

The Junior Multitrap Claymate



The Junior Multitrap is one of a family of "Junior" range Claymate controllers.

Born from development of the Secure Clay Counting Claymate range of Trap Controllers, the Junior Multitrap Claymate is a more compact and less expensive model that has most of the functionality of its bigger brother with certain security and trap detection features removed

Features

- 4 line, 16 character Liquid Crystal Display.
- Simple menu structure for easy, intuitive operation
- Sporting, 'Fitasc' and 5-Stand support (which can also be used for programmed Fitasc)
- Compact Sporting with up to 6 shooters and 5 stands.
- Pre programmed NSSA 5-Stand sequences which can be shot as Compact Sporting.
- Program up to 6 of your own sequences, independent of the NSSA sequences.
- Shoot these as 5-Stand or Compact Sporting
- Send 'out of sequence' targets at any time without upsetting the sequence.
- 6 preset Flurry sequences designed by Pete Munn of Clay Snooker.
- 6 programmable sequences for custom flurries.
- Automatic or manual flurry release with correct 'No Bird' handling.
- A target audit with a capacity of one short of 10 million targets.
- Tough weather proof enclosures

Connecting Up...

The Junior Multitrap is supplied as two component parts.
The **HANDSET** and the **RELEASE CONTROLLER**.

The Release Controller.

The Release Controller houses the release relays and the means to supply power to the handset. There are 8 wires which should be connected, using suitable connectors, to your traps. You do not have to connect all 8 traps but note that the programmed sequences may not work properly if a needed trap is not fitted.

The white power lead needs only a 12 volt source from either a battery or a mains adapter. Do not exceed 15 volts DC or 12 volts AC. The Brown wire is positive. Blue is Negative. The unit is polarity protected.

The flying lead with a RED multi-pin connector should be connected to...

The Handset.

The Handset houses all the user buttons, the LCD and the processing brains of the unit. The tough orange rubber boot is designed to protect the unit against knocks and bumps. It is not recommended that you allow operation without the boot.

Powering Up...

```
Junior Multitrap
Claymate.  V1.51
S/N  3456
Audit  19275
```

When power is first applied, the LCD will display the Serial number of the unit and the current audit to date, together with a start up tune now well known to be "BLN" in Morse code.

When the tune is complete, the display will remain static until you press any of the 9 control buttons, or either of the 2, top mounted "soft" buttons, Claymate will then display the "TOP MENU" thus...

```
                ^more^
1 Sporting
2 'FITASC'
3 5-Stand
```

Note the association of the "soft" menu button. Pressing the associated trap buttons will show the relevant menu. The individual features will be discussed in more depth later on.

Pressing **^more^** button will display the second page thus...

```
                ^more^
4 Compact Sport
5 Flurry
6 Memory
```

Option 4 is for Compact Sporting.
Option 5 is the Flurry mode.
Option 6 is for recording sequences and housekeeping functions.

The Options Explained...

(1) Sporting

```

      ^menu^
Instant Launches

Sporting

```

Selecting Sporting by pressing '1', offers you this display.

```

      ^menu^
Instant Launches
   345
Sporting

```

You can now press any trap button and send immediate targets.

In this example, three traps are fired by pressing buttons 3,4 & 5 together. They could also have been fired one after the other if the delay between button presses was required.

NOTE: You can have the traps displayed as A, B, C. See "Memory" on page 9

Whilst the traps are cycling (recocking) the trap numbers will remain displayed. Attempts to launch a trap that is still cycling will be ignored.

(2) 'Fitasc'

```

      ^menu^
Select & Fire

'Fitasc'

```

This mode differs slightly from Sporting in that you pre-select your targets, using the trap buttons.

```

      ^menu^
Select & Fire
 12 5 78
'Fitasc'

```

For illustrative purposes only, we have selected 5 traps.

If we decide trap 5 is not wanted, we can deselect trap 5 by simply pressing the relevant trap button.

When the shooter calls for the target(s) the 'Fire' button is pressed and all selected traps are launched simultaneously.

As before, the trap selection will remain displayed until the traps are all re-cocked, at which time the selected trap numbers will disappear ready for you to make your next selections.

******* The software for Fitasc will see a change where selections can be made whilst released traps are cycling.

In practice, grounds are happy to press 2 buttons for a pair (Sporting Mode) even though the 'rules' imply a single button must release selected targets, as this feature allows.

Fitasc rules are currently in a state of flux and BLN is considering rule changes and the implications to the software.

```
^menu^
1 NSCA Levels
2 Custom Levels
```

Note the button that would return us to the Top Menu has now moved to the left of the display.

We can learn more by discussing the custom levels. The NSCA levels are pre programmed and cannot be changed.

Operating the NSCA levels only differ in that you do not get the menu options to **erase** these levels.

Selecting option 2 for the Custom levels will display something like this...

```
^menu^      ^more^
1 {25} 123 678
2 {40} 12345678
3 Empty
```

Note a second 'soft' menu option appears **^more^** which gets you to the second levels numbered 4,5 & 6.

Pressing **^more^** toggles between these two menus.

Pressing **^menu^** will send you to the NSCA/Custom menu above.

The Display Explained...

1 {25} 123 678 1 is the button you press to select this sequence
{25} tells you there are 25 targets per shooter.
123 678 tells you which traps are used for this sequence.
 Note that there is a space where traps 4 & 5 would be to make for easier reading of used traps.

2 {40} 12345678 2 is the button you press to select this sequence
{40} tells you there are 40 targets per shooter
12345678 tells you which traps are used for this sequence.

3 Empty This location is Empty and is available for a new sequence.

The second page, displayed by pressing the 'soft' button **^more^** will show sequences 4,5 & 6.

If we were to select option 3 from the above, or any other Empty sequence, we would see...

```
Invalid Entry
```

Pressing any button will offer us sequences 1,2 & 3 again

Selecting a valid option from the sequence menu will show...

```
^menu^
Shooters 1-5 ?
5-Stand
```

The **^menu^** options moves to reduce the chance of stepping back too far if you press the button twice in error, demonstrating the care that has gone into this software.

At the **Shooters 1-5 ?** display, we use the trap buttons to select from 1 to 5 shooters.

```
5 Shooters
```

For illustrative purposes we will press button 5 for five shooters and we see...

Pressing any button now will move us to the main 5-Stand display...

```
^menu^
Stand1 Shooter1
Single 1
Fire when ready
```

The Display Explained...

^menu^

Pressing this button returns you to the NSCA/Custom selection.

Stand1 Shooter1

Stand 1 is the active station and Shooter 1 should be awake.

Single 1

A single target from trap one is lined up to launch.

Fire when ready

Press the 'Fire' button to send this target off.

We can, at this point, show the shooters the targets by pressing trap buttons without upsetting the sequence. For now, we will jump ahead in the sequence to explain more about the Junior Multitrap operation.

Here we see the **^NoBird^** soft button. It became active as soon as the first target of the sequence was launched.

```
^menu^ ^NoBird^
Stand2 Shooter5
O/R Pr 4,5
Fire when ready
```

We can see Stand 2 is active with Shooter 5 in the frame to shoot. The targets in this case are an On-report pair from trap 4 and 5.

Pressing the 'Fire' button launches the first target from trap 4.

Whilst we are waiting for the report to send off the second target, the text **Fire when ready** is replaced by **<report is next>**

This ensures that any distraction after the first shot does not cause confusion if attention is distracted away from the controller.

No Birds...

In the case of a No Bird, pressing **^NoBird^** will step the sequence back a shooter or, in the case of a report pair, to allow the first bird to be launched again.

Continued pressing of the **^NoBird^** button will step further back through the sequence all the way to the first target of the sequence.

Until a **^step^** feature is added to the software to skip over empty cages, it is a requirement that shooters do not space themselves out in the cages.

The sequence continues until all the shooters have shot in all the stands following the rules of 5-Stand in that shooter 1 shoots first after a station shuffle.

When the last target has been launched, the display gives us...

```

^Restart^NoBird^
<Finished>

```

The ^Restart^ button returns us to the page asking us for the number of shooters for this current sequence we have just shot. The ^NoBird^ button allows us to re send the last target or targets in the sequence.

The text <Finished> simply tells us the sequence is over. The 'Fire' button is disabled. And no 'Wild Targets' can be thrown.

Wild Targets...

During a 5-Stand sequence it is possible to send off targets that are out of sequence without upsetting the current sequence or your position within that sequence.

Assume that during a match, trap 3 runs out of targets... A poor example but it will serve for this explanation.

Trap 3 is refilled and it is necessary for a few targets to come out of trap 3 to settle the carousel and put a target on the throwing arm.

It is also possible to send off "Wild Pairs" by pressing 2 (or more) buttons simultaneously.

Note you cannot HOLD the button as Claymate will not allow this. You must release buttons before they can be pressed again.

The "Wild Target" feature is used to release Show Targets during, or at the beginning of, a 5-Stand sequence without upsetting the sequence.

(4) Compact Sporting

Compact Sporting is almost identical to the 5-Stand player above. The only changes are...

```

^menu^
Shooters 1-6 ?
Compact Sport

```

The number of allowed shooters is 6

The Sub text indicates this is a Compact Sporting selection.

The rules of Compact Sporting are programmed thus:

Starting with shooter 1 in stand 1 and subsequent shooters occupying as many stands as required up to and including a floating 6th shooter, targets are released for each populated stand in turn. When a stand is 'shot out' all shooters move one stand to their right to either replace the floating shooter, if there is one, or to leave stand 5 and enter stand 1.

In all cases after a shuffle, the shooter in the left most populated stand will shoot first.

This differs from 5-Stand where shooter 1 always shoots first from whichever stand they end up in.

This is **possibly the best flurry control System you will ever see!**

```
^menu^
1 Preset Levels
2 Custom Levels
   Flush/Flurry
```

Selecting a Flurry from the menu gives us two options. Option 1 offers 6 sequences designed by Pete Munn of Clay Snooker.

```
^menu^      ^more^
4 3/50 12345
5 3/75 123456
6 4/100 12345678
```

Selecting option 1 and using the **^more^** button in order to show a more interesting display will show us the following sequences...

Memory 4 holds a 3 shooter, 50 bird flurry using traps 1 to 5
 Memory 5 holds a 3 shooter, 75 bird flurry using traps 1 to 6
 Memory 6 holds a 4 shooter, 100 bird flurry using all 8 traps.

The trap numbers shown are the physical traps used.

```
^Auto^  ^Manual^
```

Selecting sequence 6 in this example then shows us a page asking if we want to launch Manually or Automatically.

```
Repeats 1-8 ?
```

Having selected the chosen operating mode, we then see...

We must enter a repeat number from 1 to 8. This sets the total targets for the flurry. A repeat of 8 for a 100 bird flurry will offer 800 targets! Like this...

```
^menu^  ^Start^
800  Targets
For 4 guns
```

If we decide that we really didn't want a 4 gun, 800 bird flurry, use the **^Menu^** key to abandon this attempt. Alternatively, use the **^Start^** button to begin.

The screens for Automatic and Manual Launches differ slightly.

AUTOMATIC

MANUAL

```
^Pause^ ^NoBird^
                                0
Send 12 4 6
In 6 Seconds
```

Here we see that the first targets will be launched in 6 seconds. This value will count down to a release at '0'.

```
^menu^  ^NoBird^
                                0
Send 12 4 6
Press Fire...
```

Here we see the Claymate waiting for you to fire the selected targets by pressing the 'Fire' button.

```
^Resume^ ^Menu^
                                0
Send 12 4 6
In 0 Seconds
```

If we **^PAUSE^** the launching, the count down will continue and stop at 0 seconds.

^Resume^ continues with the sequence **^Menu^** and allows you to abandon the mode.

Even though the sequence has programmed delay times, these delays are ignored in a Manual control of the Flurry.

No Bird Handling.

```

^Pause^  ^NoBird^
                8
Send      456
In 13 Seconds

```

During a Flurry, be it manually or automatically controlled, some broken targets may occur. He we see that 8 No Birds have been accumulated.

When the flurry has launched all the sequenced targets, the No Bird Handler takes over to present the shooters with targets to compensate for the broken ones. Starting at the top of the flurry, the System uses the number of targets that are scheduled to be launched and decides whether to launch them, or to thin them down to match the targets needed.

```

^Menu^  ^NoBird^
No Birds ... 8
Send      456
In 13 Seconds

```

In this example, there are 3 targets to launch and 8 No Birds. The three selected targets are launched to leave 5 No Birds left to launch.

The calculations are done again at each subsequent step in the sequence.

```

^Menu^  ^NoBird^
No Birds ... 2
Send      45
In 13 Seconds

```

Using the identical conditions as above but now with only 2 No Birds, the System has removed one of the three programmed targets to only allow 2 targets to be released.

In the event that the very last target is a No Bird, the system will launch just one target.

As always, compromises have to be made.

If we are holding a serious competition and the shooters are competing for some expensive prize, the way No Birds are handled may affect the outcome.

The Junior Claymate handles No Birds in the fairest way possible in that No Birds are take from the very start of the Flurry. In this way, No Bird targets are predictable and logical.

In a scenario where 2 teams both have 5 No Birds, they will both be presented with identical sequences of replacement targets.

The only variable that cannot be allowed for is whether the broken targets could be regarded as 'easy' or 'hard' compared to the replacement targets.

Fortunately, that decision is not one that can be programmed into the Junior Software!

End of Flurry Indication.

When the flurry is over, the text "Flurry Over" will be displayed.

In addition, the sounder will emit a continuous tone to warn that the flurry has indeed ended.

Pressing any button will silence the sounder, which includes the ^No Bird^ soft key.

If the ^No Bird^ button is pressed, the sounder will start again when the No Birds have been sent.

(6) Memory

The Memory House Keeping option gave us a list of three items.

```

^menu^
1 = Traps 1234..
2 = User Memory
3 = Show Audit
    
```

Line 1 shows the CURRENT trap display format, i.e. 123.
 Button 1 will change the display to "1 = Traps ABCD.."
 Button 2 gives access to the 5-Stand & Flurry sequence memories.
 Button 3 shows the current target audit by simply restarting the Claymate to display the initial power up screen.

Pressing the ^menu^ button will transport us to the Top Menu.

```

^menu^
4 = Sequences
5 = Flurries
    
```

Item 2 USER MEMORY
 Here we see the two memories accessible to us, The 5-Stand Sequences and the Flurry memories.

(6) {2} Flurry Sequence Memory

```

^menu^      ^More^
1 3/25 123456
2 1/20 234 6
3 Empty
    
```

... The Recording process.
 Selecting the Flurry option, button 5, will show a display like this.
 We have a 3 gun, 25 bird flurry using traps 123456 and a 1 gun flurry of 30 birds using traps 2, 3, 4 & 6 and an EMPTY slot.

Unlike the 5-Stand recording process, which will follow in later pages, in the case of flurries, we are allowed to overwrite already programmed slots.

In this example we will select '2' and overwrite the flurry in memory slot 2.

The display confirms the action we are to take. We can abort at this point by pressing ^Menu^ which will take us back to the 4/Sequences.. 5/Flurry selection screen

Press any button other than ^Menu^ to continue.

```

^menu^

Guns 1 - 4
    
```

Input the number of guns the flurry is designed for.
 The number you enter is solely used for the summary line shown when you look at which flurries are available.
 It is wise to enter a sensible number here.

For this example, we will enter part of the flurry Sequence as designed by Pete Munn of Clay Snooker. The flurry is designed on paper initially and may look like that shown here.
 From the screen above, we will enter '1' for a single Gun.

```

1 Man 30 Bird using 4 traps.

Wait 5 and Launch 1 3
Wait 6 and Launch 12
Wait 6 and Launch 4
    
```

```

Memory 2
Record
For 1 Gun
    
```

This is now a one way trip. You can only leave the recording process by completing the data entry.
 Press any button to begin the data entry.

```

^.....^      ^Ok^
-End Of Flurry-
Total Time 0:00
Total So Far 00

```

This is the next screen. It has many important features which will become apparent as we enter the trap data. We have yet to input any trap data so the System only offers us the **-End Of Flurry-** option and the **^Ok^** button. At this point we will begin by entering the traps by simply pressing the relevant trap button. In this case, 1 and 3.

```

^Delay^      ^Ok^
Wait 05 Seconds
& send 1 3
Fire To Preview

```

If any trap is selected, we are shown the screen here. Note the **^Delay^** option and we are offered a 5 second delay. Pressing the **^Delay^** button will decrement the delay time past 1 second to 15 seconds and round until we find a delay that suits us. Pressing the FIRE button gives as a preview of the targets.

```

^.....^      ^Ok^
-End Of Flurry-
Total Time 0:05
Total So Far 02

```

Pressing **^Ok^** from the above screen stores the trap data and returns us to **-End Of Flurry-** We can see the total targets are 2 and the total time is 5 seconds.

```

^Delay^      ^Ok^
Wait 05 Seconds
& send 12
Fire To Preview

```

We can now input the next set of targets, in this case traps 1 & 2 Note we are offered the same delay as the last entry which, in our case needs to be run through, past 15 and back to stop at 6 seconds.

Having set the new timer delay value, we can **^Ok^** the data and carry on until we reach the end of our list of traps and delay times.

If, at any time, you get distracted and cannot remember where you are in a data entry, the Total targets and the total time values will allow you to calculate where you are in your list.

```

Memory 2
Record
Completed

```

Note also, that the total time figure is not stored or used by the program.

Having reached the end of the data entry, we can now press **^Ok^** to finally accept the **-End Of Flurry-** option.

The screen shows we have completed memory slot 2. Press any button to restart the Junior Claymate.

One 'feature' of the software appears when a flurry for 100+ birds is entered. At the 100th bird, the Total So Far figure will appear to show 00 when it is actually 100. A display in this case of 05 would be 105.

The correct target count will appear correctly in the menu selection.

(6) {1} 5-Stand Memory

The Memory House Keeping option gave us a list of three items.

```
^menu^  
1 = Traps 1234..  
2 = User Memory  
3 = Show Audit
```

Line 1 shows the CURRENT trap display format, i.e. 123.
Button 1 will toggle the display to "1 = Traps ABCD.. "

Item 2 gives access to the 5-Stand and Flurry sequence memories.

```
^menu^  
4 = Sequences  
5 = Flurries
```

We will select option 4, the Sequence Memories.

```
^menu^      ^more^  
1 {25} 123  678  
2 {40} 12345678  
3 Empty
```

Here we see a list of the memory locations. Pressing **More** will show us memory locations 4,5 & 6.

```
^menu^  
Memory 1  
  
7 Erase
```

In this software version, it is necessary to ERASE a memory slot before you can overwrite it.

Pressing 7 will erase the slot.

```
^menu^      ^more^  
1 {25} 123  678  
2 {40} 12345678  
3 Empty
```

For now, we will select an EMPTY memory slot. 3 in this case.

```
^menu^  
Memory 3  
Record
```

We are now about to record a brand new sequence into Custom Level 3.

If we pressed **menu** now, we would be taken back to the memory page above.

Pressing ANY other button starts us on the Recording path from which there is no way out other than to turn the Claymate OFF.

Recording is explained on the next page.

The Recording Process.

As we are to record a sequence, let us first set one out as an illustration.
 Be aware that the following procedure is valid for either 5-Stand or Compact Sporting.
 The rules of the specific discipline merely determine how the sequence is played out to the shooters.

| | Stands | | | | | |
|--------------------|--------|-----|-----|-----|-----|-------|
| | 1 | 2 | 3 | 4 | 5 | |
| Single targets | 1 | 2 | 3 | 4 | 5 | Row 1 |
| Simultaneous pairs | 3+4 | 5+6 | 1+2 | 3+4 | 5+6 | Row 2 |
| On report pairs | 1,2 | 3,4 | 5,6 | 1,2 | 3,4 | Row 3 |

Hardly an imaginative sequence but for our purposes it is a good as any.

Note the numbering of the rows, 1 to 3.

There is an upper limit of around 60 rows, which equates to a sequence of up to 1800 targets!

*Be aware that you can use this method to record a 'FITASC' sequence.
 Provided your Fitasc sequence can be broken down into 5 'stands' and you pad out stand 5 to complete rows with, say, single targets, you can replay the sequence for just one shooter and simply use the No Bird option to reset back to the top of each Fitasc stand in use. There is NO LIMIT to the number of Fitasc shooters you have as they each shoot the same station before moving on to the next one.
 NOTE that the Claymate display of Stand X and Shooter Y will be meaningless for Fitasc but the mode is perfectly valid and useable.*

Ok, so we now have a 5-Stand sequence written down (and an aside for the Fitasc crowd)

```

^Type^      ^  ^
Single 0
Stand 1 Row 1
    
```

When we start our recording process, by selecting an Empty sequence from the Memory page, we see the following display...

The recording process is extremely easy and in fact will take far longer to describe on paper than to get down and do it for real.

Having a powered Claymate in front of you (No traps needed) will help if you want to follow.

The Display Explained...

Note the blank ^ ^. This will come clear as we progress.

Pressing ^Type^ cycles through the target types being...

- Single 0** 0 is displayed until a trap number is entered
- Sim Pr 0+0** Simultaneous pairs
- O/R PR 0,0** On Report Pairs
- FolPair 0/0** Following pairs (Fixed delay of 3 secs.)
 A range from 1 to 15 seconds is planned.

And ONLY during stand 1...

End of Stand One

You can cycle through the trap types above as often as you want.

Stand 1 Row 1

Lets you keep track of where you are in the process.

In this case, we are to set targets for Stand 1 from our data on Row 1.

We now enter a trap number to launch. In the example we created, that is trap 1.

```

^Type^      ^OK^
Single 1
Stand 1 Row 1
Fire to preview

```

Note the blank ^ ^ has become ^OK^.

Note also the invitation to preview the target ^OK^ is lit up because a single trap button has been pressed and Claymate is happy about a single target.

For illustrative purposes, you may care to press ^Type^ again and see that the PAIRS will have a 'zero' target if you did not select two traps. Claymate cannot allow pairs where there is no valid second target, and the ^OK^ disappears when there is an incomplete target selection. You can only PREVIEW a valid combination of Target Type and Trap.

WITHOUT pressing ^OK^ you can press trap buttons as you wish and then cycle through the target types OR you can select the target type and THEN select the trap.

There is no need to set the trap before the target type, or the type before selecting the trap.

Claymate works all that out for you.

Let us now get back to a Single target from trap 1 and we will press ^OK^ this time.

```

^Type^      ^ ^
Single 0
Stand 1 Row 2

```

The display changes to...

In our list, row 2 of stand 1 is a Simultaneous Pair of traps 3 and 4. We can EITHER...

Press 3 and then 4 and then cycle the Type until we see "Sim Pr" Or...

Cycle the trap type to "Sim Pr" and THEN select traps 3 and 4. In either case we will see...

```

^Type^      ^OK^
Sim Pr 3+4
Stand 1 Row 2
Fire to preview

```

You can preview and change as often as you wish.

In the case of report Pairs, previewing these will cause <report is next> to be displayed at the appropriate time to help us, or, in the case of a Following Pair, the text "Wait..." will be displayed.

When we are happy, press ^OK^

```

^Type^      ^ ^
Single 0
Stand 1 Row 3

```

Our next display shows...

This is the last of our rows as listed so we enter the data for this, being an On Report Pair from trap 1 and 2.

Press trap 1 and then 2 followed by the target type to see...

```

^Type^      ^OK^
O/R Pr 1,2
Stand 1 Row 3
Fire to preview

```

The pull bird is always first in the text. If you get it wrong, keep pressing trap buttons until you get it right.

When the display agrees with our desired sequence as written down, we press ^OK^ .

```

^Type^      ^  ^
Single 0
Stand 1 Row 4

```

In our example we do not have a row 4 in our sequence, we use the **^Type^** soft button to cycle through the target types until we see **“End of Stand One”**
 This is the way we tell Claymate that there are only 3 rows per stand.

```

^Type^      ^OK^
End of Stand One

```

Claymate expects 5 stands and now it knows that this is the end of stand 1.

All Claymate needs now are the rest of the targets to be entered as we have been doing and Claymate will display the Stand and Row numbers of the trap data it is expecting.

Claymate does NOT insist that the target types on one stand match those in another, permitting the programming of almost any sequence imaginable.

```

^Type^      ^  ^
Single 0
Stand 2 Row 1

```

Here we see Claymate waiting for trap data for Stand 2, Row 1.

You will not see **End of Stand One** displayed again as you cycle through the target types because stand one is done and dusted.

```

^Menu^
Memory 3
Record
Completed

```

As you enter data, Claymate knows when to expect the next stand and when the last row of the last stand is entered.
 On completing the data entry this page is displayed and all we need do now is to press **^Menu^**

Claymate will immediately restart (as if power had been applied for the first time) and display the Serial Number and the current Audit. Press any button to display the Top Menu.

```

^menu^      ^more^
1 {25} 123 678
2 {40} 12345678
3 {25} 123456

```

Selecting "5-Stand" from the Top Menu and then "Custom levels" we now see our new sequence 3 as we have just input.

We did not use traps 7 or 8, so they do not appear in the trap list. There were 25 targets in our sequence and that is verified correct.

You have now successfully recorded a new sequence.

The recording process has been carefully written to be as clear and easy to use as possible.

It has also been designed to allow for any target type in any position so you CAN program a 'Fltasc' sequence and use it perfectly. It is up to YOU to remember however, that a particular sequence is for 'Fltasc' and not 5-Stand or Compact Sporting.

Thank you for purchasing your Junior Multitrap Claymate.

You are now **“Powered By Claymate”**.

GUARANTEE & POLICY STATEMENT

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BLN Technical Services guarantees the Claymate product described to be free of manufacturing defects for the purpose of clay trap launcher control for a period of one year from date of purchase in the UK. Non UK countries may be subject to a different warranty period at the discretion of local dealers.

This guarantee specifically does not cover wear and tear to cables or enclosures, faults caused by wear and tear, misuse, abuse or application of excessive or inappropriate voltages, including lightning strikes.

The owner shall at all times be responsible for the care of the product and shall take steps to ensure that the product is protected from the damaging effects of wind, rain or snow.

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The software supplied at any time has been thoroughly tested and is believed to be free from bugs or anomalies.

Software upgrades may or not be chargeable at the discretion of BLN.

Neither Claymate Trap Control Systems, BLN Technical Services or agents of BLN will be responsible for accidents or injury or loss caused by operation of traps or associated equipment under the control of any Claymate System whether the operation of such equipment is desirable or not; is caused by operation of any equipment when it is unsafe to do so, or under any fault condition of any equipment howsoever caused including 'acts of God', or man.

Repair policy, and care of the Equipment

Suspected problems can usually be rectified or explained after a few minutes on the telephone. If in doubt... Read the instructions.

If Claymate is returned for warranty work, a copy of the original invoice may be required.

The printed board has no user serviceable parts apart from the processor which can be changed to implement a software upgrade or special change.

Do not remove or replace the processor or short processor pins on powered equipment. That path can lead to large repair bills.

The Handset will stand rain but it is a valuable piece of Electronics. Do not leave out when not in use.

The Release Controller IS waterproof yet it too should be treated with some respect.

Warranty is not an excuse for stupidity.

Do not dry a damp unit out in a microwave oven.

This will destroy the unit completely and BLN will not entertain anything other than a complete replacement at your expense.

In all cases, BLN reserves the right to repair or replace boards at the discretion of BLN.

Replacement parts may be new or 'reworked' at the discretion of BLN.

The design of mechanical or electronic components may change without notice.

Junior Multitrap Claymate Technical Specification.

Trap release voltage range.
DC - 12 volts ONLY

Current requirements.
8mA quiescent
50mA per relay energised for ½ a second 'button' time

Trap Release Specification.
'Volt free' relay contacts rated at 240v 3A max.

Built in Trap Cycle Timer.
Timing is factory set in software at 2.5 seconds.

Controlling elements.
Arizona Microchip PIC.

Auditing.
To one target short of 10 million launches.

Printed Circuit Boards.
Conformal coating to high specifications.

All Claymate products have been tested and certified to exceed European EMC regulations and specifications including conducted and radiated emissions and susceptibility to external electromagnetic fields.
An independent EMC test house was employed to perform the certification.
The specifications achieved exceed FCC specifications also.

BLN Technical Services reserve the right to change specifications in the pursuance of product improvement without notice.
Such changes are, however, usually announced on the web site.

If you have any good experiences whilst using the Claymate product, tell your friends.

If you have any bad experiences... Tell me!

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NSCA 5-STAND LEVELS

| 6 TRAP LEVEL 1 | | | | | |
|---------------------------|----------|----------|----------|----------|----------|
| | A | B | C | D | E |
| | 5 | 1 | 4 | 2 | 6 |
| | 2 | 4 | 3 | 6 | 5 |
| | 1 | 5 | 6 | 4 | 3 |
| | 6 | 3 | 1 | 5 | 2 |
| | 4 | 2 | 5 | 3 | 1 |

| 8 TRAP LEVEL 1 | | | | | |
|---------------------------|----------|----------|----------|----------|----------|
| | A | B | C | D | E |
| | 5 | 6 | 2 | 1 | 3 |
| | 3 | 4 | 7 | 5 | 2 |
| | 1 | 2 | 8 | 6 | 7 |
| | 6 | 3 | 1 | 4 | 8 |
| | 8 | 5 | 4 | 7 | 1 |

| 6 TRAP LEVEL 2 | | | | | |
|---------------------------|------------|------------|------------|------------|------------|
| | A | B | C | D | E |
| | 2 | 1 | 5 | 4 | 6 |
| | 1 | 4 | 6 | 3 | 2 |
| | 6 | 3 | 4 | 5 | 1 |
| | 4,5 | 2,6 | 1,3 | 2,4 | 3,5 |

| 8 TRAP LEVEL 2 | | | | | |
|---------------------------|------------|------------|------------|------------|------------|
| | A | B | C | D | E |
| | 3 | 4 | 2 | 3 | 7 |
| | 6 | 8 | 1 | 4 | 5 |
| | 1 | 5 | 7 | 6 | 3 |
| | 2,7 | 3,6 | 4,8 | 1,5 | 2,8 |

| 6 TRAP LEVEL 3 | | | | | |
|---------------------------|------------|------------|------------|------------|------------|
| | A | B | C | D | E |
| | 2 | 6 | 4 | 3 | 1 |
| | 1,5 | 3,4 | 2,5 | 5,6 | 2,6 |
| | 4,6 | 1,2 | 3,6 | 1,4 | 3,5 |

| 8 TRAP LEVEL 3 | | | | | |
|---------------------------|------------|------------|------------|------------|------------|
| | A | B | C | D | E |
| | 1 | 3 | 5 | 7 | 2 |
| | 3,8 | 1,5 | 6,8 | 1,4 | 2,7 |
| | 2,6 | 4,7 | 2,3 | 5,6 | 4,8 |

Flurry Sequences.

Designed by Pete Munn of Clay Snooker.

© Pete Munn 2002

Memory 1

1 Man 30 Bird using 4 traps.

| | |
|-------------------|-----|
| Wait 5 and Launch | 1 3 |
| Wait 6 and Launch | 12 |
| Wait 6 and Launch | 4 |
| Wait 1 and Launch | 3 |
| Wait 6 and Launch | 23 |
| Wait 6 and Launch | 4 |
| Wait 2 and Launch | 1 |
| Wait 6 and Launch | 12 |
| Wait 6 and Launch | 2 |
| Wait 2 and Launch | 4 |
| Wait 6 and Launch | 23 |
| Wait 5 and Launch | 34 |
| Wait 6 and Launch | 1 |
| Wait 1 and Launch | 4 |
| Wait 6 and Launch | 1 3 |
| Wait 6 and Launch | 2 |
| Wait 2 and Launch | 4 |
| Wait 6 and Launch | 3 |
| Wait 1 and Launch | 4 |
| Wait 6 and Launch | 1 3 |
| Wait 6 and Launch | 12 |

END

| | | | | | |
|-------|--|--------|---|---|---------|
| Stats | | Trap 1 | - | 8 | targets |
| | | Trap 2 | - | 7 | targets |
| | | Trap 3 | - | 8 | targets |
| | | Trap 4 | - | 7 | targets |

Memory 2

2 Man 30 Bird using 4 traps.

| | |
|-------------------|----|
| Wait 6 and Launch | 1 |
| Wait 1 and Launch | 2 |
| Wait 1 and Launch | 34 |
| Wait 5 and Launch | 1 |
| Wait 2 and Launch | 2 |
| Wait 2 and Launch | 34 |
| Wait 3 and Launch | 1 |
| Wait 3 and Launch | 2 |
| Wait 3 and Launch | 34 |
| Wait 1 and Launch | 1 |
| Wait 4 and Launch | 2 |
| Wait 3 and Launch | 1 |
| Wait 1 and Launch | 34 |
| Wait 4 and Launch | 2 |
| Wait 2 and Launch | 1 |
| Wait 3 and Launch | 34 |
| Wait 3 and Launch | 2 |
| Wait 1 and Launch | 1 |
| Wait 5 and Launch | 34 |
| Wait 2 and Launch | 12 |
| Wait 7 and Launch | 34 |
| Wait 1 and Launch | 2 |

END

| | | | | | |
|-------|--|--------|---|---|---------|
| Stats | | Trap 1 | - | 8 | targets |
| | | Trap 2 | - | 8 | targets |
| | | Trap 3 | - | 7 | targets |
| | | Trap 4 | - | 7 | targets |

Memory 3

2 Man 50 Bird using 4 traps.

```

Wait 6 and Launch 12
Wait 1 and Launch 34
Wait 5 and Launch 1 3
Wait 2 and Launch 2
Wait 1 and Launch 4
Wait 3 and Launch 2
Wait 1 and Launch 1
Wait 1 and Launch 3
Wait 3 and Launch 3
Wait 2 and Launch 12 4
Wait 3 and Launch 2
Wait 3 and Launch 1 4
Wait 1 and Launch 2
Wait 2 and Launch 3
Wait 4 and Launch 1234
Wait 7 and Launch 23
Wait 2 and Launch 1 4
Wait 4 and Launch 12
Wait 2 and Launch 3
Wait 3 and Launch 2 4
Wait 3 and Launch 34
Wait 4 and Launch 12
Wait 2 and Launch 3
Wait 1 and Launch 4
Wait 4 and Launch 1 3
Wait 2 and Launch 2
Wait 1 and Launch 4
Wait 5 and Launch 1 3
Wait 3 and Launch 3
Wait 4 and Launch 1234
    
```

END

```

Stats    Trap 1 - 12 targets
          Trap 2 - 13 targets
          Trap 3 - 14 targets
          Trap 4 - 11 targets
    
```

Memory 4

3 Man 50 Bird using 5 traps.

```

Wait 6 and Launch 123
Wait 1 and Launch 45
Wait 5 and Launch 12 4
Wait 2 and Launch 3 5
Wait 4 and Launch 1 4
Wait 1 and Launch 2
Wait 1 and Launch 3 5
Wait 5 and Launch 12 4
Wait 1 and Launch 3
Wait 1 and Launch 5
Wait 4 and Launch 1 4
Wait 2 and Launch 3 5
Wait 1 and Launch 2
Wait 3 and Launch 1 4
Wait 4 and Launch 23 5
Wait 2 and Launch 1
Wait 4 and Launch 2 5
Wait 1 and Launch 1 4
Wait 4 and Launch 3 5
Wait 1 and Launch 12 4
Wait 5 and Launch 5
Wait 1 and Launch 23
Wait 1 and Launch 1 4
Wait 5 and Launch 3 5
Wait 1 and Launch 12 4
    
```

END

```

Stats    Trap 1 - 11 targets
          Trap 2 - 10 targets
          Trap 3 - 9 targets
          Trap 4 - 10 targets
          Trap 5 - 10 targets
    
```

```

Memory 5

3 Man 75 Bird using 6 traps.

Wait 6 and Launch      2 4 6
Wait 2 and Launch      1 3 5
Wait 3 and Launch      12 4 6
Wait 4 and Launch       3 5
Wait 2 and Launch       1 4 6
Wait 2 and Launch       23
Wait 3 and Launch       1
Wait 1 and Launch       3
Wait 1 and Launch      456
Wait 1 and Launch       2
Wait 3 and Launch       1
Wait 1 and Launch       3 5
Wait 1 and Launch       4
Wait 2 and Launch       5
Wait 3 and Launch      23 6
Wait 1 and Launch       1
Wait 1 and Launch      45
Wait 4 and Launch       6
Wait 1 and Launch      34
Wait 1 and Launch       2
Wait 1 and Launch       5
Wait 4 and Launch      1 3 6
Wait 1 and Launch       2
Wait 2 and Launch       6
Wait 1 and Launch       2
Wait 3 and Launch      345
Wait 2 and Launch      1 6
Wait 4 and Launch      12 5
Wait 1 and Launch       4
Wait 1 and Launch       3
Wait 4 and Launch       5
Wait 1 and Launch      2 4 6
Wait 1 and Launch       1
Wait 3 and Launch       5
Wait 1 and Launch      234 6
Wait 7 and Launch      1 6
Wait 1 and Launch       3 5
Wait 6 and Launch      123456

      END

Stats      Trap 1 - 12 targets
           Trap 2 - 12 targets
           Trap 3 - 13 targets
           Trap 4 - 12 targets
           Trap 5 - 13 targets
           Trap 6 - 13 targets
    
```

```

Memory 6

4 Man 100 Bird using 8 traps.

Wait 6 and Launch      12 4 6
Wait 1 and Launch      78
Wait 3 and Launch       3 5
Wait 2 and Launch      2 4 78
Wait 1 and Launch       3 6
Wait 2 and Launch       5
Wait 2 and Launch      12 4 6 8
Wait 4 and Launch       3
Wait 2 and Launch      12 4 7
Wait 2 and Launch       56
Wait 2 and Launch       3
Wait 1 and Launch       4
Wait 1 and Launch      78
Wait 1 and Launch      12
Wait 1 and Launch       5
Wait 1 and Launch       6
Wait 2 and Launch       2 7
Wait 2 and Launch      1 3
Wait 1 and Launch       4 8
Wait 2 and Launch       5
Wait 2 and Launch      2 4 6
Wait 1 and Launch       5
Wait 2 and Launch      1 3
Wait 3 and Launch      12 78
Wait 4 and Launch      345
Wait 2 and Launch       2 6
Wait 3 and Launch      1 78
Wait 2 and Launch      3456
Wait 1 and Launch       1
Wait 2 and Launch       2 78
Wait 6 and Launch      12 45 7
Wait 3 and Launch      34 6
Wait 2 and Launch      8
Wait 1 and Launch       1
Wait 1 and Launch      2 5
Wait 1 and Launch      8
Wait 3 and Launch      34 6
Wait 1 and Launch      8
Wait 1 and Launch      7
Wait 1 and Launch       1
Wait 1 and Launch      2 5
Wait 3 and Launch      3 5678
Wait 5 and Launch      1 5 8
Wait 1 and Launch      3 67

      END

Stats      Trap 1 - 13 targets
           Trap 2 - 13 targets
           Trap 3 - 12 targets
           Trap 4 - 12 targets
           Trap 5 - 13 targets
           Trap 6 - 12 targets
           Trap 7 - 12 targets
           Trap 8 - 13 targets
    
```