

F.I.T.A.S.C. Approved

INSTRUCTIONS FOR INSTALLATION AND USE OF THE CONTROL UNIT EP095M WiFi (valid for rev. 69 or above)

Multi-Pull

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1. GENERAL INFORMATION

The "EP095M" control unit allows a shooting range to be run in a fully automatic way, in any shooting discipline currently practised. This unit can be connected to many additional devices, such as scoreboards, monitors and PC, in order to increase the facilities on the shooting ground and meet wider requirements up to the easy management of the most important international competitions.

The shooting range can be completely controlled by the "EP095M" unit, which has the following features:

- no pre-set rounds for Olympic and Universal Trench. According to the rules, there are infinite shooting patterns.
- 10 rounds for sporting and 3 rounds for skeet that can be customised by the range operator.
- possibility to adjust the delay between two consecutive shots between 1 and 5 sec.
- 1 to 6 shooters can be selected for each series.
- control of 15 traps.
- 20 milliseconds typical delay between shooter's call and trap release.
- well protected against interference, other gunshots, metallic noises made by the rifle, knocks on the microphones, etc.....
- possibility to enable an automatic No-Target.
- possibility to stop round at any time from main console or referee remote control and repeat or skip over a shot, once or several times, and to vary the number of shooters during the round.
- ability to show, at any time, the turn number, the active microphone and the shooter firing next.
- trap testing, 15 traps are released in sequence in order to test and adjust them.
- isolated RS485 interface to transfer information to monitors, digital scoreboards and Personal Computers.
- capability to drive up to 10 lamps (5 or 8 to indicate the active microphone and 2 for the Pull and Mark lamps in Skeet).
- internal chip-card reader
- possibility to connect an external coin box.
- internal counter of released clays.
- automatic storage of all relevant data in the event of a power failure.
- Possibility of replacing the stand lamps with EP096AD displays for Compak Sporting (display the next targets to be released).
- Possibility of transmitting the reaction time to the monitors, time between the call and the shot.
- It is a **Shooting Data** (powered by Beretta) enabled device.
- WiFi option, capable of connecting machines wirelessly and being controlled wirelessly.
- It works with the **Travision real time AI tracking and VAR solution for clay shooting**.

2. COMPOSITION

The unit "EP095M" consists of the following elements:

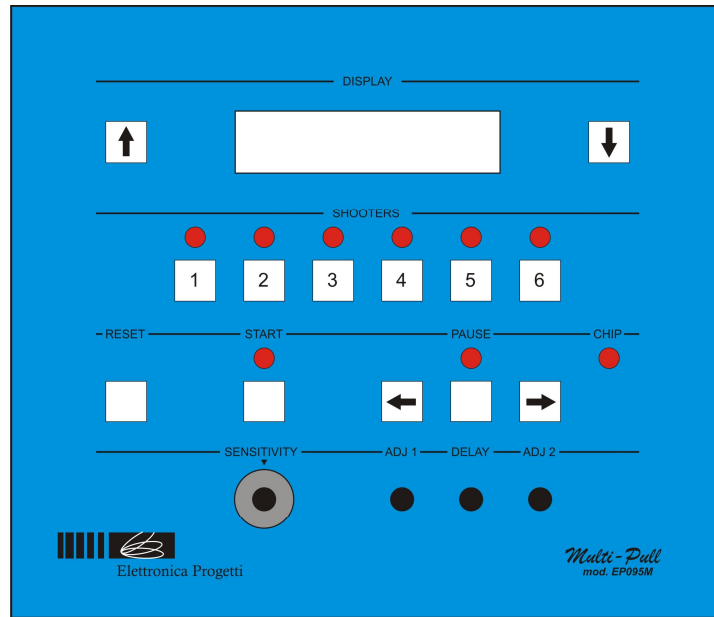
- main console.
- referee control box, connected to the main console with 5 meters cable (longer cable can be required with additional costs).
- switch-box for zeros with 3 push-buttons, connected to the referee control box with a 30 meters cable (longer cable can be required with additional costs).

3. TECHNICAL CHARACTERISTICS OF THE UNIT

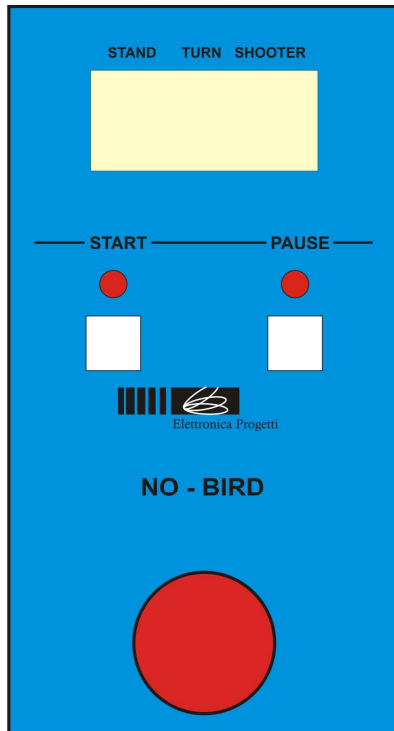
Voltage input:	110V _{AC} ÷ 240V _{AC}
Frequency mains:	47Hz ÷ 63Hz
Maximum power consumption:	40 W
Output to trap relays:	12V _{DC} 2 Amp
Operating temperature range:	-10°C ÷ +45°C
Internal protections:	2 A fuse on input, automatic short circuit protection on 12V _{DC} output
Protection from lightning:	varistors, transil, and gas discharge
Dimensions of the main console:	390 x 260 x 135 mm
Dimensions of the referee control box:	170 x 96 x 85 mm
Total weight:	3.5 Kg.
Data interface:	isolated RS485
WiFi frequency (optional):	868 MHz
Max WiFi power output:	27 dBm

4. OPERATION

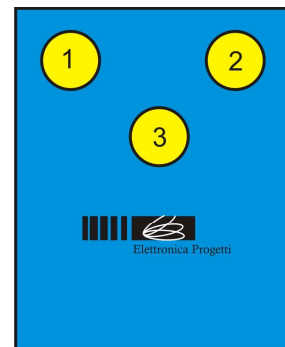
The following figures show the main console front panel and the referee's remote control front panel.



Front panel of the main console



Front panel of the referee control box



Front panel of switch-box for zeros

4.1 Selecting disciplines

Using the buttons ↑ and ↓ on the same line of the display, choose the required discipline before starting a new series.

All shooters must be deselected to modify the discipline.

If enabled, it is possible to change the discipline by using the "No-Target" button on the referee box (see 6.20).

The list of supported disciplines are:

Code on Display	Discipline description
TRAP	
Test Trap	Test for 15 Trap machines
Olympic Trap	ISSF Olympic Trap discipline
Sh.Off Trap	Shoot-Off for ISSF Trap
Trap Fin.2017	Final for Olympic Trap: ISSF new rules 2017
Trap Train. DX	Training for Trap – only right targets
Trap Train. SX	Training for Trap – only left targets
Trap Train. CE	Training for Trap – only centre targets
Triple Trap	Mini Trap – 15 targets for training
Trap Team Final	Trap Team Final 2021
Mini Trap 25	Mini round for trap, 25 targets
Mini Trap 15	Mini round for trap, 15 targets
Trap 15	Hunting Germany Trap – 15 targets
Trap Training	Training discipline for Trap with "delay time"
Training R-L-C	Training discipline for Trap with possibility to select Right-Centre-Left shot
Americ. Trap	American Trap discipline, only with a multi-directional trap machine (output #8)
UNIVERSAL TRAP	
Univ. Trap	Universal Trap discipline
Trap for CM	Only with the EP095CM that operate in Remote, a trap training discipline (only available in WiFi mode)
Sporting WiFi	Only with the EP095CM that operate in Remote, a sporting discipline (only available in WiFi mode)
Down the Line	"Down the Line" discipline, only with a multi-directional trap machine (output #8)
DOUBLE TRAP	
D.Trap 2013/30	Double Trap 2013 / 30 targets
Sh.Off D. Trap	Shoot-Off for ISSF Double Trap
DTrap Fin.2017	Final for DTrap: ISSF new rule 2017
Manual D.Trap	Training for Double Trap: manual double 7-8/8-9/7-9
D.Trap 7-8-9	Training for Double Trap: manual single 7-8-9
Japan D. Trap	Double Trap with Japanese rules
Training DTrap	Training discipline for Double Trap
SKEET	
Skeet 2013	ISSF Skeet discipline 2013
Sh.Off Skeet	Shoot Off for ISSF Skeet
Sh.Off Skeet F	Shoot Off for Skeet after Final
Skeet Fin.2017	Final for Skeet: ISSF new rule 2017
Test Skeet	Test for Skeet, Pull – Mark - Double
Skeet Custom 1-2-3	Custom skeet n. 1 - 2 - 3
Skeet Timer	Manual Skeet discipline with random timer 0,2/3 sec
Skeet No Timer	Manual Skeet discipline without timer
Skeet Training	Training discipline for Skeet
English Skeet	Skeet with English rules
Skeet Team Final	Skeet Team Final 2021
COMPAK	
Compak Fit.xx	Compak Sporting International – 41 sequences
Compak OnLine	Compak Sporting International – 41 sequences or 10 Custom – OnLine procedure
Cust. Compak 1 to 9	Custom Compak n. 1 to 9
Cust. Triplet	Custom Compak with 3 targets for stand
SPORTING	
Manual Sport.	Manual Target release with external box PULLT-M
Sporting 1 to 10	Custom sporting n. 1 to 10
WiFi Receiver	Unit controlled by the EP095CM WiFi manual controller (only available in WiFi mode)
FINTELLO	
Fintello	Special Italian discipline

4.2 Selecting shooters

Shooters can be selected by using the six buttons (shooter select 1 to 6) under the display.

By pressing a button, the shooter is selected for the round. By pressing the same button again, the shooter is unselected.

Led ON indicates shooter selected.

4.3 Starting a new round (START)

Once the discipline and the number of shooters have been chosen, operate as following in order to start the sequence of shoots:

- press the "START" button on the main console, or
- press the "START" button on the referee control box, or
- press the push-button n. 3 on the switch-box for zeros

The active microphone, the round and the selected shooter for the next shot will appear on the display screen.

4.4 Stopping a round (PAUSE) and repeating a shot along the sequence

The round can be stopped at any time.

Press PAUSE button from the main console or from the referee control box and the round comes to halt.

When in PAUSE, It is possible to connect or disconnect shooters.

Pressing the push button n. 3 on the switch-box for zeros, allows to repeat the last shot.

By pressing the button PAUSE and after the BACK (←) or FORWARD (→) buttons on the main console, it is possible to go backwards and forwards, in order to repeat one or more shots along the sequence.

It's also possible to push the unit in PAUSE mode by pressing the button n. 3 on the switch-box for zeros for more than 2 sec.

If enabled, a small sound will inform you about that (see 6.31).

To return on START mode, press again the same button or the Start button on the main console or on the referee box.

4.5 Delay between shots

After every shot, it is automatically set a time delay that can be adjusted between 1 to 5 sec. by using the "DELAY" knob on the main console.

Entering into "Setup Mode", it is possible to disable this knob and set a fix value for this delay (see 6.14).

4.6 Sensitivity

Knob "SENSITIVITY" adjusts the microphone sensitivity to external noises.

It is suggested set the sensitivity between 5 and 7, in order to have a fast trap release and a good immunity to external noises.

But the correct value depends from many factors, then it's necessary to test on the range the right value for your situation.

4.7 End of a round

At the end of a round, the unit is automatically set in PAUSE.

If enabled, a small sound will inform you about that.

Entering inside "Setup Mode", it is possible to enable/disable this sound at the end of the round (see 6.27).

By pressing button FORWARD, the unit is automatically reset.

If START button is pressed, a new round will start with same shooters of the previous round.

If in coin mode, the unit will automatically reset after few seconds.

4.8 Reset

At any time, it is possible to go back to initial menu by pressing button RESET. This action cancels the round data.

4.9 Coin mode

The unit can be used with or without a coin box.

The unit can be used with an external "Coin Box" (connected to plug J3) or by using the internal "Chip Card Reader".

When a coin box is used, the operation is limited to a fixed maximum number of targets per round.

To set this number it's necessary to enter inside "Setup Mode" by using a password (see 6.4).

If for example 3 extra targets per round are stored, a round with 1 shooter can shot a maximum of 28 targets (for trap).

A round with 2 shooters can shot a maximum of 56 targets, till a round with 6 shooters with a maximum number of shots of 168 targets.

The unit will count one target for single shot, and two targets for double shots.

When the unit reaches the end of the round, a timer of 12 sec. will start and the unit will automatically reset. In this situation it is possible to repeat only two targets (one double or two singles).

To enable the coin box, it's necessary to enter inside "Setup Mode" and select "Coin Box mode" (see 6.2).

It is possible to select 3 different operating procedures (see 6.4):

- Game, no limit: there is no limit on targets released, used for competitions.
- Round Targets:
 - Tot. Absolute: the unit can add to every shooter some extra targets and will count every targets released. When the total number of targets released reaches the maximum number for the selected sequence + the extra targets, the unit will end the game automatically.
 - Tot. Shoots: the unit can add to every shooter some extra targets and will count only targets released and followed by a shot. When the total targets released reaches the maximum number for the selected sequence + the extra targets, the unit will end the game automatically.

For Chip Card operation, refer to paragraph 7.

4.10 Zeros

The buttons 1 and 2 of the switch-box for zeros are used to send the Zero to the external units.

A sound, different for the first and second zero, is produced by the referee control box.

The button n. 2 is enabled only for double targets, then the button n. 1 is used for zero on the first target and button n. 2 for zero on the second target.

In case of mistake, it's possible to modify the result on the external units by using the following procedure:

- set the unit in "Pause"
- push again the button n. 1 or n. 2 to change from miss to hit or from hit to miss. No sound will be produced.
- set the unit in "Start" to continue the round.

5. DISCIPLINES

5.1 Test Trap

It is used to test the 15 traps (before competitions or for maintenance).

Press the START button.

Press the → button to release the targets.

Press the ← button to go back along the sequence without release the targets.

5.2 Olympic Trap

This discipline complies with international rules.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

If the Choice of shot: Trap setting has been enabled, it is necessary to select the released targets for each shooter.

Select the shooters and press the START button.

Press the → button to change the shooter and the ← button to choose the targets (DX: only right targets, CE: only centre targets, SX: only left targets, RND: random targets).

Press the START button to start the round.

5.3 Shoot Off Trap

This discipline complies with international rules.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

This discipline must be selected for a shoot-off after qualification or final.

Select the shooters and press the START button.

To remove a shooter from the sequence, press the PAUSE button, deselect the shooter, then press the START button.

5.4 Trap Final 2017

This discipline complies with international rules.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the 6 shooters for the final and then press the Start button.

The unit will start the first phase of the final consisting of 25 targets.

At the end of phase 1, the unit must be reset.

Then the operator must select the 5 shooters admitted to phase 2 and press the START button.

On the second row of the display will appear the phase number (1 or 2, selected by the BACK (←) or FORWARD (→) buttons).

The operator must select phase 2 and then press the START button again.

The unit will start the second phase and every 5 targets will automatically PAUSE.

Then the operator must deselect the eliminated shooter, and press the START button again.

Distribution of targets is compliance with the ISSF rules.

In case of phase 1 with less than 6 shooters, the operator must select the phase 1 manually and then proceed with the START button.

5.5 Trap Training DX – SX – CE (3 schemes)

These Trap Training disciplines allow 3 sequences of 25 targets with only right, left or centre targets.

The target is released immediately upon call by the shooter without any additional delay.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.6 Triple Trap – 15 targets for training

For the Triple Trap training discipline, only 15 targets are released.

Each shooter will shoot a left, a centre and a right target from each station before moving on to the next station.

Shooters will shoot in a row, like in the shoot off format.

Targets can be delayed between 0 and 3 sec. from the shooter's call by using the ADJ1 knob on the main unit.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.7 Trap Team Final 2021

This discipline complies with international rules.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.8 Mini Trap – 25 or 15 targets for training

For the Mini Trap training discipline, 25 or only 15 targets can be selected.

The trap machines used are only 3: trap 7 (right target), trap 8 (centre target) and trap 9 (left target).

For the 25 targets discipline, each shooter will randomly shot 2 left, 2 right and 1 centre target from each stand.

For the 15 targets discipline, each shooter will randomly shot 1 left, 1 right and 1 centre target from each stand.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.9 Trap 15 - Hunting Germany Trap

The Hunting Germany Trap discipline is similar to the Olympic Trap, but only 15 targets are released. For each shooter, 1 left, 1 centre and 1 right target will be released (randomly) from each stand. The targets are released without any delay. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. Select the shooters and press the START button.

5.10 Trap Training

The discipline called "Trap Training" allows an "extra delay" between the "pull" and the target release. The ADJ2 knob adjusts the "extra delay" between 0 and 250 ms. The ADJ1 knob in the minimum position enables a fixed "extra delay" and at the maximum position enables a random "extra delay" between 0 and the value set by the ADJ2 knob. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. Select the shooters and press the START button.

5.11 Training R-L-C

This trap discipline allows to choose the target released before the call using the 2 buttons on the referee switch-box for zeros. By default, the shot is a right target and, by pressing the button n.1 before the call, the target will be a centre and, by pressing the button n. 2 before the call, the target will be a left. This discipline cannot be used for competitions because the switch box for zeros will not be able to report shooters' zeros. The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. Select the shooters and press the START button.

5.12 American Trap (one multidirectional trap machine)

For the American Trap discipline only the output n. 8 is used to release targets. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. Select the shooters and press the START button.

5.13 Universal Trap

This discipline complies with international rules. For the Universal Trap discipline only the outputs n. 6, 7, 8, 9 and 10 are used to release targets. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. Select the shooters and press the START button.

5.14 Trap for CM

This discipline is only available if WiFi has been enabled in setup mode (see 6.26). This discipline allows to release the 15 trap machines using the EP095CM wireless remote control. The EP095CM must be set on Remote Control of the EP095M. On the EP095CM, first choose the stand by pressing buttons 1 to 5, then release the targets by pressing 7 (left), 8 (centre) and 9 (right). Please refer to the EP095CM user manual for more information.

5.15 Sporting WiFi

This discipline is only available if WiFi has been enabled in setup mode (see 6.26). From the EP095CM unit it's possible to operate with this discipline. Depending on the configuration set on the EP095M and EP095CM, from this last unit it is possible to launch targets from traps connected by wifi to the EP095CM or from traps connected with cables to the EP095M

5.16 Down the Line

For the Down the Line discipline only trap n. 8 is used to release targets. Only 5 shooters are allowed to participate in the round. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. The rotation of shooters on the 5 stands will follow the "Down-the-line" rules, a shooter must shot 5 targets before moving on the next stand. By "Setup Mode", it's possible to enable a random delay between 0,2 sec till 1,5 sec, compliance with the Nordic Trap rules. By "Setup Mode" it's possible to select only trap n. 8 or 5 traps (from 6 to 10). Select the shooters (shooter n.6 not enabled) and press the START button.

5.17 Double Trap 2013/30

This discipline complies with international rules. The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available. The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target. The trap machines used are n. 7 - 8 - 9.

Select the shooters and press the START button.

By using the ADJ1 knob, it's possible to introduce a fixed delay between 0 sec till 3 sec on target exit.

5.18 Shoot Off DTrap

This discipline complies with international rules.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

This discipline must be selected for a shoot-off after qualification or final.

Select the shooters and press the START button.

To remove a shooter from the sequence, press the PAUSE button, deselect the shooter, then press the START button.

5.19 DTrap Final 2017

This discipline complies with international rules.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

The procedure is similar to the Trap Final 2017, the first phase consisting of 30 targets and the second phase of 50 targets.

5.20 Manual DTrap

This discipline is used for training.

Using the 3 buttons on the switch-box for zeros, it is possible to manually release the following targets:

- button n. 1: a double on scheme A, traps 7 and 8
- button n. 2: a double on scheme B, traps 8 and 9
- button n. 3: a double on scheme C, traps 7 and 9

Select the shooters and press the START button.

5.21 DTrap 7 - 8 - 9

This discipline is used for training.

Using the 3 buttons on the switch-box for zeros, it is possible to manually release the following targets:

- button n. 1: a single target from trap 7
- button n. 2: a single target from trap 8
- button n. 3: a single target from trap 9

Select the shooters and press the START button.

5.22 Japanese Double Trap

A special version of double trap that releases double targets depending on the number of shooters participating in the round.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

The ADJ2 knob introduces a delay on the second target between 0 and 2 sec.

The diagram at the end of this document explains the sequence of targets depending on the number of shooters.

Select the shooters and press the START button.

5.23 Training Double Trap

This discipline is used for training.

Using the 2 buttons on the switch-box for zeros, it is possible to select the scheme of the next double:

- by default, no buttons pressed: scheme A (machines 7 and 8)
- button n. 1: scheme B (machines 8 and 9)
- button n. 2: scheme C (machines 7 and 9)
- button n. 3: No Target

When shooting, select the double first using the referee switch box for zeros and then call the target with the microphones.

This discipline cannot be used for competitions because the switch box for zeros will not be able to report shooters' zeros.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

The ADJ1 knob introduces a delay on the second target between 0 and 3 sec.

5.24 Skeet 2013

This discipline complies with international rules.

The microphones of 8 stands must be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

The outputs used for the machines are (see 8.1):

- Pull: output 1
- Mark: output 9

In accordance with International rules, it is possible to control the external lamps for Pull and Mark which turn on when the shooter calls the target and turn off when the target is released.

The outputs used to control these lamps are:

- Pull lamp: output 2

- Mark lamp: output 10

The outputs must drive external relays and not the lamps directly (see par. 3).
Select the shooters and press the START button.

5.25 Shoot Off Skeet

This discipline complies with international rules.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

This discipline must be selected for a shoot-off after qualification.

Select the shooters and press the START button.

To remove a shooter from the sequence, press the PAUSE button, deselect the shooter, then press the START button.

5.26 Shoot Off Skeet Final

This discipline complies with international rules.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

This discipline must be selected for a shoot-off after final.

Select the shooters and press the START button.

To remove a shooter from the sequence, press the PAUSE button, deselect the shooter, then press the START button.

5.27 Skeet Final 2017

This discipline complies with international rules.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the 6 shooters for the final and then press the Start button.

The unit will start the first phase of the final consisting of 20 targets.

At the end of phase 1, the unit must be reset.

Then the operator must select the 5 shooters admitted to phase 2 and press the Start button.

On the second row of the display will appear the phase number (1 or 2, selected by the BACK (←) or FORWARD (→) buttons).

The operator must select phase 2 and then press the Start button again.

The unit will start the second phase and every 10 targets will automatically PAUSE.

Then the operator must deselect the eliminated shooter, and press the start button again.

In case of phase 1 with less than 6 shooters, the operator must select the phase 1 manually and then proceed with the start button.

5.28 Test Skeet

It is used to test the 2 skeet machines (before competitions or for maintenance).

Press the START button.

Press the → button to release the targets (PULL – DOUBLE – MARK).

Press the ← button to go back along the sequence without release the targets.

5.29 Skeet Custom (3 schemes)

Each custom skeet scheme can be personalized (see 6.10).

For each custom skeet scheme, a maximum of 5 targets can be set for each stand and a maximum of 8 stands.

It is possible to choose between a random delay (0,2 to 3 seconds) or no delay.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

The sequences stored by default inside the unit are the following:

Sequence #1 targets with random delay 0,2 – 3 sec.			
Stand	First Target	Second Target	Third Target
#1	Pull	Pull+Mark	
#2	Pull	Mark	Pull+Mark
#3	Pull	Mark	Pull+Mark
#4	Pull	Mark	
#5	Pull	Mark	Pull+Mark
#6	Pull	Mark	Pull+Mark
#7	Pull+Mark		
#8	Pull	Mark	

Sequence #2 targets without delay			
Stand	First Target	Second Target	Third Target
#1	Pull	Mark	Pull+Mark
#2	Pull	Mark	Pull+Mark
#3	Pull	Mark	
#4	Pull	Mark	Pull
#5	Pull	Mark	
#6	Pull	Mark	Pull+Mark
#7	Pull	Mark	Pull+Mark
#8	Pull	Mark	

Sequence #3 targets with random delay 0,2 – 3 sec			
Stand	First Target	Second Target	Third Target
#1	Pull	Mark	Pull+Mark
#2	Pull	Mark	Pull+Mark
#3	Pull	Mark	Pull+Mark
#4	Pull	Mark	
#5	Pull	Mark	
#6	Pull	Mark	
#7	Pull	Mark	
#8			

5.30 Skeet Timer / Skeet No Timer

Skeet Timer disciplines are normally used for training.

The targets are released by pushing the 3 buttons of switch-box for zeros:

- push-button n. 1: Pull
- push-button n. 2: Mark
- push-button n. 3: Double

All microphones are disabled.

Skeet Timer: random delay between 0,2 and 3 seconds on the target release.

Skeet No Timer: no delay on target release.

5.31 Skeet Training

This discipline is used for training.

Using the 3 buttons on the switch-box for zeros, it is possible to select the stand and the target released at the next call:

- button n. 1 and n. 3: change the stand
- button n. 2: change the target released (PULL – MARK – DOUBLE)

When shooting, select the stand and the target first using the referee switch box for zeros and then call the target with the microphone. The target is released with a random delay between 0,2 and 3 seconds.

This discipline cannot be used for competitions because the switch box for zeros will not be able to report shooters' zeros.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.32 English Skeet

This discipline follows the rules for English skeet.

Only 7 stations and 7 microphones are used.

Only a shooter with 24 hits is allowed to shoot the target number 25.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.33 Skeet Team Final 2021

This discipline complies with international rules.

The microphones of 8 stands must all be connected to the 8 separate inputs available to have a correct balance.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.34 Compak Fitasc (40 schemes)

This discipline complies with international rules.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

The outputs for trap machines are:

- A trap n. 1
- B trap n. 2
- C trap n. 3
- D trap n. 4
- E trap n. 5
- F trap n. 6

To start a new round, operate as follows on the main console:

- Reset the unit.
- Select shooters and press the START button.
- Select the sequence using the ↑ and ↓ buttons and press the START button to confirm.
- Select the rotation (FITASC or Training) using the ← and → buttons and press the START button to confirm and start the round.

If the START button is pressed from the referee control box, the round starts immediately with the latest settings (sequence and rotation). This function is used in coin box mode.

Two rotations are available:

FITASC: normal rotation compliant with Fitasc rules.

Training: no break for the shooter in station 5, it is used to reduce the duration of a round.

For more information about the available Fitasc sequences, please visit the Fitasc website.

Depending on the scheme which has been selected, the double can be "immediate" or "on-Report"

It is possible to set the delay of the first and second target in set up mode (see 6.37).

Only for the "Compak" disciplines is there a special function that allows you to have an automatic "delay" between two consecutive targets. This function is activated from the setup, setting the "Reaction Time" function to YES. In this way it is necessary to set the Delay knob to the maximum value, automatically, after each shot, if the sequence does not include other targets, after 1 sec. the next stand is activated. This function is very useful when there are targets that are fired immediately after the call and others after a few seconds because they come from afar.

5.35 Compak OnLine

This discipline complies with international rules.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advise the shooter when it is possible to call the target.

The rotation of shooters is compliance the new Fitasc rules. It is a continuous shooting process, with a shooter exiting station five and a shooter entering station one at the same time.

To start a new round, operate as follows on the main console:

- Reset the unit.
- Select the shooter n. 1 and press the START button.
- Select the sequence using the ↑ and ↓ buttons and press the START button to confirm and start the round.

It is possible to choose the 8 available sequences in the set up mode (see 6.24).

The available schemes are the 40 Official Fitasc schemes, the new UT OnLine, the new Trap 300, the Universal Skeet and the 10 Custom Compak schemes.

To stop the shooting process, press the shooter n. 6 button.

After one shot, the shooter n. 6 led on the main console will go on indicating that no more shooters are enabled to enter in the process.

When the shooter in station 5 terminates his round, not any other shooter enters station 1.

When the last shooter complete his 25 targets the round will end and the unit will go to pause.

Operation with Chip Card:

If the chip card mode is enabled, it is necessary to operate as follows:

- Reset the unit
- Insert a chip card into the unit and press the yellow button (see 7.3)
- Remove the card. The display will show the selected sequence. Press the red button on the referee control box to change the sequence.
- Press the START button to start the round.

During the round, another shooters can enter the shooting process by booking the round with their chip cards.

The display of main console will show the name and credit available on the card.

It is necessary to press the Yellow button on the main console to book the shooter.

Immediately the display of the referee box will show the scheme that is running and pressing the RED button of the referee box a different scheme can be selected. The unit will show only schemes with the same number of shoots per stand.

5.36 Custom Compak (9 schemes)

For each custom compak or sporting sequences, it is possible to set a maximum of 5 turns and a maximum of 3 targets for each stand.

Several schemes are possible, for example a sequence with 5 turns and only single targets or a sequence with 4 turns (3 singles and 1 double) or a sequence with 3 turns (1 single and 2 doubles).

Different options available for the targets release delay time:

- first target:
 - fixed delay between 0 and 3 sec. from the call
 - random delay between 0 and 3 sec. from the call
- second target (doubles):
 - fixed delay between 0 and 3 sec. from the first target
 - after shooting the first target (on report)
- third target (triplets):
 - fixed delay between 0 and 3 sec. from the second target
 - after shooting the second target (on report)

The delay between two consecutive stands can be a "fixed" value (set using the external "Delay" knob) or an "adjustable" stand by stand value from 1.6 to 9.8 sec with steps of 0.2 sec.

The adjustable delay is recommended in situations with targets coming from far away where the shooting time could be so long that the unit could enable the next stand before the shot.

For triplets only, to assign three zeros, press the first button once and the second button twice of the referee switch box for zeros.

See 6.9 for more details on programming a custom sequence.

All customs sequences can be used as Custom Sporting disciplines (with Trap shooters rotation) or as Custom Compak disciplines (with Compak shooters rotation).

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.37 Custom Triplet

A normal Custom Compak sequence used for triplets (see 5.34).

Refers to Sporting Custom Triplet in setup (see 6.9).

5.38 Manual Sporting

This discipline can only be used with the Pull-T accessory connected to the J5 plug (replacing the referee control box).

Allows manual release of up to 8 machines by pressing the machine number button on the Pull-T.

Doubles can be released by pressing two buttons at the same time.

The targets are released immediately when the button is pressed without delay.

In setup mode, it is possible to select the number of machines used (see 6.25) to avoid, in chip card mode, paying for an unreleased target by pressing a button corresponding to a machine not connected.

By pressing the Start button on the Pull-T, it is possible to have a 3 seconds delay time before the target is released to allow a single shooter to shoot alone.

Press the Start button on the Pull-T again to remove this feature.

For more information, refer to the Pull-T user manual.

Microphones are not used.

Select the shooters and press the START button.

5.39 Sporting (10 schemes)

The same as the Custom Compak (see 5.34) but the rotation of the shooters on the stands follows the normal rules as for the Olympic Trap discipline.

Sequences are shared with Custom Compak, which means that the same programmed sequence is applied to both disciplines.

The microphones of the 5 stands must be connected to the first 5 inputs of the total 8 available.

The stand lamps will indicate the active microphone to advice the shooter when it is possible to call the target.

Select the shooters and press the START button.

5.40 WiFi Receiver

This discipline is only available if WiFi has been enabled in setup mode (see 6.26).

It can only be used together with the EP095CM-WiFi wireless remote control.

Allows releasing of machines connected to the unit with the EP095CM-WiFi in sporting mode.

The unit will work as a wireless receiver.

It is possible to select the output corresponding to each button on the EP095CM-WiFi (see 6.26).

The EP095CM-WiFi has to be properly configured to control machines connected to the unit (range configuration).

For more information, refer to the EP095CM-WiFi user manual.

Press the START button and continue to operate directly on the EP095CM-WiFi.

5.41 Fintello

For the Fintello discipline only outputs n. 6, 7, 8, 9 and 10 are used to release the targets.

Only one shooter can participate in a round. Only station 3 is used.

A total of 10 targets are released, two for each machine randomly selected.

The microphones of 5 stands must be connected to the first 5 inputs of the total 8 available to have a correct balance.

The stand lamps will indicate when the microphone is active to advice the shooter when it is possible to call the target.

Select the shooter number 1 and press the START button.

6. SETUP MODE

To enter the Setup Mode, it is necessary to operate as follows:

- press the RESET button
- select any discipline other than Test Trap, Test Skeet and WiFi Receiver
- press the START button without selecting any shooter
- insert the password composed by 6 numbers (from 1 to 6) using the six shooter's push-buttons (default password: 666666)

If the password is correct, the display will show the first available programming item (Number of Targets).

Press ↑ or ↓ button to move through the programming menu.

Press the START button to select.

Press the RESET button to exit the setup mode.

The programming facilities are:

Program Type	Sect.	Default	Description
Number of Targets	6.1	0	Display and reset the internal targets counter
Coin Box Mode	6.2	No Coin Box	Switch between No Coin Box – External Coin – Chip Card
Coin Box Sequence	6.3	1, 1-3, 1-3-5, 1-2-3-4, 1-2-3-4-5, 1-2-3-4-5-6	Shooters selection sequence during coin mode (2 sequences available)
Coin Box Targets	6.4	3	Maximum number of targets during coin box mode
Trap Pulse Duration	6.5	0,2 s	Duration of the triggering signal for the trap machines
Reaction Time	6.6	no	Enable/Disable the transmission of the "Reaction Time" to the external units
Scoreboard Targets	6.7	no	Enable/Disable the transmission of the "Number of Targets" to the Final Scoreboard
Automatic No-Bird	6.8	no	Enable/Disable the Automatic No-Bird
Sporting Custom 1/9 + Sporting Triplet	6.9	See table	Set of custom sporting/compak sequences
Skeet Custom 1/3	6.10	See table	Set of custom skeet sequences
Name with ChipCard	6.11	no	Enable/Disable the transmission of the shooter's name (and optionally the spent amount) during chip card mode to the external units
Stand Lamp Type	6.12	standard lamp	Select the microphones type (standard lamp, Display EP096AD, Shooting Data with or without display EP096AD)
New Password	6.13	666666	Set the password to enter setup mode
Pause: Knob/Custom	6.14	knob	Enable the external knob to adjust the "delay" between two consecutive stands or set a custom fixed delay
Clutter Adjustment	6.15	00	"Clutter Setting", the digital adjustment against gunshots and metallic noises
Target Delete/Back	6.16	yes	Delete the last shot from monitors and scoreboards in case of No Target.
Skeet Lamps Delay	6.17	30ms	Set the delay time for the skeet lamps
ISSF Finals for TV	6.18	no	Enable/disable the ISSF TV operating mode (not longer used)
Preferred Disciplines	6.19	00	Enable/disable the preferred disciplines (max 20)
Remote Change Discipline	6.20	no	Change discipline using the red button on the referee control box
DTL: only trap 8	6.21	yes	Enable/disable the trap n. 8 for the Down The Line discipline
DTL: delay random	6.22	no	Enable/disable the random delay operating mode for the Down The Line discipline
Fitasc Preferred	6.23	08	Enable/disable the preferred disciplines for Fitasc (max 8)
Traps in Manual Sporting	6.24	06	Number of trap machines used with the PULL T external unit
WiFi	6.25	no	Set the WiFi operating mode
Sound at the End Round	6.26	no	Enable/disable the sound at the end of the round
Trap Exchange	6.27	no exchange	Exchange the connected traps in case of failure
Time Out	6.28	no	Enable blinking of the stand lamp after a selected time out
Sound after No Bird	6.29	no	Enable/disable the sound after No Target
Sound after Pause	6.30	no	Enable/disable the sound after pause
Sound after Start	6.31	no	Enable/disable the sound after start
Chip: Memo Config	6.32	--	Store/recovery the unit configuration with a chip card
Chip: Memo Compak 1/10	6.33	--	Store/recovery the custom compak schemes with a chip card
Select Price List	6.34	--	Associate a discipline to a price list (max. 6)
Phonopull: All Open	6.35	no	Activate all microphones at the same time (just for American Trap)
Compak Delay: Knob	6.36	no	Enable an external knob to adjust the target release delay or set a fixed delay
Choice of shot: Trap	6.37	no	Choose the target released in the Olympic trap discipline (shooter by shooter)
Select Pos. Sequ.	6.38	--	Choose the sequence in chip card mode for every discipline
Master Card + PSW	6.39	no	Enable the password when entering a master card for improved security

6.1 Number of Targets

The counter show the total number of targets released from 00000 to 99999.
To reset the counter press the START button and confirm with 6.
Press any other button to exit without reset the counter.

6.2 Coin box mode

To modify the coin box mode press ← or → button.

It's possible to select:

- No Coin Box.
- External Coin (an external EP096AG1 Coin Box/EP096AG2 Chip Card Reader can be connected to the J3 plug).
- Chip Card (integrated chip card reader).

Press the START button to save and exit.

By selecting the Chip Card mode, it's possible to choose between "Round" mode or "Target" mode.

"Round" mode is the standard operating mode, the shooter pays for one round.

"Target" mode operates with the chip card inside the unit. Each time a target is released, the price of a target is deducted from the chip card. In order for the unit to launch the targets, a chip card must always be inserted. Refer to par. 7 for more details.

6.3 Coin Box Sequence

The Coin Box Sequence is the order in which shooters are placed on the stands when booking a round in chip card mode.

It is possible to store two different sequences.

To change the sequence, the unit must not be in chip card mode.

Select sequence 1 or 2 and press the START button.

Use the → and ← button to display the sequence.

Use the shooter buttons 1 to 6 to modify the sequence.

Press the START button to save and exit.

6.4 Coin Box Targets

It is possible to select one of the following options:

- Round Target: choose the number of additional targets per round over the standard number of targets for the selected discipline. Select between two possibilities
 - Absolute: a maximum number of targets is set for every shooter.
For example, if it has been selected 3 targets and the Olympic Trap discipline, every shooter can shot at maximum $25+3 = 28$ targets.
 - Dispared: only fired targets are counted by the unit.
It is recommended to put 0 because all the broken targets are not counted if the shooter do not shoot them.
- Game, No Limit: no limits to the number of targets released and repetitions of the same target.
About 12 seconds after the last target, the unit resets automatically.

Make your selection using the ← and → buttons.

Press start to confirm.

6.5 Trap Pulse Duration

The display shows the duration of the triggering signal for the trap machines (in seconds).

Press the → and ← buttons to change the value between 0,1s and 2,1s (steps of 0,1s).

Press the START button to save and exit.

6.6 Reaction Time

It is possible to enable the transmission of the following information:

- delay between the shooter's call and the target's release (step 0,1 sec.).
- delay between the target's release and the shot (step 0,05 sec.)

Press the → and ← buttons to enable (YES) or disable (NO) the transmission of the reaction time.

Press the START button to save and exit.

6.7 Scoreboard Targets

It is possible to enable the transmission of some additional information at the beginning of the round for some connected devices.

If the unit is connected to an EP098TBH 7-6-54 final scoreboard, select YES and for Message Type: New select NO. It will enable the display of the number of missing targets to the end of the round on the top right of the scoreboard.

If the unit is connected to a full graphic scoreboard, select Yes for both options.

Select NO in any other situation.

Press the → and ← buttons to enable (YES) or disable (NO) the transmission.

Press the START button to save and exit.

6.8 Automatic No-Bird

If the automatic No-Bird function is enabled, the unit moves to the next stand/shot only in case of a gunshot after the target's release.

In case of doubles, two shots are needed to move forward.

Press the → and ← buttons to enable (YES) or disable (NO) the automatic No-Bird.

Press the START button to save and exit.

6.9 Sporting Custom from 1 to 9 + Sporting Custom Triplet

It's possible to set 10 custom sequences which can be used as "Sporting Sequences" or as "Compak Sequences".

This means the rotation of the shooters along the stands will follow the sporting rules or the Compak rules.

For each custom sporting sequence it's possible to set a maximum of 5 turns and a maximum of 2 targets for every stand (3 targets for sporting).

Proceed as follows:

- 1) Set the maximum number of targets for every stand: 2 or 3. Select by using the ← button and confirm by using the → button.
- 2) Choose a fixed delay between two consecutive stands (custom) or an externally adjustable delay by using the "Delay" knob on the front panel (knob). Select by using the ← button and confirm by using the → button.
- 3) Set the number of turns: from 1 to 5. Select by using the ← button and confirm by using the → button.
- 4) Set the sequence by choosing for every stand:

the first target:

- number of the trap machine (from 0 to 15 – 0 means no shot)
- target release delay between 0 and 3 sec. with steps of 0.2 sec or a random delay between 0 and 3 sec.

the second or third target:

- number of trap machine (from 0 to 15 – 0 means no shot)
- target release delay between 0 and 3 sec. with steps of 0.2 sec or a target after the previous shot

the pause (available only if custom delay has been selected) :

- delay between stands, from 1,6 to 9,8 sec. with steps of 0.2 sec.

Press the → and ← buttons to move along the sequence of shots.

Press the ↑ and ↓ buttons to change the value.

At the end, press the START button to save and exit.

6.10 Skeet Custom 1-2-3

For every custom skeet sequence, it is possible to set a maximum of 5 targets for every stand and a maximum of 8 stands.

To set a skeet custom sequence, it is necessary to operate as follows:

- 1) Select the number of targets for every stand:
 - Press the → and ← buttons to change the stand
 - Press the ↑ and ↓ buttons to change the number of targets of the selected stand
 - Press the START button to confirm and proceed to the next step
- 2) Select the target release delay:
 - Press the ↑ and ↓ buttons to select between random delay (0.2 – 3 sec) or no delay
 - Press the START button to confirm and proceed to the next step
- 3) Select the machines for every shot:
 - Press the → and ← buttons to move along the sequence of shots
 - Press the ↑ and ↓ buttons to choose the targets (Pull – Mark – Double – P-RAF. – M-RAF.)
 - Press the START button to save and exit

6.11 Name with Chip Card

When in chip card mode, it is possible to transmit the shooter's name stored in the chip card to the connected devices.

At the moment, the only enabled devices are the EP096M-RAS-RC results monitor and the Multipull Competition Management Software (via the new data concentrator EP096GM-12 release 8 or higher).

Selecting YES, the shooter's name stored in the chip card will be displayed as soon as the chip card payment procedure is completed.

If the Name with chip card function has been enabled, payment information (price) can also be transmitted. Only the Multipull Management Software can show this information.

Press the → and ← buttons to enable this function

Press the START button to save and exit

6.12 Stand Lamp Type

Select the proper microphone configuration by choosing between Standard Lamp, Display EP096AD and Shooting Data.

It depends on the microphones installed in the range:

- Standard Lamp: microphone with indicator light to signal the active microphone.
- Display EP096AD: microphone with two characters display (specially designed for the compak disciplines).
- Shooting Data + one one of the two previous options : microphone with the EP096-RFID contactless tag reader for the Shooting Data system.

If the Display EP096AD has been selected, it is necessary to set the displayed letter for each possible machine.

If the Shooting Data has been selected, it is necessary to enable the WiFi (see 6.26) (only for WiFi enabled control units).

Press the → and ← buttons to select

Press the START button to save and exit

6.13 New Password

It is possible to change the password to enter setup mode.

Use the six shooter buttons to type in the new password.

Press the START button to save and exit.

6.14 Pause: Knob/Custom

Adjust the delay between two consecutive shots using the external "Delay" knob on the front panel or disable the "Delay" knob and set a fixed delay from 1,5 to 5,0 sec (steps of 0,1).

Press the → and ← buttons to set a fixed delay or enable the external knob.

Press the START button to save and exit.

6.15 Clutter Adjustment

It is possible to set a "digital adjustment" of the voice recognition system to avoid No-Targets due to poor shooting conditions such as:

- shooting ranges very close to each other or without separation
- stand roof not high enough or without sound-absorbing materials
- floor without sound-absorbing materials

The "digital adjustment" named Clutter, finds a solution to all the above conditions, even if it is not possible to find a right solution in all shooting conditions.

Please note that clutter settings may introduce a small delay in the target release which can especially affect those disciplines that require immediate target release on call.

Press the → and ← buttons to set the clutter cancelling level (refer to the table below).

Press the START button to save and exit.

Clutter Value	Description
0	No Clutter
from 1 to 6	Clutter level from 1 to 6, no delay.
from 7 to 12	Clutter level from 1 to 6, delay of 5ms.
from 13 to 18	Clutter level from 1 to 6, delay of 10ms.
from 19 to 24	Clutter level from 1 to 6, delay of 15ms.

6.16 Target Delete/Back

If the unit is connected to a scoreboard or a monitor, it is possible to enable the transmission of a message that will delete the last target in case of No-Target.

Press the → and ← buttons to enable (Yes) or disable (No) the transmission.

Press the START button to save and exit.

6.17 Skeet Lamps Delay

Sometime the skeet machines have a small delay, so it is necessary to introduce a small delay on turning off the skeet lamps to compensate for this delay and have a "lamp off" and an "target exit" at exactly the same time.

Press the → and ← buttons to change the delay time between 0 ms and 50 ms with steps of 2ms.

Press the START button to save and exit.

6.18 ISSF Finals for TV

This function enable the "Confirmation button" for the referee (button number 3 of the switch-box for zeros).

During Finals, only after the confirmation button has been pressed, the next stand is enabled and the data are transmitted to the ISSF TV. This function was tested during London 2012 Olympic Games and it is no longer used.

Press the → and ← buttons to enable (Yes) or disable (No) this function.

Press the START button to save and exit.

6.19 Preferred Disciplines

The Preferred Disciplines function only enables some disciplines.

Only enabled disciplines will be available when scrolling disciplines from the main menu using the ↑ and ↓ buttons.

Press the → and ← buttons to set the number of preferred disciplines (maximum 20).

By setting the value 00, all available disciplines are enabled.

Press the START button to confirm and proceed.

Select the preferred disciplines by pressing the ↑ and ↓ buttons to change the discipline and the → and ← buttons to move through the sequence.

Press the START button to save and exit.

6.20 Remote Change Discipline

Enable or disable the possibility to change discipline using the red button on the referee control box.

Press the → and ← buttons to enable (Yes) or disable (No) this function.

Press the START button to save and exit.

6.21 DTL: only trap 8

If enabled, only the trap n. 8 is used for the DTL discipline. If disabled, 5 traps are used for the DTL discipline (from n. 6 to n. 10).

Press the → and ← buttons to enable (Yes) or disable (No) this function.

Press the START button to save and exit.

6.22 DTL: delay random

Enable or disable a random delay between 0.2 and 3 sec on target release for the DTL discipline.

Press the → and ← buttons to enable (Yes) or disable (No) this function.

Press the START button to save and exit.

6.23 Fitasc Preferred

The Fitasc Preferred function only enables some Compak Fitasc disciplines.

Press the → and ← buttons to set the number of preferred disciplines (maximum 8).

Press the START button to confirm and proceed.

Select the disciplines by pressing the ↑ and ↓ buttons to change the discipline and the → and ← buttons to move through the sequence.

Press the START button to save and exit.

6.24 Traps in Manual Sporting (only for PullT-M accessory)

When a PullT-M accessory is connected to the J5 plug (replacing the referee box), pressing one button on this external unit (1 to 8) the corresponding trap machine connected to the EP095M unit will release a target.

If less than 8 traps are used, it is possible to disable some traps, in order to correctly operate with chip cards.

For example: if only 6 traps are used, program this maximum number on the unit. If in chip card mode and a button greater than 6 is pressed on PullT-M, the unit will not decrement a target from the total credit.

Press the → and ← buttons to select the number of traps in manual sporting.

Press the START button to save and exit.

6.25 WiFi (only for WiFi enabled control units)

Press the → and ← buttons to enable (Yes) or disable (No) the WiFi.

Press the START button to confirm and proceed.

Choose the machine associated with each button of the EP095CM-WiFi Multipurpose Digital Transmitter.

Press the ↑ and ↓ buttons to select the CM button number and the ← and → buttons to select the corresponding trap machine.

Press the START button to confirm and proceed.

Press the → and ← buttons to select the range number (maximum 60).

It must match the range number selected on the other WiFi enabled devices available in the range.

Press the START button to confirm and proceed.

Press the → and ← buttons to select the power level from 1 (low power) to 5 (high power).

Press the START button to confirm and proceed.

Choose for each trap whether it is connected wirelessly (WiFi) or wired (Normal).

Press the ↑ and ↓ buttons to select the trap and the ← and → buttons to switch between WiFi and Normal.

Press the START button to save and exit.

6.26 Sound at the End Round

This setting enables or disables the sound at the end of the round.

In case of "Yes", the referee box, at the end of each round, will show "END" and a sound will be produced.

In case of "No" the referee box, at the end of each round, will show "---" and no sound will be produced.

Press the → and ← buttons to enable (Yes) or disable (No) the sound at the end of the round.

Press the START button to save and exit.

6.27 Trap Exchange

It is possible to exchange one trap with another in case of trap machine failure.

The first row will show the standard machine output of the unit (from 1 to 15) and the second row the exchanged machine output.

Press the ↑ and ↓ buttons to select the standard output and the ← and → buttons to select the new output.

Press the START button to save and exit.

6.28 Time Out (only for Standard Lamps)

If a time out has been set, the selected microphone lamp will start flashing after the set time out to warn the shooter and referee that it is taking too long to call the target.

The time out is calculated from the time the microphone becomes active (lamp lights up).

If Display EP096AD or Shooting Data has been enabled, this function cannot be used and must be set to "No" (see 6.12).

Press the → and ← buttons to enable (No) or set the time out (between 8 sec and 40 sec).

Press the START button to save and exit.

6.29 Sound at the NoBird

This setting enables or disables the sound after pressing the No Target button.

Press the → and ← buttons to enable (Yes) or disable (No) the sound after No Bird.

Press the START button to save and exit.

6.30 Sound after Pause

This setting enables or disables the sound after pressing the Pause button.

Press the → and ← buttons to enable (Yes) or disable (No) the sound after pause.

Press the START button to save and exit.

6.31 Sound after Start

This setting enables or disables the sound after pressing the Start button.

Press the → and ← buttons to enable (Yes) or disable (No) the sound after start.

Press the START button to save and exit.

6.32 Chip memo config.

The complete configuration of the unit can be stored on a chip card and retrieved from the chip card at a different time or on a different unit.

Press the → and ← buttons to select between store (From Flash to Chip) and retrieve (From Chip to Flash).
Insert a valid chip card and press the START button.

6.33 Chip memo compak 1/10

One complete Compak Custom sequence can be stored on a chip card and retrieved from the chip card at a different time or on a different unit.

Press the → and ← buttons to select between store (From Flash to Chip) and retrieve (From Chip to Flash).
Insert a valid chip card and press the START button.

6.34 Select Price List

This function allows to associate each discipline with one of the 6 available price lists.

The price of a series can be different depending on the selected discipline.

When inserting a Master Card into the unit to transfer prices, the user has to choose the corresponding price list.

These prices will be applied to the disciplines belonging to that price list.

Please refer to par. 7.1 for more details.

Press the ↑ and ↓ buttons to select the discipline and the ← and → buttons to select the price list number.

Press the START button to save and exit.

6.35 Phonopull: All Open

All microphones can be activated at the same time. It is used only for the American Trap discipline. For an optimal response of the various microphones in the "all open" condition it would be necessary to connect externally to the unit all the microphones in series with each other and therefore to a single input of the control unit (for example stand no. 1)

Press the → and ← buttons to enable (Yes) or disable (No) the function.

Press the START button to save and exit.

6.36 Compak Delay: Knob

Sets the target release delay for the first and second target in Compak disciplines.

It is possible to use the external knobs ADJ1 and ADJ2 or set a fixed delay between 0 and 3 sec. with steps of 0,1 sec.

Press the → and ← buttons to enable the external knobs (Yes) or set a fixed delay time (No).

Press the START button to confirm.

If "Yes" has been selected, the settings are saved and the unit goes back to the main programming menu.

If "No" has been selected, it is necessary to enter the fixed delay time for the first and second target.

Press the → and ← buttons to change the target release delay for the first target.

Press the START button to confirm.

Press the → and ← buttons to change the target release delay for the second target.

Press the START button to save and exit.

6.37 Choice of shot: Trap (for the Olympic Trap discipline)

This function enables the possibility to choose, shooter by shooter, the target released (between only right, only left, only centre and random) in the Olympic Trap discipline. Please refer to the Olympic Trap discipline (see 5.2) for more details.

Press the → and ← buttons to enable (Yes) or disable (No) the function.

Press the START button to save and exit.

6.38 Select Pos. Sequ.

Select one of the two sequences available in chip card mode for each discipline (refer to 6.3 for more details).

Press the ↑ and ↓ buttons to select the discipline and the ← and → buttons to select the sequence.

Press the START button to save and exit.

6.39 Master Card + PSW

It is possible to request a password when inserting a Master Card to improve security.

The password is the same as the password to enter setup mode.

Press the → and ← buttons to enable (Yes) or disable (No) the function.

Press the START button to save and exit.

7. CHIP CARD

The chip card system is a payment system.

If the unit has been set to chip card mode, a valid shooter chip card must be used to select shooters and the six shooter push-buttons on the main unit are disabled (locked unit).

There are two different types of chip cards, the shooter chip card and the Master Card.

The Master Card is used to transfer the club password and the prices to the unit and lock (chip card mode) and unlock (no coin box mode) the unit (see 7.2). This card should be held by the club manager.

The shooters chip cards store different information, some of them are the shooter's name, the available credit and the club password. The credit can be stored in "points" or in "currency".

If points are used, a maximum of 999 points can be stored in a chip card.

A shooter chip card can be either "Team" or not. Team cards allow for multiple payouts in the same round.

Chip cards are protected with a secret password modified automatically from the units to prevent unauthorized access.

In addition, a club password is stored in the chip cards which can be customized (recommended) to prevent the chip cards from being used in different clubs.

Upon request when ordering, chip cards can be printed with the club logo (additional costs are applied).

To operate with chip cards, it is necessary to have a chip card reader/writer (mod. EP096AG3) and the Chip Card Management Software.

Additional devices are available such as the automatic chip card recharging station (mod. EP096AG5).

7.1 Set the unit for Chip Cards

Before starting to use the chip cards, it is necessary to set up the unit:

- Configure the two available shooter selection sequences and associate them to each discipline (see 6.3 and 6.39)
- Set the number of extra targets (see 6.4)
- Associate each discipline to one of the 6 available price lists (see 6.35).
- Create one Master Card for each price list using the chip card management software.
- Insert the Master Card into the unit to transfer the prices to a price list (see 7.2).

7.2 Master Card

The Master Card is a special chip card that stores the round prices for 10 different typologies of shooters and the club password.

It is possible to create a Master Card with the EP096AG3 and the chip card management software using an empty chip card.

The Master Card allows to switch between chip card mode (locked unit) and no coin box mode (unlocked unit) and to transfer the price list and the club password stored in it to the internal memory of the unit.

Different disciplines may have different prices.

There are 6 available price lists and each discipline needs to be linked to one of the available price list.

When transferring prices to the unit using a Master Card, a price list must be selected.

A master card must be created for each price list.

The shooter will pay the amount corresponding to the selected discipline (linked to a price list).

Operating with Master Card:

- Reset the unit
- Insert the Master Card
- Select the price list (6 price lists available). Use the ↑ and ↓ buttons to change the price list number.
- Press the yellow button to store the prices in the unit memory (selected price list).
- Extract the Master Card or press the yellow button again to enable or disable the chip card mode
- Extract the Master Card

7.3 Select shooters with Chip Cards

The unit must be in chip card mode.

Proceed as follows:

- Insert the chip card. The shooter's name and the available credit will be displayed.
- Press the yellow button. The new available credit will be displayed.
- Remove the chip card

7.4 Secure with Chip Cards

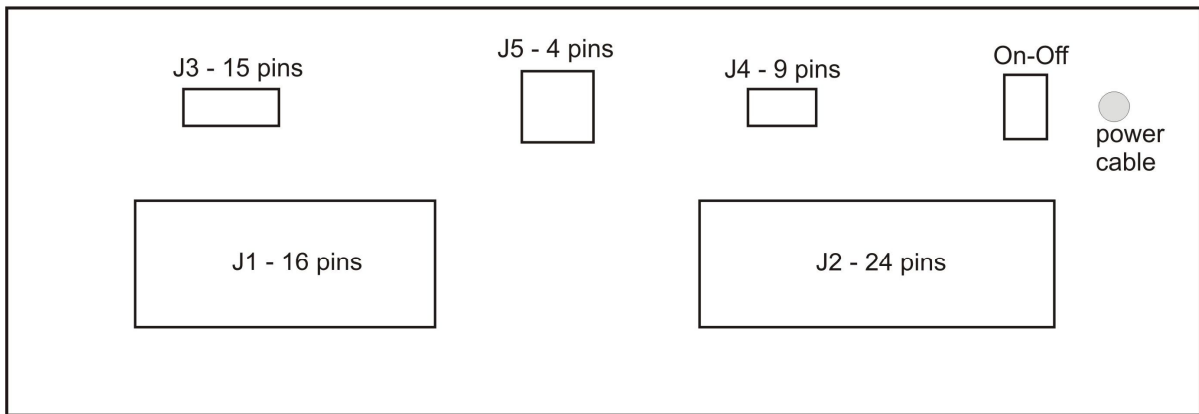
Each time a shooter inserts his chip card to reserve a series, the unit reads the present amount, deducts the cost of the series and then rewrites the new amount on the chip card.

As a check, the unit re-reads what has been written and if the values do not coincide, it tries to write again.

Should the data not be correct, for the Operator's safety, the unit is blocked and shows on the display: shooter's code and amount on the chip before the operation. At this point the Operator can view these data on the display and therefore has the possibility, through the chip card management program, to restore the defective card. To unlock the control unit, the Club "password" must be entered. Operation resumes from the point where it was interrupted.

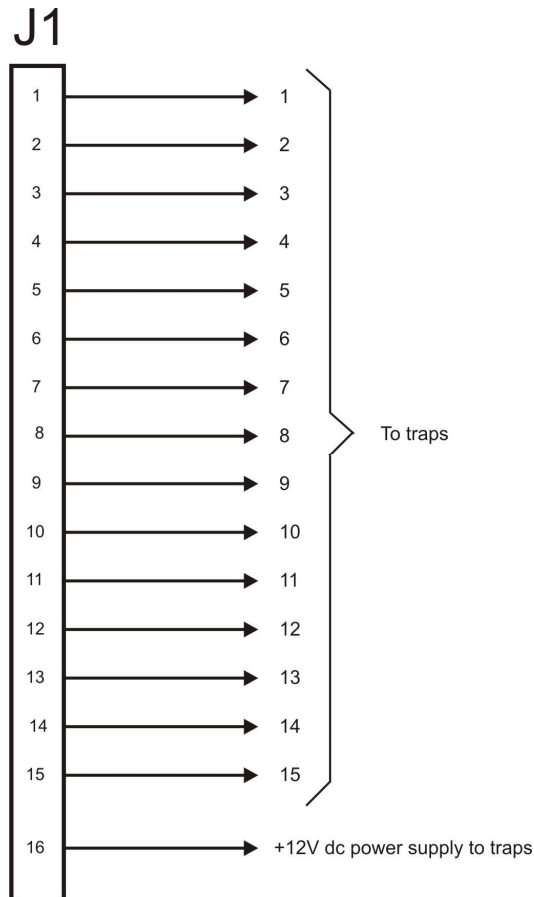
8. INSTALLATION

BACK PANEL



8.1 Plug for Traps - J1

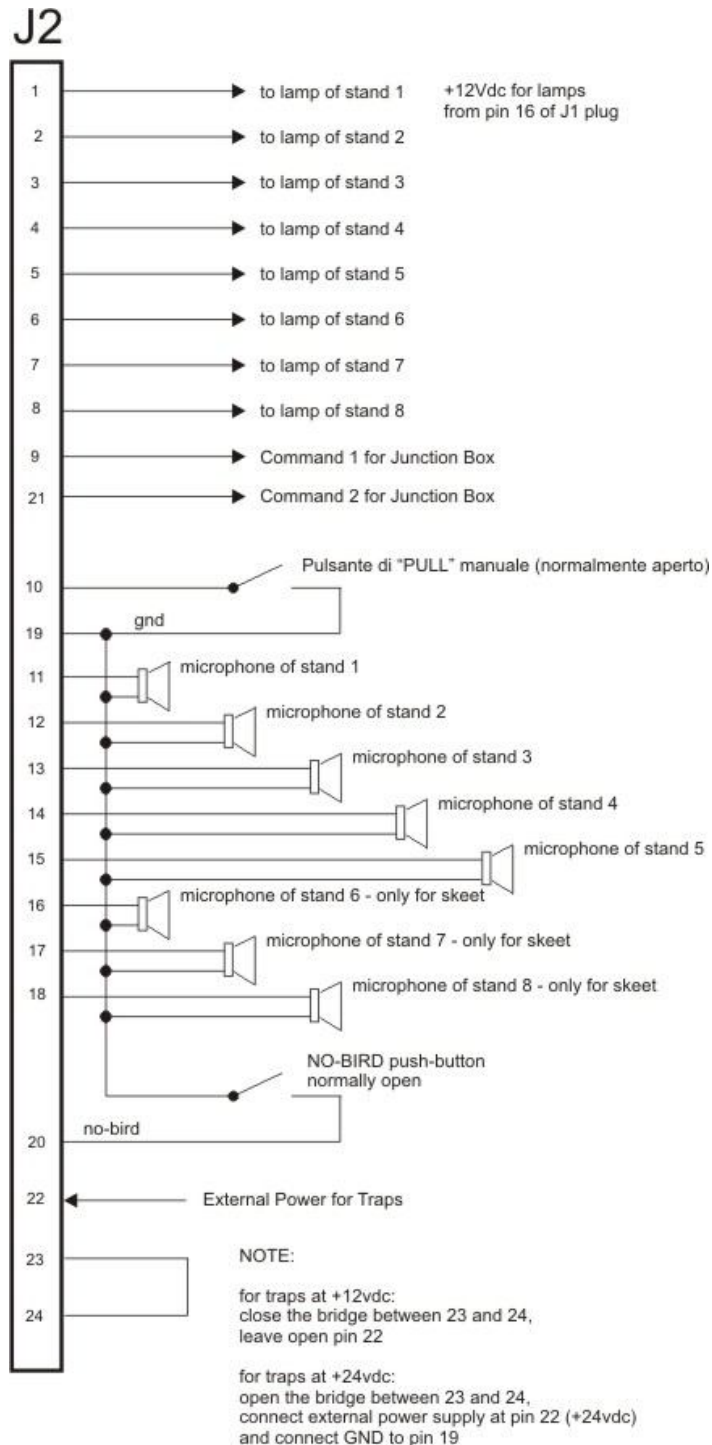
The 15 trap machines must be connected to the unit as in the following picture:



8.2 Plug for Stand Lamps and No-Bird push-button – J2

This plug is used to connect the 8 microphones, the 8 stand lamps and the additional No-Bird and Pull push-buttons (optional). External power supply must be used only if trap machines need a voltage higher than 12Vdc. The external power supply must be a CONTINUOUS voltage with a maximum of 2 Ampere. The bridge between pins 23 and 24 must be always closed with a jump. Only for external power supply must be left open.

NOTE: the stand lamps must operate at 12Vdc with a maximum current of 100 mA.
It is recommended to use LED lamps manufactured by EP (EPL series).



8.3 Plug for the external coin box – J3

Used to connect an external coin box.

It is possible to use a mechanical coin box (EP096AG1) or a chip card reader (EP096AG2).

8.4 Plug for scoreboards or monitors – J4

Used to connect an external scoreboard or monitor and the data concentrator.

No additional interface is needed to drive external units.

Only a two wires cable can be used, suitable for long distances.

The supported protocol is compliance with the Multi-Pull system.

8.5 Plug for the referee box – J5

Used to connect the referee control box to the unit.

8.6 Lamps for Skeet

Only for the Skeet disciplines, the trap 2 and trap 10 outputs of the J1 plug can be used to drive two different relays for the Pull (High House) and Mark (Low House) lamps.

8.7 Junction Box mod. EP09611

To simplify the connection of the unit to microphones and machines, especially in case of combined ranges (trap, skeet and compak), it is recommended to use the EP09611 junction box.

Operate as follows:

Fix the junction box on the wall, near the final position of the EP095M unit.

Connect the junction box to J1 and J2 by using the two built in cables with plugs.

Install the microphones and lamps on the shooting range and connect them to the junction box using shielded cables.

Connect the trap machines to the junction box using a 16 wires cable.

The junction box EP09611, can be supplied with the following options:

EP09611 T/S:	for a combined Trap and Skeet range
EP09611 T/S/C:	for a combined Trap, Skeet and Compak range
EP09611 T/S-LP:	for a combined Trap and Skeet range with dry contacts for Laporte trap machines
EP09611 T/S/C-LP:	for a combined Trap, Skeet and Compak range with dry contacts for Laporte trap machines

The new model of the Junction Box has no switch to commutate between trap/skeet/compak. It is driven directly by the control unit and automatically switches between the different disciplines.

9. GUARANTEE AND ASSISTANCE

Elettronica Progetti products are guaranteed to the original purchaser for two years from the date of purchase as shown on a valid receipt issued by the seller.

This guarantee does not affect the consumer's rights under European Directive 99/44/CE regarding certain aspects of the sale and guarantee of consumer goods; consumers should address claims under these provisions to the retailer where they purchased the goods.

This guarantee is effective in countries where European Directive 99/44/CE has been implemented. Local guarantee legislation applies in other countries.

During the guarantee period, Elettronica Progetti will repair products with defects in workmanship or materials at no charge to the customer neither for labour nor for materials.

Travel expenses are at charge of customers.

To have work performed under guarantee, consumers must contact an Authorized Elettronica Progetti Technical Assistance Centre or the Elettronica Progetti company at the following address:

Elettronica Progetti
Via Traspontina, 25
00040 Ariccia (RM) – Italy
Tel.: +39 06 9342181
Fax: +39 06 9344987
Email: info@elettronicaprogetti.com

Before sending the unit for repair, proceed as follows:

1. Specify the type of failure
2. Specify the serial number of the control unit (see the label on the bottom)
3. Wait for authorization to return the unit to the factory

**E.P. Elettronica Progetti**

Via degli Oleandri, 47
00040 Ariccia (Rome)
Italie

Paris, le 26 juin 2009,

N/Réf: JFP/09061

Objet: Homologation matériel EP095M et votre logiciel Multi-Pull

A l'attention du Directeur Général, Mr Carlo FARERI

Monsieur le Directeur Général,

J'ai le plaisir de vous confirmer par la présente que, suite à la réunion avec le Président de la Commission Technique Compak Sporting, un arbitre et moi-même, et conformément à nos règles, votre matériel EP095M et votre logiciel Multi-Pull, ont été homologués pour le Compak Sporting par la FITASC. Les matériels ci-dessus mentionnés répondent parfaitement à notre règlement sportif.

Si, à l'avenir, vous deviez changer les paramètres de ces matériels, veuillez nous le faire savoir afin que nous puissions contrôler qu'ils satisfassent pleinement aux critères requis par nos règlements sportifs.

Vous pouvez faire état de cette homologation sur vos matériels, fiches techniques et publicités. Je vous félicite et vous remercie de l'excellent travail que vous avez fourni.

Je vous prie, Monsieur le Directeur Général, d'agréer mes meilleures salutations.

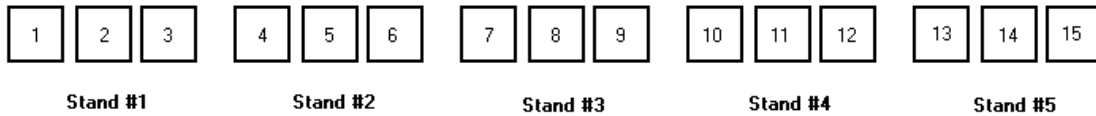
Jean-François PALINKAS
Président

Fédération Internationale créée en 1921

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Web site : www.fitasc.com E-mail : fitasc@fitasc.com

Pattern for Japanese Double Trap discipline, 50 targets :

TRAP MACHINES



1 SHOOTER					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15

2 SHOOTERS					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15

3 SHOOTERS					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15

4 SHOOTERS					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15

5 SHOOTERS					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15

6 SHOOTERS					
Turn	Stand #1	Stand #2	Stand #3	Stand #4	Stand #5
#1	1-2	4-5	7-8	11-12	14-15
#2	2-3	5-6	7-8	11-12	13-14
#3	2-3	5-6	8-9	10-11	13-14
#4	1-2	4-5	7-8	10-11	14-15