*Long*RANGE

Sporting Clays Counter System

Instruction Manual

Long Range LLC. 26 Tannery Street Franklin, NH 03235

Introduction

Long Range's line of Counter Systems keeps tracks of targets launched and effectively prevents target theft. The Counter System works best with a 15 amp hour battery mated with a 5 watt solar panel, which is **not included**. The Counter System's dip switches and Box ID will come preset. Depending on which counter system you ordered, a 2 trap or 4 trap pull cord will be included. Also included is an antenna, a power supply cord, and a holster for the pull cord.

Antenna

Mounting Hole

Display Screen

Trap Buttons

Target TAG Slot

Pull Cord

Power Supply Cord

Setup

The Counter System should be mounted at the designated station and be easily accessible. A holster is included to hold the pull cord and can be mounted as well. Screw the **antenna** into the bottom of the Counter System and mount the **antenna** as high as possible, preferably not to a metal surface. The **power supply cord** is attached to the bottom of the Counter System and will attach to a 15 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 **pull cord** included will be either a 2 trap or a 4 trap cord and will connect with a 5 pin or 6 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.

Target TAG

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** (📖10). **Sporting Clays** Counter Systems require that a card stays in the system as targets are launched to keep track of how many targets are being used.
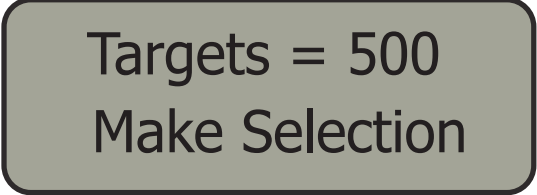
Each Counter System will be preprogrammed with your unique user ID so it will recognize only your cards.

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

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

> Target Tag
> Insert Tag

2 **Press Trap Button to Launch Target(s)**
The **Display Screen** will display how many targets have been launched. Each time you launch targets, this amount will increase accordingly.

> Targets = 500
> Make Selection

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
• Advances to Second Trap Delay Settings

4 Trap Pull Cord

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

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

Trap C
• Fires Trap 3
• Advances to Second Trap Delay Settings

Trap D
• Fires Trap 4

Doubles
• Fires 2 Designated Traps

Functions

The Counter System is an easy to use device that allows you to launch targets and effectively keeps track of the amount of targets being used. A Target TAG card **must** be inserted into the Sporting Clays Counter System to launch targets, unless in **Free Play Mode** (📖10). 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. Shooters may also set a second delay time to simulate a report pair. The delay times must be set **before** inserting a Target TAG card. 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 **Insert Your Target TAG Card**
The display screen will instruct the user to insert a Target TAG card. Insert the card into the system.

> Target Tag
> Insert Tag

2 **Press Trap Button to Launch Target**
A single target will instantly launch. The **Display Screen** will display how many targets have been launched. Each time you launch targets, this amount will increase accordingly.

> Targets = 500
> Make Selection

Launch 2 Targets Simultaneously (True Pair)

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

1 **Insert Your Target TAG Card**
The display screen will instruct the user to insert a Target TAG card. Insert the card into the system.

> Target Tag
> Insert Tag

2 **Press Doubles to Launch Targets**
On a 2 trap **Pull Cord**, the **Doubles Button** will instantly fire both traps. On a 4 trap **Pull Cord**, you must designate which 2 traps you would like to fire. After pressing the **Doubles Button,** press the first trap button, then the second. Both traps will fire instantly on the press of the second trap button. The **Display Screen** will display how many targets have been launched. Each time you launch targets, this amount will increase accordingly.

> Targets = 500
> Make Selection

Solo Shooter Mode

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 Target TAG card is inserted.

There are 2 different ways of setting up solo shooter mode. You may toggle between the two modes (default and preset) by using the Preset Delay On/Off card (📖11). Each of these processes are described below

Default Solo Shooter Mode (Single Target/True Pair)

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

1 **Press Trap 2 Button**
Trap 2 button will bring you to **Set Delay Screen** and add 1 second to the delay time each time it is pressed.

> Target Tag
> Insert Tag

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
> Initial Delay: 0

3 **Insert Target TAG Card**
Wait for the **Display Screen** to back out of the **Set Delay Screen**. The Counter System will ask to insert a Target TAG card. Insert your Target TAG card.

> Target Tag
> Insert Tag

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

> Targets = 500
> Make Selection

5 **Get Ready for Trap to Fire**
The **Display Screen** will display the delay countdown and fire when it gets to zero. The targets will be accounted for accordingly.

> Targets = 500
> Get Ready! 2

Note: To reset the delay time, remove the Target TAG card. The delay time is now reset to zero. Press the Trap 2 button to enter a delay time.

Set Second Delay (Simulated Report Pair)

With the Sporting Clays Counter System, you are allowed to set a second delay to simulate a report pair. The second delay time is set **after** the initial delay time is set and must be done **before** a Target TAG 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 Trap 2 Button**
Trap 2 button will bring you to **Set Delay Screen** and add 1 second each time it is pressed.

> Target Tag
> Insert Tag

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
> Initial Delay: 0

3 **Press the Doubles Button or Trap 3 Button**
To progress to the **Second Delay**, press the Doubles button on the 2 trap pull cord or the Trap 3 button on the 4 trap pull cord.

> Target Tag
> Initial Delay: 2

4 **Set Second 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

5 **Insert Target TAG Card**
Wait for the **Display Screen** to back out of the **Set Delay Screen**. The Counter System will ask to insert a Target TAG card. Insert your Target TAG card.

> Target Tag
> Insert Tag

6 **Press the Doubles Button to Fire Targets**
The **Display Screen** will display the amount of targets launched. When you press a trap button on the **Pull Cord**, the delay countdown will begin.

> Targets = 500
> Make Selection

7 **Get Ready for Trap to Fire**
The **Display Screen** will display the delay countdown and fire when it gets to zero. The timer will reset to the second delay and fire again when it gets to zero. The targets will increase accordingly.

> Targets = 500
> Get Ready! 2

Preset Delay Solo Shooter Mode (Single Target/True Pair

Using the supplied Preset Delay On/Off card will allow shooters to set the delay with a single press of a button. Before inserting a TargetTAG card, follow the directions below to set the delay using the **Preset Delay Solo Shooter Mode**.

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

1 **Press Trap 2 Button**
Trap 2 button will bring you to **Set Delay Screen** and add 3 seconds to the delay.

> Target Tag
> Initial Delay: 3

Note: Although 3 seconds is the default delay time when in Preset Delay Mode, shooters may adjust this time using the trap 1 and trap 2 buttons as explained in Default Solo Shooter Mode (📖4).

2 **Insert Target TAG Card**
Wait for the **Display Screen** to back out of the **Set Delay Screen**. The Counter System will ask to insert a Target TAG card. Insert your Target TAG card.

> Target Tag
> Insert Tag

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

> Targets = 500
> Make Selection

4 **Get Ready for Trap to Fire**
The **Display Screen** will display the delay countdown and fire when it gets to zero. The targets will be accounted for accordingly.

> Targets = 500
> Get Ready! 2

Note: To reset the delay time, remove the Target TAG card. The delay time is now reset to zero. Press the Trap 2 button to enter a delay time.

Set Second Delay (Simulated Report Pair)

As with the Default Solo Shooter Mode, you are able to add a second delay to simluate a report pair. This second delay is the amount of time between the launch of the first target and the second target of the pair.The second delay can only be set **before** a TargetTAG card is inserted.
If the Counter System is off, press any button on the pull cord to turn it on.

1 **Press Trap 2 Button**
Trap 2 button will bring you to **Set Delay Screen** and add 3 seconds to the delay.

> Target Tag
> Initial Delay: 3

2 **Set Second 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: 3

Note: Although 3 seconds is the default delay time when in Preset Delay Mode, shooters may adjust this time using the trap 1 and trap 2 buttons as explained in Default Solo Shooter Mode (📖4).

3 **Insert Target TAG Card**
Wait for the **Display Screen** to back out of the **Set Delay Screen**. The Counter System will ask to insert a Target TAG card. Insert your Target TAG card.

> Target Tag
> Insert Tag

4 **Press the Doubles Button to Fire Targets**
The **Display Screen** will display the amount of targets launched. When you press a trap button on the **Pull Cord**, the delay countdown will begin. Calling for a single target will fire the selected trap after the initial delay. Calling for a double will fire the first target after the initial delay and the second target after the second delay.

> Targets = 500
> Make Selection

5 **Get Ready for Trap to Fire**
The **Display Screen** will display the delay countdown and fire when it gets to zero. The timer will reset to the second delay and fire again when it gets to zero. The targets will be accounted for accordingly.

> Targets = 500
> Get Ready! 2

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 Target TAG 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 Target TAG card. Targets are still counted within the unit to be downloaded to the Target TAG 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) Target TAG 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.

Set Schedule: The Set Schedule card allows you to set the time of day your counter units will be operational. To set the schedule, begin by touching the Set Schedule card to the front of the counter unit to enter the main station schedule screen. From here you have 2 options. Option 1 will allow you to set the On/Off times for each day of the week. Option 2 allows you to turn the scheduling function on and off.

From the Main station schedule screen, press the Trap 1 button to enter the set time mode. The Doubles button will advance the cursor to the next character. Highlight the hour or minute you wish to change and use the Trap 1 and Trap 2 buttons to set the time. Trap 2 will increase the minute/hour by one, and the Trap 1 button will decrease the minute/hour by one.

Advance through each of the 7 days (Monday being Day 1) which backs out to the main station schedule screen. From here, press the Doubles button to exit.

Preset Delay On/Off: There are 2 different ways of setting up solo shooter mode. You may toggle between the two modes (default and preset) by using the Preset Delay On/Off card. The Default mode requires the shooter to increase the time by one second each press of a button. When in Preset Delay mode, the delay defaults to 3 seconds with a single press of the button,

To toggle between the 2 modes, swipe the Preset Delay card in front of the counter. The LCD screen will display, "SS Delay Changed." For more information on how to set these delays, refer to Solo Shooter Mode (📖4).

Service Cards

Service cards allow owners to transfer data from the Counter Systems to the Target TAG 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 Target TAG PC software before you can retrieve the remaining data from the Counter Systems.

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

Website:
http://www.longrangellc.com

Product Repairs

MAIL TO: **Long Range LLC.**
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Franklin, NH 03235

Please carefully pack and ship, prepaid and insured, to Long Range LLC.

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