

# DBCL Clays' Fields Usage Procedures

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## Trap Start-Up

1. Proceed out to selected Trap House
2. Unclasp Front Door/Cover Latches Ref #1
3. Rotate Hasps to Attach to Magnets Ref #2
4. Carefully Set Door/Cover on Ground Ref #3
5. Put Orange Cone on top of Trap House. Ref #4
6. Stand Fully to East Side of House Ref #3
7. Reach in and Turn Red (power) Switch On Ref #5
8. Press Arm/Disarm Switch to "Arm" Ref #6  
(Trap #3: Also Press the Rotate Button) Ref #7
9. Ensure Receiver Green LED is on Ref #8
10. Remove Orange Cone from top of Trap House.
11. Proceed back to TT Counter Post Ref #9
12. Uncover TT Post and Set Cover aside
13. \* Check if Pull Cord is Inserted into Counter Ref #10  
If not, insert Pull Cord connector into Counter base.
14. Check to Ensure Counter is 'Alive' Ref #11  
If not, push button on pull cord. Ref #12
15. Insert Your Tag into Counter Ref #13
16. Confirm Tag is Being Read - i.e. Shows # Ref #13
17. Leave Tag in Counter while shooting Ref #13

If you experience  
issues with any  
process step, see  
bottom of page 3.

### \* NOTE:

If using Foot Pedal or Longer Pull Cord, Insert 7-Pin Connector from that Cord

If using Trap #1, ensure you plug in 1-Button Pull Cord (3-Button is for Skeet)

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## Trap Shut-Down

1. Remove Your Card/Tag from Counter Ref #13
2. Proceed out to selected Trap House
3. Put orange cone on top of the trap house. Ref #4
4. Stand Fully to East Side of House Ref #3
5. Press Arm/Disarm Switch to "Disarm" Ref #6

*Caution: The CTM will toss out the last clay when "disarming".*

6. Reach in and Turn Red Switch Off Ref #5
7. Ensure LR Receiver Green LED is off. Ref #8
8. Remove orange cone from top of trap house.
9. Carefully Lift Door/Cover off Ground
10. Re-clasp Front Door/Cover Latches Ref #1
11. Proceed back to TT Counter Post
12. Carefully recoil Pull Cord and hang Ref #16
13. \* Leave Pull Cord plugged in.

Or remove your voice activation transmitter

14. Cover TT Post and secure with bungee cord. Ref #17

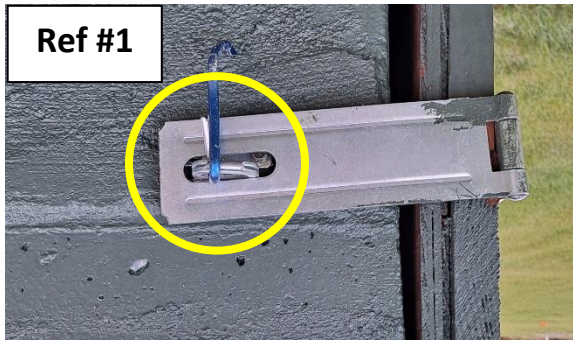
\* If using the Foot Pedal, disconnect that and plug in Pull Cord connector.

**NOTE: Ensure TT looks like Ref #16 Before Covering and Ref #17 After**

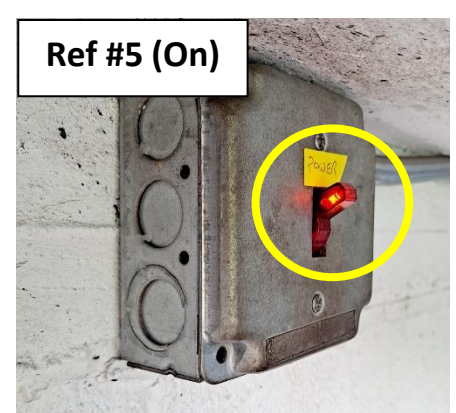
## Having Issues?

Remove Tag → Recoil and Hang Up Pull Cord → Recover the TT post  
Disarm the CTM → Turn off Red Switch → Reinstall House Front Door  
Move to another Trap Pad → Inform the Caretaker of Issue and Pad #

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Stand Here to  
Turn On/Off  
Arm/Disarm



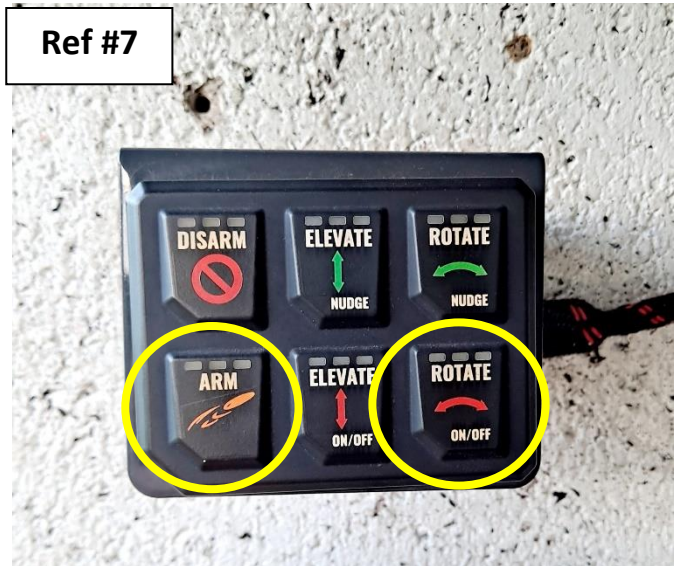


# DBCL Clays' Fields Usage Procedures

Ref #6



Ref #7



Ref #8

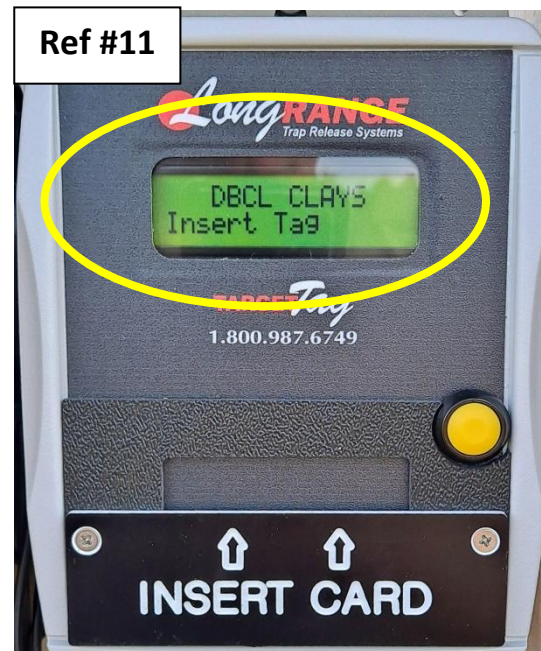


Ref #9





# DBCL Clays' Fields Usage Procedures



# DBCL Clays' Fields Usage Procedures

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Ref #16



Ref #17



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## **Skeet Start-Up**

1. Proceed out to skeet High House
2. Turn on light Ref A
3. Climb up the ladder
  - a. Slide Clays Door Open Ref B
  - b. Plug in CTM. Ref C
  - c. Ensure TT Receiver Green LED is On Ref D
  - d. Press Arm/Disarm Switch to "Arm" Ref E
4. Climb down ladder
5. Ensure 3-Button Pull Cord is plugged into Counter Ref F
6. Check to Ensure Counter is 'Alive' Ref G
  - If not, push any button on Pull Cord Ref H
7. Insert Your Tag into Counter Ref I
8. Confirm Tag is Being Read Ref J
9. Leave Tag in Counter while shooting Ref K
10. Proceed to Low House.
11. Turn on light Ref L
12. Slide Clays Door Open Ref M
13. Plug in CTM. Ref N
14. Press Arm/Disarm Switch to "Arm" Ref O
15. You are now ready to shoot skeet.
16. Button #1 is for high house, Ref H
  - Button #2 is for low house,
  - Button #3 is for true pairs.



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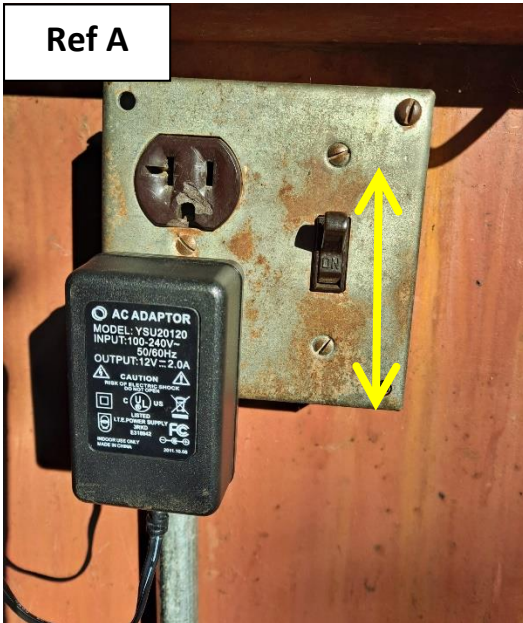
## Skeet Shut Down

1. Proceed to Low House.
2. Press Arm/Disarm Switch to "Disarm" Ref O  
**Caution: The CTM will toss out the last clay when disarming.**
3. Un-plug the CTM Ref N
4. Slide door closed door for clays. Ref P
5. Ensure TT Receiver Green LED is Off Ref Q
6. Close and secure door to Low House.
7. Proceed to High House.
8. Climb up ladder.
9. Press Arm/Disarm Switch to "Disarm" Ref O  
**Caution: The CTM will toss out the last clay when disarming.**
10. Un-plug CTM Ref N
11. Slide close clays door. Ref R
12. Climb down ladder
13. Carefully recoil Pull Cord and hang on Green Hook
14. Remove Pull Cord Plug from Counter Ref F  
(Or your voice activation receiver.)
15. Remove Card/Tag from TT Counter
16. Turn off light Ref A
17. Close and secure High house door.

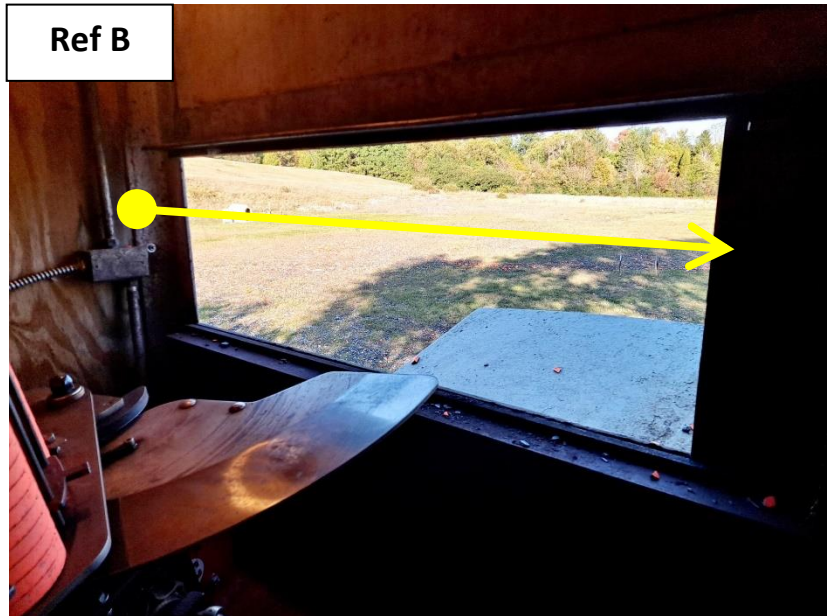


# DBCL Clays' Fields Usage Procedures

Ref A



Ref B



Ref C



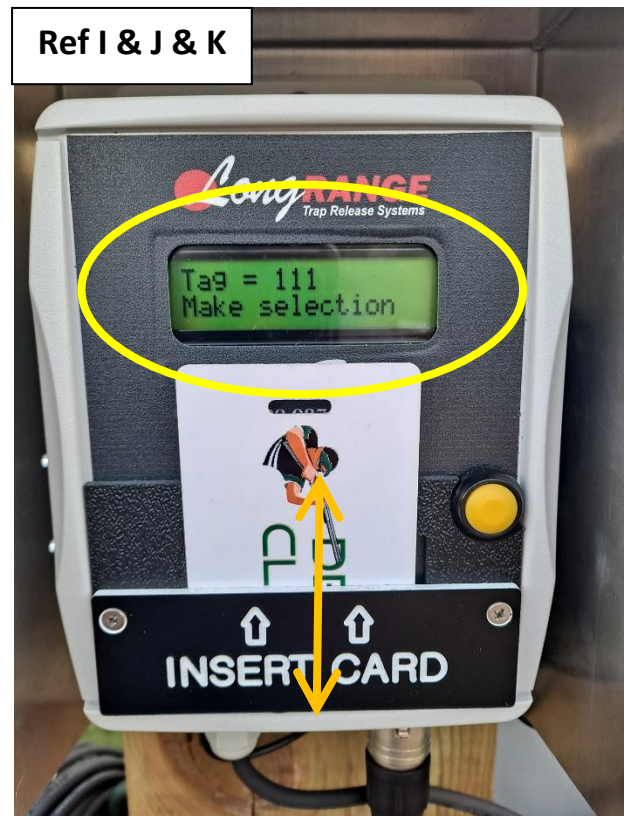
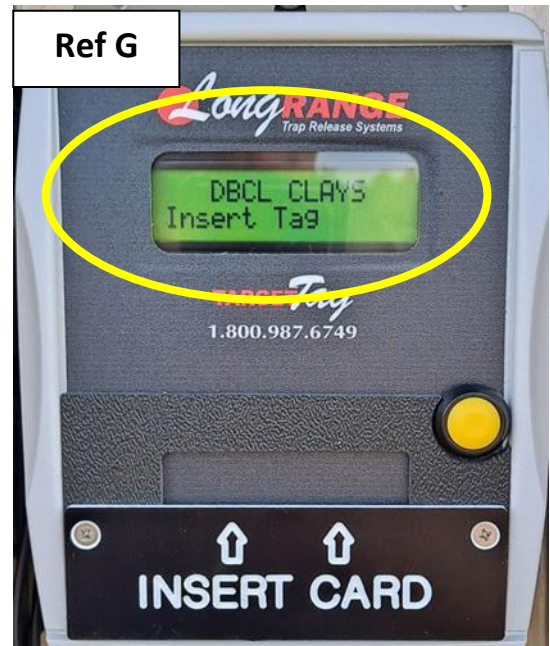
Ref D



Ref E

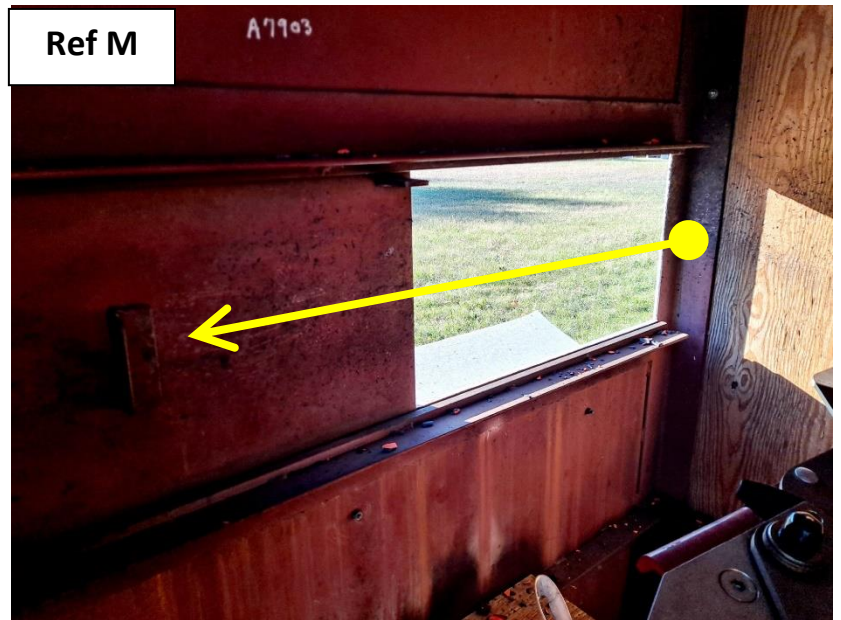


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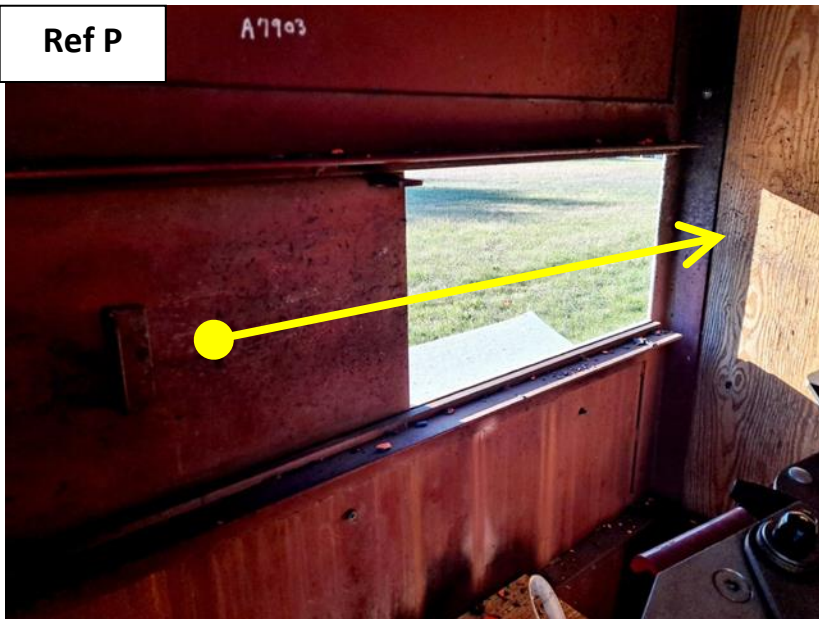




# DBCL Clays' Fields Usage Procedures

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Ref P



Ref R



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## **Frequently Asked Questions (FAQ)**

### 1) What happens if I lose my Tag?

If recovered, lost Tag will be returned using Tag # in TT database

Uncovered Tags are simply “lost” and a new ‘empty’ Tag is issued.

### 2) How many targets can I purchase on my Tag?

Maximum single purchase requested to be 675 clays.

We ask that you have a maximum of 675 clays on your Tag.

(This is because lost tags cannot be replaced/reimbursed)

### 3) How do I check how many targets I have on my Tag?

Insert key in Kiosk or place in TT Counter on TT Posts

### 4) What if the CTM I'm using runs out of clay targets?

Move to another Trap Pad, or you can fill CTM with targets in houses

### 5) What if I experience problems when using TT?

Move to another Trap Pad and inform Caretakers of the issue.

Caretakers are not to fix issues, but will notify someone to do so.

### 6) What if my Tag runs out of birds while shooting a round?

Add more clays via the kiosk or ask fellow shooters to use their tag(s)

### 7) How do I get my personal voice-activated controller to work?

Contact someone on Clays Committee about prepping your controller

### 8) If have multiple shooters, who puts his/her tag in counter?

Only one tag can be used at a time. Change cards after each round if shooting multiple rounds or put your card/tags in a hat and draw one out. That tag pays for today's round. Next time leave his/her card out and pull from the remaining group. Eventually everyone will pay for a round.

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## Terminology

- 1) **Long Range (LR)** – Manufacturer of Clay Target control Systems
- 2) **Target Tag (TT)** – LR system using pre-loaded target “tags”.
- 3) **Canterbury** – Green wireless speaker system tied into TT.
- 4) **TT Counter** – Box on rear post into which Tags and Cords are inserted
- 5) **TT Receiver** – Clear faced electronic box in trap/skeet houses.
- 6) **TT Post** – Post at rear of Pads #2, #3, #4, and #5 with TT Counter  
Trap #1 TT Counter is located in the Skeet High house.  
Trap #3 TT Counter is Handicap height accessible.
- 7) **Clay Target Machine (CTM)** – Electro-mechanical target thrower
- 8) **CTM Controller** – runs the CTM.
  - a. Located on the wall in trap house or on pad behind CTM.
  - b. Operated by TT receiver or “Bypass” plugged into Controller.
- 9) **“Bypass”** – Bypass TT by using prior pull cords to throw targets.
- 10) **Dura plug** – Prior 3-prong plugs used on our trap systems. (Image A)
- 11) **Nema Twist plug** – NEW 3-prong plugs for CTM’s TT receivers (Image B)
- 12) **7-Pin plug** – New TT connector to plug pull cords into Counter. (Image C)  
(Or the foot pedal or your voice activation receiver).



“A”



“B”



“C”



# DBCL Clays' Fields Usage Procedures

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## **Benefits to Members**

1. No need to get Caretaker to buy clays or get Pull Cords.
2. If sufficient light, can shoot past 6:00pm – i.e. Caretaker end time.
3. Pull cords are located on the TT Posts on the rear of Trap Pads.
4. Clays bought via credit card in vestibule at time of sign-in.
5. CTM's are kept loaded, so no need to crawl into house to load clays,  
(Loading done by Clays Crew, Clays League staff, Youth Trap Team, and Caretakers)
6. Unused clays stay on your Tag vs. a partial box in your vehicle.
7. Trap 3 TT post has been set up for Handicap usage.
8. Longer cords and foot-pedal cords are available in the locker under the overhang of Clays Shed.

## **Clays Crew**

|                 |                                                                          |              |
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