG software. The number of Service cards included depends on how many units you have. If you need more Service cards, contact us and we will send you more.

Download Data: Insert any Service card into the holder of the Counter System. The **Display Screen** will change to "Uploading Record". If the service card becomes full, the **Display Screen** will change to "SVC Card Full" then change to "Insert Next Card". Remove the full the Service card and insert the next card. When all of the data has been transferred from the Counter System to the Service cards, the **Display Screen** will read "Done". Move onto the next Counter System and repeat this process to transfer the data.

After transferring all of the data from a Counter System to the Service cards, the Counter System will now be wiped clean of all data. If all Service cards become full of data, they must be downloaded to the TargetTAG PC software before you can retrieve the remaining data from the Counter Systems.

Options

Skeet Lights: (Skeet Only) Skeet Counter Systems have the ability to control trap lights that will turn off when fired. This is used in International Skeet and signals to the shooter that the trap has fired. Additional wiring is required to connect the Counter System to the lighting. Please contact us if you would like to include this option with your Counter system.

Trouble Shooting

Frequently Asked Questions

Questions	Answers
What should I do if my Counter System isn't working?	First, make sure that your battery has 12 volts and is fully charged. Second, ensure that your Counter System is set to the same Channel as the trap that you are trying to fire. Refer to the Dip Switches Settings manual included with your Counter System. Third, ensure that your Counter System is set to the correct Message Length . Refer to the Dip Switches Settings manual included with your Counter System.
Is the Counter System waterproof?	It is sealed and water resistant, but cannot be submerged in water. It is possible for water to penetrate the unit through the cable inputs on the bottom of the unit.

Contact

Please call us with any questions. Your satisfaction is our priority.

Call toll free:
1 800 987-6749, Monday-Friday 8:30am-4:30pm EST

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Product Repairs

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