

Self-Use Trap Rules and Procedures

Revised 11/9/2016

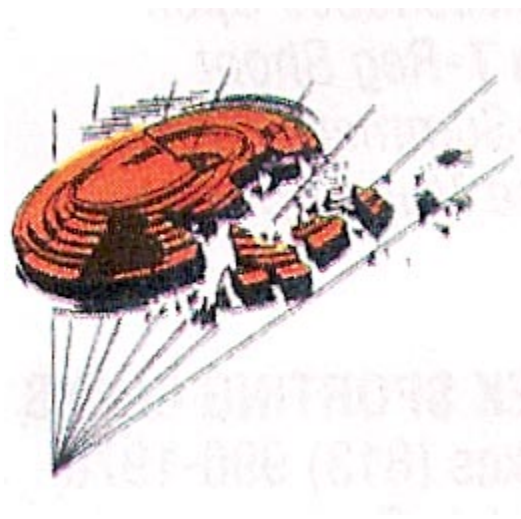


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Availability

1. General Use

The traps are available for your use during **daylight hours and evenings till 10:00 PM** most days. If you turn on the lights, it is your responsibility to turn them off when you leave.

Scheduled Events

The traps are not available for general use during the following special events:

- Scheduled trap events
- High school shoots
- Trap Leagues
- The traps are **not** available for your use during scheduled trap activities (leagues and shoots) which includes our high school practices on Monday thru Thur. from 3:30 to 6:30 (**February – April**). This is the only time that teams have the entire range reserved for practices thus the rest of the time Traps #1, #2 and #3 are open to membership on a first come basis.
- Clubhouse Rentals (Trap #3 is closed)

Location

The self-use traps are the first three traps located on the east end of the trap range, and are numbered 1, 2 and 3 (east to west) respectively.

Trap Cards

1. General Information:

- The cardholder is a member whose name appears on the card.
- The card and trap privileges are not transferable.
- The trap card cannot be loaned to another person or used by a family member without the cardholder present.
- Student members can purchase Self-Use Trap cards but cannot bring guests to the traps.
- Youth Izaak Walton League members cannot purchase Self-Use Trap cards.

This is your facility to use and enjoy. Treat it as though it were your own property.

2. Responsibility of the Trap Cardholder

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The Self-use Trap cardholder is considered the Range Master on the range they are shooting on, and must be present when the trap is being used and is responsible for his or her family and guests. When two or more trap card holders are present, they all have responsibility to maintain a safe shooting environment.

3. Guests

Guest passes are not required on the Self-Use Trap Ranges.

Fees

Member, Members spouse and children 18 and younger	\$4.00
Guests	19 or older \$6.00 18 or younger \$4.00

Payment Procedure

The cardholder is responsible for recording the number of rounds shot on the sign-up sheet which can be found inside of the traps #1, & #2 and #3. Place the money for the round fees in the locked metal box. The box is attached to the wall of the trap house. Please pay by check whenever possible. Remember that this is on the honor system thus it is important that everyone pays in order to keep our prices down.

Safety

1. Eye and ear protection are required to prevent injury while shooting.
1. Keep the gun unloaded until you are in shooting position at your station
2. Load one round at all shooting stations except when shooting doubles. Two rounds are required then.
3. No shot size larger than 7-1/2.
4. A limit of five shooters on the range at any one time. No exceptions.
5. Shooting or handling firearms while under the influence of drugs or alcohol is prohibited.
6. Horseplay on the trap range is not permitted.

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7. Must follow Trap Range rules and procedures.
8. Shoot only from the firing line and respect the rights of others.
9. Any complaints should be directed to the [Self-Use Trap Chairman](#).
10. Firearms must be pointed in a safe direction at all times.
11. Do not point any weapon at any person whether the firearm is loaded or unloaded.
12. Keep the gun unloaded until ready to use.
13. Know how your gun operates.
14. Be sure your gun and ammunition are compatible.
15. Be sure of your target and what is beyond.
16. Lincoln Ikes is not responsible for any accidental injuries, lost items, defective or malfunctions of firearms or ammunition.
17. Cardholder has the authority to evict anyone from the shooting range for any violation of these rules without refund.
18. No profane or abusive language.

Self-use Trap Operating Instructions

Safety for the shooters and visitors is foremost in the interests of the Ikes. All cardholders have been trained on the safe use of the trap house. As the cardholder you are the club's representative for safety.

About the Trap House

The trap house is equipped with a ground fault interrupt "GFI". It is located on the plug-in on the left side of the trap house as you look into the house. The one GFI controls the plug-ins on both sides of the trap house but not the light. If the trap does not work and a small light is evident between the plug-ins the GFI has been tripped. Reset the GFI by pressing the button below the light. Power is restored when the light goes off.

Features:

- Clay Delay Voice Activated Rock Throwing System
Trap 2 has an optional cordless voice-activate system. Instructions and the lock box combination are available for a nominal fee of \$10 per year. See [Clay Delay Auto-Puller Setup](#).
- Throwing Doubles

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Traps 1, 2 & 3 are capable of throwing doubles and instructions for doubles set-up are available to the Self-Use Trap cardholders. See [Throwing Doubles Setup](#).

Opening the Trap House

1. Plug in the trap.
2. Push the "pump motor switch" to the on position. (During cold weather please allow the motor to run 10 minutes or more to warm up the oil prior to arming.)
3. Unroll the cord. Pull the signal cord and push button or foot operated controller out to the firing line by the cord, not by the controller. Pulling the cord out by the controller will damage the controller and the trap machine will not eject targets.
4. Stand to the side of the trap when arming or disarming the trap.
5. Put the throwing arm switch in the ON position.

Closing the Trap House

1. Put the throwing arm in the safe position by pushing down the outside switch which will throw the armed target. This needs to be completed with the motor still running.
2. Push the "pump motor switch" to the OFF position.
3. Turn OFF the main power switch.
4. Unplug the trap machine to avoid potential damage to the machine from a lightning strike.
5. Fill the carousel with rocks and scoop out the broken rocks off of the trap house floor.
6. Wrap up the cord.
7. Record your shooting on the clipboard and pay the cash box.
8. Close the front door to the trap house and lock it.
9. Break down and take the empty cardboard boxes to the dumpster west of the green steel building.

On the left hand side of the trap house is a switch box. Push the "pump motor switch" to the on position. **This starts the hydraulic pump and in cold weather needs to run from 15 to 30 minutes in order to warm the hydraulic fluid before the trap machine can be used.** This pump should run all the time and is the last thing you shut off when you leave the trap house. Starting the hydraulic pump does not activate the trap. The other switch to the left of the "pump motor switch" does that.

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MACHINE SETTING FOR OSCILLATION

Toward the back of the machine is another switch box.



If the toggle switch is pushed down to "auto" the machine is set for oscillating. If the toggle switch is pushed up to "manual" the oscillating function is disengaged, the machine will throw all targets in this one direction. The "right" and "left" buttons on each side of the toggle switch are designed to jog the machine left or right till the desired angle to throw the rocks is achieved.

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RAISING OR LOWERING THE TARGET FLIGHT PATH

Before starting the adjustments be sure the trap machine is in the “SAFE” position because you are working in the area where a thrown rock would hit you in the chest or face.

1. Raising the front of the trap machine causes the thrown rock to fly higher. The reverse brings the flight of the rock down.



2. The machine has a crescent shaped flat bar with cogs on the front lower left part of the machine. To make a change manually raise the front of the machine and move the crescent shaped bar up or down till the desired flight elevation of the rock is achieved. We recommend moving one or two notches at a time till the proper rock flight height is achieved.

Clay Delay Auto-Puller Setup

The Clay Delay Auto-Puller is an optional use device available only on Trap #2. It is stored in a metal box on the west wall of the trap house. This device is not required in order to operate this trap house, but is available to the cardholder for a modest \$10 annual fee.

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In the box you will find the following:

- Auto-puller Receiver
- Auto-puller Controller
- Spare 9 volt batteries



Figure-1: Auto-puller Receiver Unit with yellow cord (left), and Auto-puller Controller Unit with microphone (right).

Setup Procedure

1. Make certain that no one is standing in front trap house.
 2. Flip the "ON" switch to throw rocks when you leave the trap house.
 3. Take the Auto-puller Receiver and the Auto-puller Controller and the pull cord to the firing line.
 4. Hang the Auto-puller Receiver on the scoring chair at the firing line but do not connect it to the pull cord. This connection comes later.
1. Auto-puller Controller:
 - a. Take the Auto-puller Controller turn it on with the roller switch located on the side of the device. This roller switch also controls the volume for the

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microphone. Start by setting it at about half volume. You can always increase or decrease the volume as needed.

NOTE: If the bottom light, the Mic/Batt light is blinking red, the battery needs replacing. Spare batteries are in the box inside the trap house.

The Controller defaults to the Instant "Inst" setting and the green light will be blinking. The blinking green light indicates the system is in the standby mode and unable to throw a target.

- b. To arm the system push the large red button on the top of the Controller and the light goes to a steady green and now the system is capable of throwing targets either with a voice command or by pressing the small red button.
- c. After the target is thrown, the system goes into the standby mode with a blinking green light.
- d. The system is working and now is the time to set microphone volume. Clip the microphone to your shirt or collar. Make sure the microphone is plugged in.
- e. Call pull and if the steady green light goes to a blinking green light there is adequate signal from the Controller to the Receiver to throw the target.

If the steady green does not change to a blinking green light, just increase the volume with the roller switch till the desired results are achieved. With a little trial and error and you should get it right.

- f. In the "Inst" mode the operator must arm the system with the large red button before each target is thrown.
- g. The Rearm "RA" mode is achieved by pressing the "Mode" button on the front of the Auto-puller Controller. A blinking green will appear and the Auto-puller Controller operator must push the large red button to arm the system. After the first target is thrown the "TARGET" light will show red for two or three seconds while the system is automatically rearming itself and then the "TARGET" light goes to a steady green light and the system is ready to throw the next target.

2. Auto-puller Receiver:

- a. Take the Auto-puller Receiver, the device with the antenna and the yellow cord, and connect the male connector on the Receiver to the female connector on the end of the pull cord.
- b. Press the "ON" switch located in the red circle on the front of the Receiver. A green light will come on and after a few seconds this light will start blinking. A slow blink, 1 time per 2 seconds indicates a good battery. A fast blink, 2

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times per second indicates a low battery that needs to be replaced.
Replacement batteries are in the trap house.

- c. Hang the Receiver on the back of the chair behind the firing line.

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Points To Consider When Using the System

1. We suggest using the "Inst" system when you are a beginner at using the system because just closing the action on your shotgun may be enough noise to cause a rock to be thrown.
2. The time need to arm the system manually in the "Inst" mode is almost instantaneous whereas the time to arm in the "RA" mode is 2 to 3 seconds.
3. When shooting with a group that likes to shoot fast, the "Inst" mode is desirable. The shooter with the Auto-puller Controller on his or her belt has more control over the activity that is taking place.

Throwing Doubles Setup

Switching the Pat trap from throwing singles to doubles is not a particularly complicated procedure but part of the process dictates that someone must be in the trap house while the machine is running and a rock is set ready to be thrown.

- For safety reasons we ask that *only the cardholder be in the trap house during the change from singles to doubles*. and that person is the Self-Use trap cardholder who has received instruction for making the change.
- When the member closes the trap after shooting doubles the member should change the doubles setting back to singles so that the next user who may not be checked out on the doubles settings can safely use the trap.

Switching from Singles to Doubles

1. RELEASE or throw the set rock so the machine is in the "SAFE" mode when you are changing the machine settings from "SINGLES MODE" to "DOUBLES MODE".
2. On the back of the machine and to the far left are two rollers next to the columns of blue rock.

NOTE: The rear roller has a center shaft extending about 2 inches above the roller. The shaft has a long slot with a set pin extending horizontally and a much shorter notch near the top. The long slot is the singles rock setting.

Raise the pin to the top of the shaft and place the pin in the shorter notch. You may have to pull the roller away from the column of blue rock against the spring tension. See the Figure-2 below.

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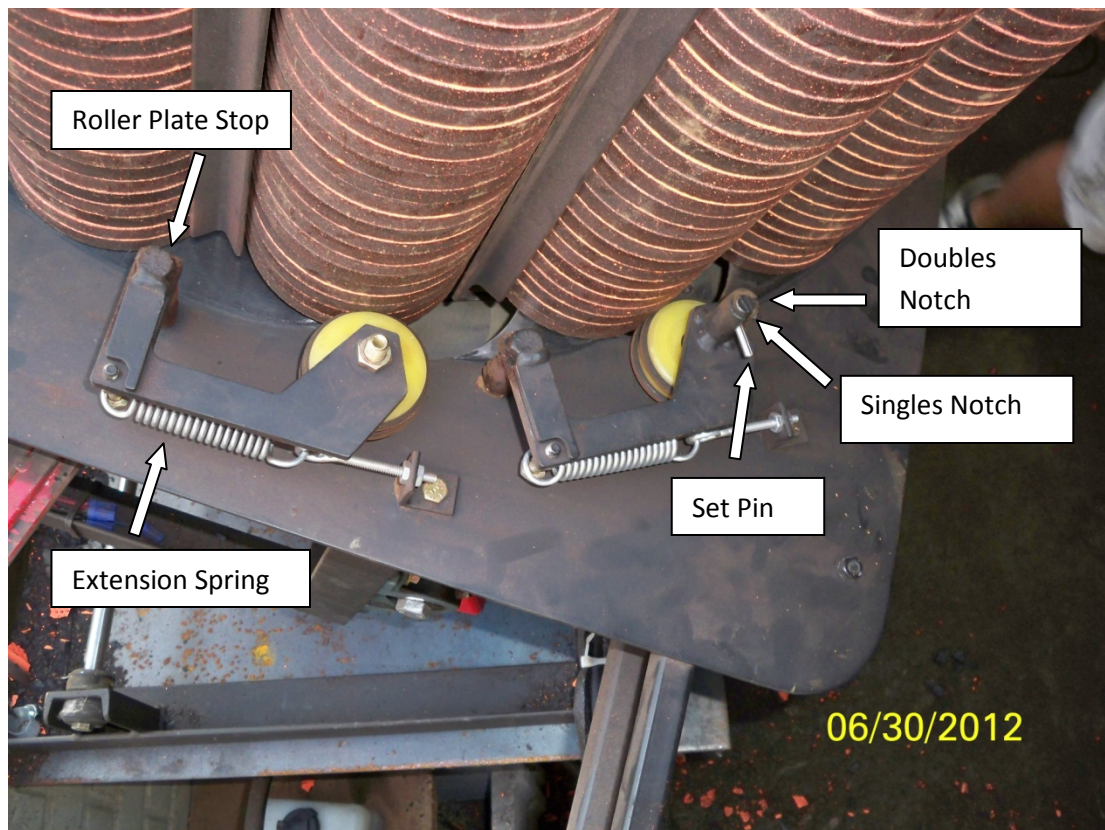


Figure-2

3. Move back toward the side of the trap machine and turn the crank 4 turns clockwise. Remember the number of turns because when you return the machine to the singles mode you must back off an equal number of turns. This increases the hydraulic pressure and is required for the machine to throw two rocks instead of one.
4. Flip the switch by the door to the "ON" position to put the machine in the ready to throw rocks mode. The machine must be "ON" in order to move the machine manually. On the electrical panel to the rear of the crank, push the toggle switch from "AUTO" to "MANUAL". Using the "RIGHT" and "LEFT" buttons on each side of the toggle switch, move the machine so that the front of the machine is parallel with the front edge of the trap house. The machine is ready to throw doubles but it may need some fine-tuning. An observer out behind the trap house can help a great deal.
5. Use the "RELEASE" button or use the pull cord to throw the rocks.

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6. The two thrown rocks should be equal distance to the right and left of the center stake out in front of the trap. Use the "RIGHT" and "LEFT" buttons to achieve the desired results.
7. The rocks should land out in front of the trap even with the center stake. Increase the turns on the crank or back off till you get the desired results.
8. Check the height of the rocks and correct if necessary. Before you make the height adjustment, release the loaded rock so that you are in front of a safe machine.

Switching from Doubles to Singles

1. Release the set rocks.
2. Move the set pin from the doubles setting back to the singles setting.
3. Back the crank off the same number of turns as you increased it.
4. Flip the "MANUAL" switch back to "AUTO".
5. You should be good to go but you might throw one last rock to check it out.

Problems, Questions or Suggestions

Problems

If you have a problem with the trap house that you cannot resolve or there is no power to the trap house, then please contact:

Dave Tunink
Self-Use Trap Chairman or
Phone: 402-430-1759
E-mail:
dave.tunink@nebraska.gov

Craig or Natalie Keaschall
Club Managers
Phone: 402-499-9767 or 402-560-7750
E-mail: ikes.lincoln@gmail.com

Questions or Suggestions

If you have a question or suggestion regarding the self-use trap range, please contact the Self-Use Trap Chairman above.