



# The Autopuller

By CLAY DELAY

## Supplement to Owner's Manual for APC



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This supplement explains the routines and procedures designed for specifically for model APC. Please refer to the APD manual for information on general use.

### **Auto cancel of the selected target or routine**

The Custom Autopuller has the ability to adjust the time before the selected routine or target is canceled. The normal setting is 30 seconds. This usually gives you enough time for the shot, without throwing a false target. If you find that the time is too short, you may adjust the time to 60 seconds, or infinite.

To adjust, with your unit off, press and hold the LOW button, then turn your Autopuller on. The top light should be blinking very fast. To change the setting, press the manual button. The fast blinking light will now move to the second light, 60 seconds, then to the third light, infinite, then back to the first light, 30 seconds. When you are at the time you desire, turn your Autopuller off. The new value will now be used for all future use.

With the setting set to infinite, the selected target will never be automatically canceled.

### **Sporting Clay Following Pair Two Machines**

This mode allows you to practice two targets. The first target is launched as usual with either the voice command or the manual button. The second opposite machine target is launched after the preset time delay is reached.

The time value is adjustable. Use the same procedure as when adjusting the voice delay or the report pair. Pulse the PGM button to select the mode, then hold the manual button. The range for the time delay is .3 to 3 seconds. A count of five equals approximately 1.5 seconds.

## **Sporting Clay Following Pair Single Machine**

This mode allows you to practice two targets. The first target is launched as usual with either the voice command or the manual button. The second target is launched after the preset time delay is reached.

The time value is adjustable. Use the same procedure as when adjusting the voice delay or the report pair. Pulse the PGM button to select the mode, then hold the manual button. The range for the time delay is .3 to 3 seconds. A count of five equals approximately 1.5 seconds.

Keep in mind that the fastest you can release the second target depends on the target machine cycle time. If the time is set too short, the machine may not respond properly.

## **International Delay**

The range of the International Delay for the Custom model Autopuller is adjustable.

To adjust, press the PGM button until the light is blinking next to the indication for international delay. Press and hold the manual button until the lights for the other two routines come on steady. Each blink of the international light now represents approximately three tenths of a second, giving a range of 0-.3 seconds to 0-3 seconds. If the light blinks five times, the range would be 0 to 1.5 seconds. Press and hold the High button to increase or the Low button to decrease the value. When finished adjusting, turn your unit off. The new delay will be used the next time you use the international delay.

With a minimum setting of one blink, the time now represents a bad puller. The target will be launched anywhere from 0 to .3 seconds after your call. There will be just enough delay to force you to acquire the target, and not anticipate the pull.

If your unit also has the Voice Delay routine, an exact simulation of the real world is possible. Combining the two routines will give you the hesitation of the initial response, along with the inconsistency of the pull.

## Random

The Random may be modified to launch singles only, or singles or true pair.

To change the mode press the PGM button until the light is blinking in front of Random. Press and hold the manual button until the two lights in front of your other two routines come on steady. Press and hold the low button until the light blinks once for singles only, or press and hold the high button until the light blinks twice for singles and doubles.

Turn your unit off. The next time you turn the Autopuller on, your selection will be used.

The default selection is two blinks, which will randomly give you a High ,Low , or True Pair.

## Rearm

The Autopuller Custom model, allows you to re-select any target you want to practice.

The selected target will be launched at your call, then pause for the length you have set, before rearming the same target again. This will allow you to keep practicing the same shot over again. When you want to change the target selected, press the arming button for the other house. At the press of a arming button, the last selected target is erased from memory. This makes it necessary to press both buttons for a True Pair. At any point in the ready state, (the armed machine light on for a long blink), you can press the PGM button to advance to a different routine.

If you observe the lights on the front panel, you will see the armed target light blinking very fast during the “pause” time, then the light staying on longer once armed. This will help you see the time between states.

To adjust, press the PGM button until the light is blinking next to the indication for rearm. Press and hold the manual button until the lights for the other two routines come on steady. Each blink of the rearm light now represents approximately one second, giving a range of 0-10 seconds. If the light blinks five times, the delay between ready will be five seconds. Press and hold the High button to increase or the Low button to decrease the value . When finished adjusting, turn your unit off. The new delay will be used the next time you use the rearm delay.