

Rocky 5-Stand Detailed Users Guide for WI Card Multitrap Claymate and WI Parcours Handset

WI Card Multitrap Claymate display:



Sporting
Insert Card

Once target card is inserted display will show the number of targets remaining on the card. Card needs to stay there for the duration of shooting. You can now pick up the WI Parcours Handset and follow instructions for the Parcours handset.

A second option to F2 for 25 Birds is available.

Do NOT press F2 unless you understand the function since it is not required for all shooters.

F2 will deduct 25 targets from a card and will be stored in the controller.

Each time you press F2 it will deduct 25 targets so only deduct what you will shoot.

This is useful if several shooters are using the Stands. One shooter can load 25 targets and remove the card allowing other shooters to do the same with their card and so on.

You can't get these back.

WI Parcours Handset:

This is the display when a card has been placed on the WI Multitrap Claymate Controller



^Scroll^ ^Set^
Sporting

^Set^: Will select the Discipline displayed. (In this example Sporting)

^Scroll^: Scrolls through 4 Disciplines. (Not all are used on this course)

- **Sporting...** This is the Discipline that will be used most often. This allows manual control of up to 8 traps with or without Solo Delay.
- **5 Stand...** 25 targets are pre-selected for the shooter. Up to 5 shooters, where shooter 1 shoots first as the shooters progress through the stands. There are 6 NSCA (National Sporting Clays Association) and up to 6 Custom sequences. Skill required increases as the sequence level increases.
- **Compact Sporting and Parcours...** Not Applicable

Sporting Mode

Press **^Scroll^** until Sporting is Displayed then Press **^Set^**

^Scroll	^Set^
Sporting	

^Menu^	^Adjust^
Sporting	
Solo Delay OFF	

Solo delay is a built in 3 second delay when a target button is pressed.

^Adjust^ button will turn this OFF or ON.

ON is good if you are pulling your own targets and OFF if someone pulls for you.

Now any target button you press will throw a target.

Singles: press one button

Doubles True Pair: press both buttons at same time

Doubles Following Pair: press one button then the second button

Every time you throw a target it will be deducted from the Target card.

^Menu^ will take you back to the previous display.

5-Stand Mode

Press **^Scroll^** until 5-Stand is Displayed then Press **^Set^**

^Scroll^	^Set^
5-Stand	

Selecting 1 or 2 will take you into the next menu and you select the level you wish to try.

^menu^
1 NSCA Levels
2 Custom Levels
5-Stand

Display will show the number of targets and the Trap machines that will be used.

^menu^	^more^
1 (25) ABCDEF	
2 (25) ABCDEF	
3 (25) ABCDEF	

^menu^	^more^
4 (25) ABCDEFGH	
5 (25) ABCDEFGH	
6 (25) ABCDEFGH	

Select a sequence by entering the number then enter the number of shooters

^menu^
5-Stand
Shooters 1-5

^delay^	^Back^
1 Shooter	
Solo Delay OFF	
Press Fire...	

You can press the **^delay^** button and toggle through Solo Delay On and Off.

If you made a mistake and wanted more shooters press the ^Back^ button for the previous screen and make changes. Press the Fire button and you are ready to go. The controller will step you through the targets and Stands.

Once in this mode you only need to press the "Fire" button on the controller to throw targets.

There is also an Option available to ^skip^ the target and go to the next one or ^no bird^ if the target comes out broken and you want to re-throw the target(s).

A Solo shooter will take 5 shots at each stand.

Multiple Shooters will take turns until each shooter has shot 5 targets at each stand. This will be a combination of Singles and doubles depending on the skill level chosen
Lower Skill level throws more Singles.

```
^skip^  
Stand 1 Shooter 1  
Single B  
Fire when Ready
```

```
^skip^  
^NoBird^  
Stand 2 Shooter 1  
Sim Pr A+E
```

When the Round is over you will see:

```
^Restart^    ^NoBird^  
<Finished>
```

At this point you can Restart another round or press Restart and then Menu to get back into earlier Menu's