

The Super Junior Claymate



Designed for the private owner of one or two traps, yet equally valuable for 'Straw Bale Shoots', The Super Junior Claymate...

- **Can send singles, pairs and following pairs, with or without a Solo Shooter Delay.**
- **Has found favour at many grounds in the USA where these controllers are the prelude to fully secure Clay Counting Claymate installations.**
- **Is an ideal English Skeet Controller too!**
- **Can be connected to 1 or 2 traps.**

Super Junior Claymate Features...

- **Instant or delayed release of Singles, Doubles or Following Pairs from one or 2 traps.**
- **Powered from the traps. NO BATTERIES**
- **AC or DC traps from 12 volts to 48 volts.**
- **Ideal as a Sporting or Skeet controller**
- **Tough powder coated aluminium handset.**
- **Super flexible cable remains flexible even at low temperatures.**

The Buttons Explained...

Pressing both A and B buttons together will toggle the solo shooter delay on and off. A long beep is delay ON and a short beep is delay OFF.

Selected targets follow after an audible countdown of 3 seconds as in... 3,2,1, 'Launch'.

With the Solo Delay OFF...

HI / A Provides a single target from the A or High House Trap.

Lo/B Provides a single target from the B or Low House Trap.

Pair Releases a true pair using both traps.

Delay features...

With the delay ON, pressing any button will start the countdown to launch.

If a following pair is required, say A as the 'PULL' bird followed by B as the 'REPORT', then the process would be to press A, which starts the countdown delay, and whilst the countdown is running, to press B which restarts the countdown.

At any time during the countdown you can elect to reselect the 'REPORT' bird simply by pressing the required trap button.

The 'PULL' bird will always be the first button pressed prior to starting the countdown.

The 'REPORT' bird is always the last button to be pressed **during** the countdown.

Pressing PAIR at **any time during a countdown** will **cancel the launch completely**.

Pressing PAIR after the first target of a following pair will **cancel the following target**.

Additional Features...

When a following pair is called for, during a Solo Countdown Delay, the inter-target delay is fixed in software at 2.5 seconds, at initial power up.

The inter-target, following pair delay can be set at a particular timing, which will be stored for as long as the Claymate is powered.

The delay that is set will be used for any following pair delay including following pairs from the same trap.

There is NO check to prevent a following delay that is physically not possible, that is, setting a 2 second following pair delay could not be used from a trap that cycles in 3 seconds.

This short delay COULD be used as an inter-trap delay with 2 traps.

Connecting up your Super Junior Claymate ...

The Junior Claymate comes supplied with 2 metres of 4 core release cable.

This cable be extended as much as required using good quality connectors.

The Junior Claymate simply replaces your original trap button in that the two wires that connect to the button can be extended and connected to the "Junior".

Connecting to a pair of traps.

The four core cable should be connected thus...

- The BLACK & CLEAR cores should be connected to the 'A' trap. This also powers the Claymate.
- BLUE & YELLOW cores. These should be connected to the 'B' trap.

The Claymate can be regarded as a simple switch that shorts the BLACK & CLEAR cores together to fire the 'A' trap and that shorts the BLUE & YELLOW cores together to fire the 'B' trap

Connecting to just one trap.

Now, concentrate.

There are 2 options open to you.

1.

- Join the **BLACK & BLUE** cores together and join the **CLEAR & YELLOW** cores together.
 - Connect one of the trap release cores to the **BLACK & BLUE** pairs and the other trap wire to the **CLEAR & YELLOW** pairs.
 - This lets any button fire a single target from the single trap.
Following pairs are sent from the trap using the Solo Delay as already described.
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2.

- Simply use just the **BLACK & CLEAR** cores only and connect to the single trap.
You cannot launch using the 'B' button as there is no trap connected to the 'B' side wiring (**BLUE & YELLOW** cores)

Warning...

Some traps with a particularly sensitive release circuitry **MAY** release a target as soon as power is applied to the Claymate. This is not a fault, simply the result of the small current pulse as the Claymate power supply charges.

ALWAYS point the trap away from people, animals and property before connecting the Claymate.

Safety is NO ACCIDENT.

Under NO CIRCUMSTANCES connect the Junior Claymate to a Winchester 110 volt release circuit. The loud brown smell that results is your warranty going up in smoke!.

If you have a desire to use the Claymate with such a system, BLN can supply a suitable and safe interface.

The Trap Cycle Timer...

The Super Junior Claymate marks time during the trap cycle period to allow a Following Pair to be launched as soon as the trap is ready.

This preset time is satisfactory for most modern traps, but you may want a longer or shorter delay time between following pairs.

To set this delay time, it is necessary to press and **HOLD** the 'B' or **Pair** button for around 25 seconds.

This extended hold time is necessary to distinguish between a heavy handed button press and a deliberate need to change the cycle time.

Once the Junior has seen the button held for 25 seconds, it will respond with a continuous output from the sounder.

Release the button **DURING** the long tone.

The Claymate is now waiting for you to press the **Pair** button again to launch the first of 2 targets. Perversely, the first target launched will be the 'B' target.

When the trap has cycled completely, or the desired delay time is reached, press **Pair** for the second time to launch the second target, this time from the 'A' trap.

The time between the two launches is stored by the Claymate and is used to time the following pair delay.

If you take longer than 10 seconds to launch the first or 50 seconds to launch the second target, Claymate will assume you have made an error, will reset the timer to the default value and restart.

**The Junior does not remember timer settings after a power down.
The default following delay is 2 ½ seconds.**

Note that the Super Junior allows you to 'out button' the trap and call for targets faster than the trap can cycle, even with a following delay set. This is not a fault.

GUARANTEE & POLICY STATEMENT

The company Claymate Trap Controllers is wholly owned and operated by BLN Technical Services.

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.

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.

BLN Technical Services reserve the right to change or amend the specification without notice. Software changes as requested by customers become the copyright of BLN technical Services and such changes may be included in future software releases, or may be offered to existing customers as an option or an upgrade.

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

Software upgrades may 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.

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.

The Electronics.

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 the processor or short processor pins. That path can lead to madness and large repair bills.

If the unit becomes damp or there is evidence of condensation within the box, time by a radiator or an hour standing in the sun will usually return the Claymate to operation. Leave the case open to allow air to circulate.

The unit will stand some light rain but not being left out in torrential rain over night.

The sounder element is not waterproof. The grille is to keep insects out and is not a water barrier.

Do not dry the unit out in a microwave oven.

Placing the Claymate in a microwave oven will destroy the unit completely and BLN will not entertain anything other than a complete replacement at your expense.

Operation of the processor can be verified by connecting a PP3, 9 volt battery to the terminals and waiting for the Claymate to start up. Do not press any release buttons UNLESS you have placed some current limiting element, like a handlamp battery.

A 6 volt bulb will glow brightly during the release phase (half a second). Do not use vehicle lamps.

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.

Super Junior Claymate Technical Specification.

Trap release voltage range.

DC - 12 to 60 volts.

AC - 10 to 40 volts.

Current requirements.

600uA quiescent. 1.3 mA peaks during sounder operation.

Trap Release Specification.

FET and full wave bridge release circuit.

Maximum allowable trap release voltage, 40 volts AC.

Low impedance switch with burden voltage equivalent to 2 silicon diodes. (1.4 volts)

Built in Trap Cycle Timer.

Timing is factory set in software but is programmable by the owner.

See Page 3 for programmable timing.

Controlling elements.

Arizona Microchip PIC.

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.

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!

BLN Technical Services

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