

BORCC Atlas Trap AT-200 Tri-Axis Wobble Trap Thrower and Trap House

This outline and video will orient you on safe operation of the new Trap Thrower and Trap House.

Only members who have completed this orientation outline and the short operation video will be given access privileges to the Trap House and Thrower. **Please be sure to put your name on the sign-in form** so your Gate Card gets activated for Trap House access.

The new Atlas AT-200 Trap Thrower is a heavy duty, club-grade machine that is a LOT of fun to shoot. It is a “tri-axis wobble” machine, meaning it has independent or combined movement up & down, left to right, and tilt-left & tilt-right, with enough speed, range, and angle control to challenge and build trap and wing-shooting skills at all levels.

The AT-200 throwing arm swings powerfully in a 360° arc, launches clays at high velocity, and the Thrower moves randomly in 3 directions; all of which can snag hair or clothes; break fingers, hands, arms, legs, ribs, etc.; or cause life-threatening injury or DEATH.

Until it is properly DE-COCKED (below) the Thrower can FIRE in any position, at any time, regardless of Toggle positions, even with Power OFF!

NEVER touch or push the Throwing arm, it can **FIRE without warning, even with Power OFF,** and may crash the Crank Shaft into the Gearbox, **VOIDING the warranty!**

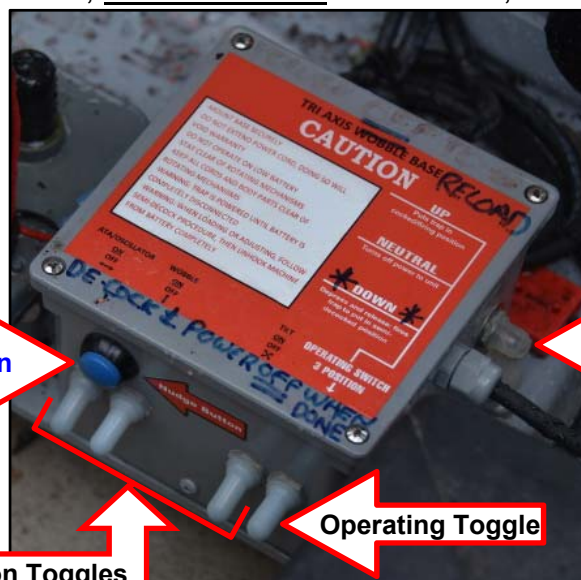
STAY CLEAR of the **FRONT** of the Trap House and the **POSSIBLE OPERATING PATHS** of the Thrower and Throwing Arm **AT ALL TIMES!**



Operating the Atlas AT-200 Trap Thrower

Controls: On the right rear corner of the Thrower is the **Control Box** with a caution decal. On the front of the **Control Box**, there are three (3) 2-position directional **Motion Toggle** switches, one (1) 3-position **Operating Toggle** switch, and a **blue Nudge Button**.

- All three of the 2-position directional **Motion Toggles** are ON when UP, and OFF when DOWN
 - > The LEFT toggle controls left-to-right OSCILLATE movement
 - > The SECOND toggle controls the up-down WOBBLE movement
 - > The THIRD toggle controls the tilt-left tilt-right TILT movement
- The 3-position **Operating Toggle** is ON when UP, NEUTRAL/OFF in CENTER, and MOMENTARY FIRE/DE-COCK when DOWN
- The **blue Nudge Button** moves the Thrower through whatever **Motions** are ON, until it is released
- On the right side of the **Control Box**, there are two (2) weatherized 30-amp circuit breaker **Resets**
- The **Foot Pedal Release** is on a 50' cord, hung on two hooks inside the Trap House



Nudge Button

Breaker Resets

Operating Toggle

Motion Toggles

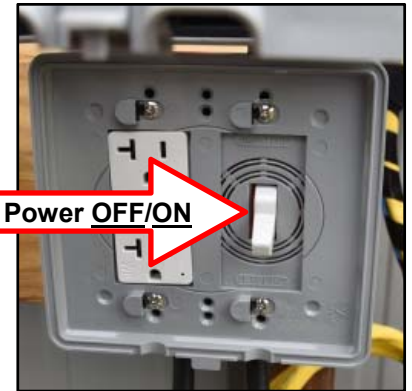
Operation:

- I. SWIPE Gate Card to unlock Trap House and OPEN Doors: **1.Top Hatch-2.Front-3.Rear**
- II. VERIFY **Front Drop Door** is OPEN
- III. VERIFY NO ONE is downrange
- IV. VERIFY throwing arm is DE-COCKED and slack on the Thrower's left side

To DE-COCK:

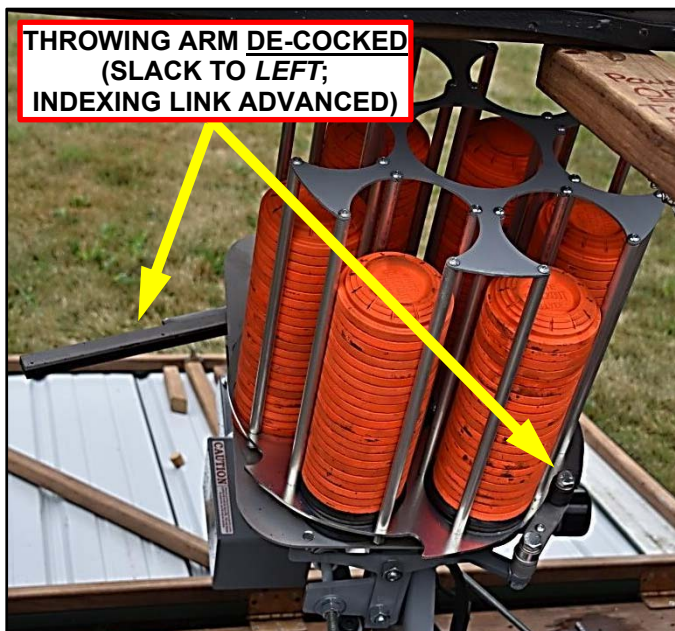
*****CAUTION: DE-COCKING FIRES any clay on launch plate, releasing mainspring tension*****

- A. FLIP all 3 directional **Motion Toggles** on **Control Box** OFF (DOWN)
- B. VERIFY/SWITCH **Power** ON
- C. DEPRESS & RELEASE the **Operating Toggle**; the Thrower will immediately FIRE, and leave the throwing arm DE-COCKED and "slack" on the Thrower's left. The **Operating Toggle** will return to NEUTRAL (CENTER) when released
- V. VERIFY/SWITCH **Power** OFF
- VI. LAY OUT the **Foot Pedal Release** at chosen shooting station. The 1st coil reaches each station; the 2nd coil shouldn't be needed. **Please DO NOT cut the zip ties holding 2nd coil**
- VII. LOAD the **Turret Columns** evenly with up to 200 (~2 cases) **108 or 110mm CLAYS ONLY!**
- VIII. FLIP desired directional **Motion Toggles** ON (UP)
- IX. FLIP the **Operating Toggle** ON (UP)
- X. SWITCH **Power** ON (the Thrower will immediately load a clay and cock), EXIT the Trap House
- XI. MOVE to shooting position, and LAUNCH clays with **Foot Pedal Release** until done shooting



To **RELOAD** or **SHUT DOWN**:

- XII. DE-COCK the Thrower
- XIII. **Power** OFF to the Thrower
- XIV. CLEAN UP around the Thrower and Trap Field with the tools and trash cans provided
- XV. CLOSE & LOCK Doors in reverse: **3.Rear-2.Front-1.Top Hatch**; VERIFY all Doors LOCKED



- **Load the Turret Columns evenly** to minimize dry firing when clays run out. **DO NOT** excessively dry fire the Thrower, this will damage components, cause failures, and will **VOID the warranty!**
- The Thrower has a built-in random electrical interrupter that “times out” the movements after each launch. When you **LAUNCH** a target, the Thrower will move through the directions of whichever **Motion Toggles** are **ON** (UP), then stop anywhere from 1/2 to 6 seconds later in a random sequence
- With all 3 **Motion Toggles** **ON** (UP), you will get full movement along all three axes for the most challenging random target paths. The movements can operate independently. For example, if you want only right to left, leave the **Toggle** labeled “ATA/Oscillating” **ON** (UP) and flip the **Toggles** for “Wobble” and “Tilt” **OFF** (DOWN), or any combination of the three movements
- With all 3 **Motion Toggles** **OFF** (DOWN), the Thrower will remain fixed along a specific target path. Switching a **Motion Toggle** **OFF** (DOWN) locks that axis in its last position. To dial in a specific path, turn the 3 **Motion Toggles** on and off individually, and adjust with the **blue Nudge Button**
- Keeping the **Foot Pedal Release** pressed will **FIRE** the AT-200 continuously. **While unlikely, this can overheat and damage the motors**, tripping the circuit breakers (the primary cause of overheating is a weak 12-volt battery setup; this setup is on AC power, which eliminates this problem). Repeated overheating can **cause the motors to fail and VOID THE WARRANTY**. If the breakers trip, let the motors cool and press the **Reset Buttons**
- Overheating is the **ONLY** problem breaker **Reset** resolves, please **DO NOT** attempt to cure any other problem with **Reset** (see below). **Use good judgement; don’t continuously cycle the Thrower excessively** (more than 2-5 clays)
- Please **CLEAN UP** when done shooting, there’s a broom, dustpan, & 5 gallon bucket in the Trap House, and a dumpster & trash barrels by the Shelter and Club House. **SWEEP UP** broken clays, excessive debris, etc., around the Thrower, **PICK UP** spent hulls and trash on the Trap Field, and **EMPTY THE BARREL** into the dumpster when full **Re-loaders help yourselves to spent hulls!**

Troubleshooting: The Club has a **Lifetime Warranty** from Atlas which is **VOID** if uninstructed members use or try to service the Thrower. **DO NOT let uninstructed members access the Thrower!**

- **Other than Resetting the circuit breakers** if the motors overheat, **DO NOT attempt to repair or adjust the Thrower yourself!** The Club has an Atlas-instructed member for maintenance and adjustment of the Thrower. **If done incorrectly, even simple adjustments will VOID the warranty**
- **If for ANY reason** the Thrower is not operating correctly (not firing, breaking clays, overheating, **Foot Pedal** not working, etc.), **DO NOT USE or try to fix it yourself, you will VOID the warranty!**
 - > **INSTEAD**, **DE-COCK** and **Power OFF** the Thrower. **EMAIL** the Trap Program Leader/s at trapmaster@borcc.org with a description of the problem and your contact information. The Club’s Atlas-instructed troubleshooter will get to work on the problem as soon as practical
 - > An ambidextrous hand thrower is hanging inside the Trap House if the Thrower is down

Accessing the Trap House

If you have completed this orientation and the video, and your card still does not open the Trap House, please email **TJ Binder**, IT support/Gate Cards at: tjbinder@borcc.org.

- **ALWAYS approach Thrower & enter Trap House** from the **REAR**, **NEVER** the **Front or Sides!** Use the side handles installed on the **Front Drop Door** to avoid opening it while directly in front

• **As soon as you enter the REAR of the Trap House:**

- > **VERIFY** the Thrower was correctly **DE-COCKED** after last use and Power is **OFF**!
- > **DE-COCK** and switch Power **OFF** to re-load, unload, shut down, or at **any other time**
- BEWARE SHARP EDGES AND CORNERS on the metal roof and siding. **Don't cut yourself!**
- **Top Hatch** is **HEAVY**! **Don't let it slam open or shut**; use the handles, be ready for the weight!
- Leave **all** Doors **fully open** while shooting, **airflow helps prevent the motors overheating**

Access:

- I. SAFELY approach the Trap House from the **REAR**, **NEVER** the **Front**
- II. SWIPE your Gate Card, The reader will "beep", and the **Top Hatch** and **Front Drop Door** latches will cycle. You may need to lift up slightly on **Top Hatch** as you **swipe** to release its latch. If the latches do not release, **let the reader reset for 20 seconds** and swipe again
- III. Open the Doors in the following order:
 - A. **#1 Top Hatch FIRST**, pivoting it 180° to FULL **OPEN**
 - B. **#2 Front Drop Door SECOND**, letting it drop 90° to FULL **OPEN** on the grass
 - C. **#3 Rear Doors THIRD**, releasing the manual **Gate Latches** inside the Trap House, rotating the Doors 270° to FULL **OPEN**, & holding them **OPEN** with the **Hook-and-Eyes** on sides



- IV. When done shooting, **SAFELY DE-COCK** and **Power OFF** the Thrower. Working from **BE-HIND** the Thrower, **CLEAN UP** any excess debris on the pad to keep it out of the mechanism. Use the Trap broom & dust pan hung inside the Trap House, and the trash barrel or dumpster
- V. **LOCK UP** the Trap House in **reverse** order:
 - A. **#3 Rear Doors – #2 Front Drop Door – #1 Top Hatch**. **VERIFY** each Door **LATCHES**
 - B. You may need to let the right rear corner of the **Top Hatch** slam a **LITTLE** to latch it
 - C. Should **Top** or **Front** latches get bumped closed while shooting, release manually

Precautions

PLEASE DON'T MISUSE THE THROWER OR TRAP FIELD!

The AT-200 Thrower and Trap House were purchased, built, and installed with \$6,200 of club money and >200 hours of volunteer time. **Please treat them like it was YOUR money and time.**

The Trap Field at BORCC is for practice only; we do not have the room for a regulation field.

YOU ARE RESPONSIBLE for the safe operation and use of the BORCC Trap Range, AND FOR ANYTHING THAT OCCURS while using the Range.

BE SURE you understand the safe operation and use of the Thrower and Trap House. ASK if you have any questions, if we've left anything unanswered, or if any part of this orientation is unclear.

The Club can't anticipate EVERY scenario that can arise on the Trap Range. It's essential that you **SHOW GOOD JUDGEMENT and USE YOUR HEAD AT ALL TIMES**. As with all shooting activities at BORCC, follow all Club and safe firearms handling and use rules. **If you need safety training or reminders**, refer to the Club [Home](#), [Resources](#), and [Training](#) web pages at borcc.org.

- BORCC Trap Field is close to the pistol bay access road; **BE AWARE OF YOUR MUZZLE DIRECTION AT ALL TIMES**, especially on left and right low banking targets!
- Actions **OPEN** and **EMPTY** when not shooting and when changing shooting stations; **DON'T WALK WITH A LOADED SHOTGUN**
- Load only **ONE (1)** shell at a time except for doubles. **DO NOT load unless at a shooting station**
- Shoot **ONLY TRAP** loads with shot pellets **7-1/2 OR SMALLER!**
- **IMMEDIATELY** switch Power **OFF** to The Thrower if anyone is **downrange** on the Trap Field
- Throw **108 or 110mm clay pigeons only**. We had repeated break-downs with the old thrower partly due to users throwing rocks, cans, etc. **DO NOT throw ANYTHING other than CLAY PIGEONS!** Violators will be **IMMEDIATELY DISMISSED** from the Club & held responsible for repairs!
- Use the RACKS for your shotguns when not shooting; **DO NOT** lay shotguns on the shelter table
- Our shooting positions are level with the Trap House; **DON'T SHOOT THE TRAP HOUSE!**

As you know, we have cameras throughout the club, including on the Trap Range. The cameras and Trap House access records allow us to identify any misuse of the Thrower or Range. If you see shooters misusing Trap equipment, please notify a Club Officer. Misuse will result in suspension or dismissal from the Club, without refund, and with further action if merited.

You have now completed the Trap Range orientation and have access to the Trap Range, Trap House, and use of the new Atlas Trap AT-200 Tri-Axis Wobble Thrower.

PLEASE:
SHOOT AND OPERATE THE EQUIPMENT SAFELY!
USE YOUR HEAD!
TREAT IT LIKE IT'S YOURS!
DON'T MISUSE THE THROWER OR TRAP FIELD!
HAVE FUN SHOOTING!