

How to use the card reader at trap, skeet, 5-stand, pyramid wobble and springing teal

1

- Open up the trap, skeet, pyramid wobble or springing teal game first (will need the key given to you after you performed a machine safety check). This is to make sure you are able to arm the machines first before taking money off your card.
- Each reader has a 15-minute timer. If no clays are thrown before the 15 minutes, the reader wipes out all games and you won't be able to get your money back

2

- When you approach the card reader, the screen will be blank.



3.

- You will need to **wake it up.**
- To wake it up, just press any button on the wireless transmitter (manual transmitter if hooked up). When its awake, this is what you should see.



4.

- Once the screen wakes up, insert your game card into the reader.
- The screen will display the remaining balance on your card.
- Press the yellow button. The reader will deduct the total amount for a 25-shot game and give you 27 clays (two extra for breakage or gun malfunction).
- Pull card out and repeat for each shooter you are paying for. The card **Must be out of the reader** in order to fire clays.



5

- Play Your Game
- If you have a gun malfunction or issues with a machine and it is taking a long time to fix, just fire a clay before 15-minutes is up to reset the timer.