



Manual/Parts Lists  
Provided By

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Sales, Parts, Repairs, Rentals, Installation  
Trap, Skeet and Sporting Clays  
Pay and Play Card System  
Voice Release

Beomat, Due Matic, Lincoln Traps,  
Pat Trap, Winchester

**Golden West Industries**

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**Due//Matic 220073**

**Compact Sporting computer**

**USERMANUAL**

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### OPERATOR CARD

Is demand for opening computer and the below programming.

Scrolling in menu use  $\uparrow \downarrow$

**Device status = OPEN**  
**Press ENTER to change**

### MENU:

0. **Device status** = OPEN  
**ENTER** to change. Shift between OPEN and CLOSED with  $\leftarrow \rightarrow$   
**ENTER** saves the adjustment and turns you back to the setting up menu.
1. **Target total** = 0. Total counter. Can only be reset by **TESTCARD**.
- 2\*. **Paid total** = 0.00 Total counter. Can only be reset by **TESTCARD**.
- 3\*. **Paid** = 0.00 counter for account. Can be reset by **ENTER**.
- 4\*. **Price adjust** (price of series as key function)  
**ENTER** to change. Position 1 = 50.  
Positions number 1 - 4 is visible, using  $\uparrow \downarrow$  Price changing by digits or  $\leftarrow \rightarrow$   
You can lay down 4 permanent prices of series for card programming.  
**ENTER** saves the adjustment and turns you back to the setting up menu.
5. **Target counter** = 0. Can be reset by **ENTER**.
6. **Payment** = OFF / ON. **ENTER** to change.  $\leftarrow \rightarrow$  to select.  
**ENTER** saves the adjustment and turns you back to the setting up menu

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### 7. Output setup.

Used for "Payment", if directly connection from release bottom to machine.  
5 Pcs. Relay outputs: For machines with Timer boxes, AC or else  
4 stk Transistor outputs: For DC machines with short circuit box

**Output setup**  
**Input 1 = Output 6**

**ENTER** to change.

Select: Input  $\uparrow\downarrow$  Output  $\leftarrow\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

### 8. Input target numbers (amount of series)

4 permanent values can be programmed on the card.

**ENTER** to change. Positions number 1 - 4 is visible, using  $\uparrow\downarrow$

Amount of series with  $\leftarrow\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

Unused positions are placed in "0".

### 9. Target price adjust.

**ENTER** to change. Select target price attached card type 1 - 5 with  $\uparrow\downarrow$

Amount with digits. Decimal "." and .00 use:  $\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

### 10. Keyboard mapping setup.

The disciplines must be attached to the keys "0-29". All attachments are active in the user menu

**Keyboard mapping setup**  
**Key 0 = Payment**

Select key 0 - 29 with  $\uparrow\downarrow$  (Shall be done first)

Use  $\leftarrow\rightarrow$  for selecting the shooting discipline you want to attach to the selected key.

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Key 0 (K0) must always be = payment

K1 - 3	5 Traps level 1 - 3	(Appendix B)
K4 - 6	6 Traps level 1 - 3	-
K7 - 9	7 Traps level 1 - 3	-
K10-12	8 Traps level 1 - 3	-
K13	M5 1 Shooter, Single	Flush (Appendix C)
K14	M6 1 Shooter, Doubles	-
K15	M7 1 Shooter, Single	-
K16	M8 1 Shooter, Doubles	-
K17	M5 2 Shooter, Flush	-
K18	M6 2 Shooter, Doubles	-
K19	M7 2 Shooter, Flush	-
K20	M8 2 Shooter, Doubles	-
K21	M5 3 Shooter, Flush	-
K22	M6 3 Shooter, Doubles	-
K23	M7 3 Shooter, Flush	-
K24	M8 3 Shooter, Doubles	-
K25	M7 4 Shooter, Quads	-
K26	M8 4 Shooter, Doubles	-

Referring to Appendix A

After attachment:

**ENTER** saves and turns you back to the setting up menu.

### 11. Shooting price adjust.

**DOUBLE 7+8**  
**Target price 1 = 1.00**

**ENTER** to change. Scrolling between the disciplines, use  $\uparrow\downarrow$   
Select price of series attached card type 1 - 5 with  $\leftarrow\rightarrow$   
Edit by digits. Decimal ".", " and .00 use:  $\rightarrow$   
**ENTER** saves and turns you back to the setting up menu.

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### 12. Compact setup.

User setup for individualized shootings.

C <u>1</u>	ROUND 1	STAND 1
M1= .	D= 0.0	M2= .

Line shift and moving cursor backwards use ←

Scrolling the shooting use: ↑↓  
→ Moves cursor to next step.

Line 1: **SHOOTING:** C 1 - 10 change with ↑↓ or digits.

**ROUND:** 1 - 5, change automatically after 5. Stand shift.

**STAND:** 1 - 5, change automatically

Line 2: **M1** = Single target and 1. Target in a double  
The machines are named from 1 - 9.

**D** = Delay of throwing 2. Target.

**0.0** = synchronous, press digit 0

**Adjusting:** 0.5 - 1.0 - 1.5 - 2.0 - 2.5 - 3.0 sec.

Press digit: 1, 2, 3, 4, 5, 6 (delay x 2)

**SHOT** releases 2. target, when shooting after 1. Target.

**M2** = 2. target in a double. By single target leaves M2 in the display as "."

**ENTER** saves and turns you back to the setting up menu.

### 13. Compact 25 setup.

User setup for individualized shootings.

C <u>1</u>	ROUND 1	STAND 1
M1= .	D= 0.0	M2= .

Line shift and moving cursor backwards use ←

Scrolling the shooting use: ↑↓  
→ Moves cursor to next step.

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**Line 1: SHOOTING:** C 1 - 10 change with  $\uparrow\downarrow$  or digits.

**ROUND:** 1 - 14, change automatically after 4. Stand shift.

**STAND:** 1 - 4, change automatically

**Line 2: M1** = Single target and 1. Target in a double  
The machines are named from 1 - 9.

**D** = Delay of throwing 2. Target.

**0.0** = synchronous, press digit 0

**Adjusting:** 0.5 - 1.0 - 1.5 - 2.0 - 2.5 - 3.0 sec.

Press digit: 1, 2, 3, 4, 5, 6 (delay x 2)

**SHOT** releases 2. target, when shooting after 1. target.

**M2** = 2. target in a double. By single target leaves M2 in the display as " . "

**ENTER** saves and turns you back to the setting up menu.

### 14\*. Language.

**ENTER** to change. Shift between English US, English, Dansk or Deutch with  $\leftarrow\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

### 15\*. Card format. (Used rarely)

**ENTER** to change. Select between OLD and NEW with  $\leftarrow\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

### 16. Device type.

**ENTER** to change. Select between Payment and Shooting with  $\leftarrow\rightarrow$

**ENTER** saves and turns you back to the setting up menu.

Choosing device type: **Payment**. Points marked \* are visible in this manual.

### 17\*. Create customer card.

**ENTER:** Remove card.

Input empty card. Card type = 1. Select card type 1 - 5 with  $\uparrow\downarrow$  and confirm with **ENTER**.

"Customer card is ready". Remove the created customer card.

**Create customer card.** If **NO:** Press 2 x **ENTER** and 0. Insert Operator card.

If **YES:** Press **ENTER**. Insert empty card etc.

The card type refers to the prepared target prices in menu point no. 4.

New customer cards are delivered as card type 1.

It is only necessary to create customer card if you want to change the card type.

New customer cards are automatically programmed at the first input in the computer and are only usable in layout with same id.

Using a blocking card, the operator can transfer blocking data to the stand readers.

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### 18\*. Create blocking card.

**ENTER** for formatting of blocking card.

Remove card. Input empty card. Blocking card is ready.

Create blocking card: If **NO**: Press 2 x **ENTER** and 0. Insert Operator card.

If **YES**: Press **ENTER**. Insert empty card etc.

### 19. Machine test. Only valid for device type: **SHOOTING**

0000	0000	0000			
MACHINE NO	=				1

**ENTER** to test. Select machine no. with digits or  $\leftarrow \rightarrow$   
**ENTER** turns you back to the setting up menu.

It is possible to block up to 16 different customer cards.

### 20\*. Blocking 1= 000028312

**ENTER** to change. Select 1 - 16 with  $\leftarrow \rightarrow$  and press **ENTER** when the relevant blocking has been found.

Key in the customer no.: by the digits or  $\uparrow \downarrow$

At any time, blocking information's can be keyed in. When operator card are removed, and by insertion the formatted blocking card. Block data transferred. Remove blocking card and input it once more for finally formatting.

The Blocking card is now able to transfer data to the card readers in the field.

**Cancellation blocking:** Find the current blocking 1= 000028312 using  $\leftarrow \rightarrow$ .

Press **ENTER** and change the card no. to: 000000000. Remove blocking card and input it once more for finally formatting.

The Blocking card is now able to transfer data to the card readers in the field.

### 21\*. Blockings to cards.

**ENTER** for transfer. Remove card. Input blocking card. Block data transferred.

Press 2 x **ENTER** and 0. Insert Operator card.



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## USERINTERFACE

### If the computer is sat to: "Payment OFF"

Press key 0: Direct shootings

Using both referee control boxes for **target release** (buttons 1 – 8).

Press key 1 - 26: Choose separate shootings.

Using referee control box for: **RELEASE – MISS – REPEAT – MISS / HIT**

Shooters =	5
1 5 Traps Level	1

↓↑ Choose number of shooters

**ENTER** Shows the shooters setting up on the separate shooting stands

1	2	3	4	5	5
0	0	0	0	0	1

Finishing shooting the computer stops automatically and the score can be read on display.

**ENTER** Starts new shooting in the same mode

Using key 1 - 26 to choose separate shootings

### If the computer is sat to: "Payment ON"

Card < Shooters =	5
1 5 Traps Level	1

Insert the payment card (each shooter)

- When shooter no. 5 has insert his payment card, the computer starts automatically.
- Less than 5 shooters press **ENTER** after the last card has been insert

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### CHANGING WHILE SHOOTING

 Shooter removal. **ENTER** turns you back to shooting

**REMOVE SHOOTER**

 +  If you want to quit shooting. **ENTER** turns you back to mode

**TERMINATE SHOOTING**

Do you wish result registrations in the computer, press **MISS** on the referee control box by misses. The signal horn will blow **once**


Correct a mistaken press on MISS, by pressing the switch **MISS / HIT** on the referee control box. The signal horn will blow **three times**


#### **Repeat (last target backward)**

The computer changes automatically from shooter to shooter by firing  
By irregular target launch (ex. broken target), and the shooter do not shoot after it; the computer repeats the target and the signal horn will blow **twice**.

If the shooter has fired a shot after an irregular target, and he wishes to repeat this target, press REPEAT on the referee handle or referee control box.

#### **Repeat (several shooters backwards)**

 Review the shooting and by that several shooters backwards

 Review the shooting and by that several shooters forwards

Only available in mode: "Payment OFF"

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Appendix A

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<u>Key</u>	<u>attached discipline</u>	
0	payment	
1	5 Traps level 1	
2	5 Traps level 2	
3	5 Traps level 3	
4	6 Traps level 1	
5	6 Traps level 2	
6	6 Traps level 3	
7	7 Traps level 1	
8	7 Traps level 2	
9	7 Traps level 3	
10	8 Traps level 1	
11	8 Traps level 2	
12	8 Traps level 3	
13	M5 1 Shooter, Single	Flush
14	M6 1 Shooter, Doubles	-
15	M7 1 Shooter, Single	-
16	M8 1 Shooter, Doubles	-
17	M5 2 Shooter, Flush	-
18	M6 2 Shooter, Doubles	-
19	M7 2 Shooter, Flush	-
20	M8 Shooter, Doubles	-
21	M5 3 Shooter, Flush	-
22	M6 3 Shooter, Doubles	-
23	M7 3 Shooter, Flush	-
24	M8 3 Shooter, Doubles	-
25	M7 4 Shooter, Quads	-
26	M8 4 Shooter, Doubles	-

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### Appendix B:

#### 5 Traps

Station

	Level 1	Level 2	Level 3
#1	5 2 1 3 4	2 1 3 4-5	2 1-5 3-4
#2	1 4 5 3 2	1 4 3 2-5	5 3-4 1-2
#3	4 3 2 1 5	5 2 4 1-3	3 2-5 1-3
#4	2 1 4 5 3	4 3 5 2-4	3 2-5 1-4
#5	4 5 3 2 1	4 2 1 3-5	1 2-4 3-5

#### 6 Traps

Station

	Level 1	Level 2	Level 3
#1	5 2 1 6 4	2 1 6 4-5	2 1-5 4-6
#2	1 4 5 3 2	1 4 3 2-6	6 3-4 1-2
#3	4 3 6 1 5	5 6 4 1-3	4 2-5 3-6
#4	2 6 4 5 3	4 3 5 2-4	3 5-6 1-4
#5	6 5 3 2 1	6 2 1 3-5	1 2-6 3-5

#### 7 Traps

Station

	Level 1	Level 2	Level 3
#1	5 3 1 6 2	3 6 1 2-7	1 3-5 2-6
#2	6 4 2 3 5	4 2 5 3-6	3 1-5 4-7
#3	2 7 3 1 4	2 1 7 4-6	5 6-7 2-3
#4	1 5 6 4 7	3 4 6 1-5	7 1-4 5-6
#5	3 2 7 4 1	7 5 3 2-5	2 2-7 4-6

#### 8 Traps

Station

	Level 1	Level 2	Level 3
#1	5 3 1 6 8	3 6 1 2-7	1 3-8 2-6
#2	6 4 2 3 5	4 8 5 3-6	3 1-5 4-7
#3	2 7 8 1 4	2 1 7 4-8	5 6-8 2-3
#4	1 5 6 4 7	3 4 6 1-5	7 1-4 5-6
#5	3 2 7 8 1	7 5 3 2-8	2 2-7 4-8

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### Appendix C:

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#### Flush Games:

##### 1 Shooter:

###### **5 Traps - 1 shooter, singles** (uses traps 1-5)

Throws 16 single targets in following pattern:

- *Throws a target*
- *Approximately 2 seconds later throws another target*
- *Approximately 6 seconds later throws another target*
- *Approximately 2 seconds later throws another target*
- *Approximately 6 seconds later throws another target .....*

Trap no.: 4, 2, 3, 5, 1, 4, 2, 5, 5, 1, 2, 3, 3, 1, 4, 3

###### **6 Traps - 1 shooter, doubles** (uses traps 1-5)

Throws 8 pairs in the following pattern:

- *One pair approximately every 8 seconds*

Trap no.: 1-2, 3-5, 2-4, 1-4, 2-3, 4-5, 1-3, 1-5

###### **7 Traps - 1 shooter, singles** (uses traps 1-7)

*Kaster 16 enkelte duer på følgende måde:*

- *Throws a target*
- *Approximately 2 seconds later throws another target*
- *Approximately 6 seconds later throws another target .....*

Trap no.: 3, 1, 2, 4, 5, 3, 6, 7, 4, 5, 2, 6, 3, 1, 7, 4

###### **8 Traps - 1 shooter, doubles** (uses traps 1-8)

Throws 8 pairs in the following pattern:

- *One pair approximately every 8 seconds*

Trap no.: 2-7, 3-8, 1-5, 4-6, 7-8, 3-4, 1-6, 2-5

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### 2 Shooters:

#### **5 Traps - 2 shooter, flush** (uses traps 1-5)

Throws 32 targets pairs in the following pattern

- *Throws a target*
- *Approximately 6 seconds later throws another target*
- *Approximately every 2 seconds thereafter throws another target*

Trap no.: 1-4-5, 3, 2, 3, 1, 2, 3, 4, 2, 5, 1, 3, 4, 3, 5, 1, 3, 2, 5, 4, 3, 5, 2, 4, 5, 1, 4, 1, 4, 2.

#### **6 Traps - 2 shooter, doubles** (uses traps 1-5)

Throws 16 pair in the following pattern

- *One pair approximately every 4 seconds*

Trap no.: 2-3, 1-5, 4-5, 3-4, 1-2, 4-5, 1-3, 2-4, 1-5, 1-4, 3-5, 2-3, 2-5, 1-3, 3-4, 1-2.

#### **7 Traps - 2 shooter, flush** (uses traps 1-7)

Throws 32 targets pairs in the following pattern

- *Throws 3 targets*
- *Approximately 6 seconds later throws another target*
- *Approximately every 2 seconds thereafter throws another target*

Trap no.: 1-5-6, 7, 2, 3, 4, 5, 1, 3, 2, 6, 4, 7, 5, 1, 3, 4, 1, 2, 6, 7, 3, 5, 1, 6, 3, 4, 2, 5, 1, 3.

#### **8 Traps - 2 shooter, doubles** (uses traps 1-8)

Throws 16 pair in the following pattern

- *One pair approximately every 4 seconds*

Trap no.: 2-3, 4-6, 1-7, 3-6, 3-4, 1-8, 1-5, 1-4, 4-8, 3-7, 5-6, 7-8, 2-7, 2-5, 6-8, 2-6.

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### 3 Shooters:

#### 5 Traps - 3 shooter, flush (uses traps 1-5)

Throws 48 targets pairs in the following pattern

- *Throws 5 targets immediately*
- *After 4 seconds delay releases a target approximately every second*

Trap no.: 1-2-3-4-5, 1, 2, 3, 5, 1, 4, 3, 5, 4, 2, 3, 1, 2, 1, 5, 4, 2, 5, 4, 3, 2, 1, 5, 3, 1, 4, 1, 3, 4, 2, 5, 2, 4, 1, 3, 5, 1, 5, 2, 4, 3, 5, 2.

#### 6 Traps - 3 shooter, doubles (uses traps 1-5)

Throws 24 pair in the following pattern

- *One pair approximately every 3 seconds*

Trap no.: 1-5, 2-3, 4-5, 2-3, 1-4, 2-5, 1-3, 2-5, 1-3, 4-5, 1-2, 2-4, 3-5, 2-4, 1-4, 2-4, 3-4, 1-2, 3-4, 4-5, 2-3, 1-4, 3-5, 2-4.

#### 7 Traps - 3 shooter, flush (uses traps 1-7)

Throws 48 targets pairs in the following pattern

- *Throws 5 targets immediately*
- *After 4 seconds delay releases a target approximately every second*

Trap no.: 2-3-4-5-7, 2, 6, 3, 5, 6, 1, 2, 1, 4, 2, 7, 5, 6, 2, 7, 3, 5, 4, 1, 5, 2, 7, 1, 3, 4, 5, 6, 1, 3, 6, 7, 3, 1, 4, 6, 7, 5, 2, 4, 5, 7, 2, 3.

#### 8 Traps - 3 shooter, doubles (uses traps 1-8)

Throws 24 pair in the following pattern

- *One pair approximately every 3 seconds*

Trap no.: 1-8, 6-7, 4-5, 3-6, 2-8, 1-7, 5-8, 1-4, 4-6, 1-6, 4-5, 7-8, 3-4, 1-5, 2-3, 4-7, 2-5, 1-3, 4-6, 3-7, 4-8, 2-6, 3-8, 5-6,

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### 4 Shooters:

- 5 Traps - no game
- 6 Traps - no game

### 7 Traps - 4 shooter, quads (uses traps 1-7)

Throws 64 targets in the following pattern

- One 4 targets *approximately every 6 seconds*

Trap no.: 1-2-3-6, 4-5-6-7, 2-4-5-6, 1-3-6-7, 4-5-6-7, 1-2-3-6, 1-3-5-6, 1-2-4-7, 1-2-3-4,  
1-4-5-6, 1-2-6-7, 3-4-5-6, 3-4-5-6, 1-2-6-7, 1-2-5-6, 3-4-5-7

### 8 Traps - 4 shooter, doubles (uses traps 1-8)

Throws 64 targets in the following pattern

- One pair *approximately every 2 seconds*

Trap no.: 1-3, 2-4, 5-7, 6-8, 6-8, 5-7, 2-4, 1-3, 5-6, 3-7, 1-2, 4-8, 2-3, 5-6, 4-8, 1-7, 4-8, 1-5,  
6-7, 2-3, 3-7, 5-8, 4-6, 1-2, 5-8, 2-3, 1-7, 4-6, 1-5, 4-7, 2-8, 3-6.

### 5 Shooters:

- no games