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Trap, Skeet and Sporting Clays
Pay and Play Card System
Voice Release

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

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Due/Matic 220035

USERS MANUAL

Payment-system
for
Skeet, Trap & Sporting (English)

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Introduction

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The **Due//Matic** 220035-payment system is able to control two target machines. It utilizes chip-cards as payment media. It is possible to define 5 different price groups, which makes differentiated pricing possible.

Possible configurations include:

- 1. No pay mode:**
Set by operator. No card is needed to allow release of targets. Total number of released targets is visible to user.
- 2. Skeet/Trap with bank-draw:**
A number of credits (targets), configured by the operator, are drawn from the inserted card and placed in the bank. Release of targets is possible until all credits in bank are used.
It is possible to refund banked credits to the card, should the user wish to do this.
Exception: If session has started, and by inserting 2 different cards
- 3. Skeet/Trap with card-draw:**
For every release of a target, a credit is drawn from the card value. Remaining value and total number of targets released during the session is visible at all times to the user. Removal of the card from the system ends the session.
- 4. Sporting with card-draw:**
For every release of a target, a credit is drawn from the card value. Remaining value and total number of targets released during the session is visible at all times to the user. Removal of the card from the system ends the session.
- 5. Delayed release:**
Is possible in all modes.
The release option is configured by the operator.
- 6. Closed:**
The Operator has the possibility to close the system down. This overrides all other settings.

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Operator – System Configuration

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The operator can set up the system to his or hers prefer ration. To enter the operator menu an **operator card** has to be inserted. This can be done at any time during normal operation.

Navigate the menu using the arrow keys. Key actions are as follows:

- to go to next menu item,
- ← to go to prior menu item,
- ↑ and ↓ changes the current value.

Operator menu explanation:

Menu item	Description	Possible settings
Payment:	Setting "No Pay" mode on / off	ON, OFF
Status:	System open / closed. CLOSED shuts the system down.	OPEN, CLOSED
Mode:	Set mode for system.	Skeet/Trap, Sport
Reset Credits:	Clears the credit-counter. Used to remove left over credits from users. Reset by START.	
Delay:	Set "Release Delay". Delay from activation of input to release of target. User chooses delayed or non-delayed release before shooting. User cannot change the delay in seconds but is restricted to use the delay set by the operator.	0 - 99 seconds
CredDraw:	The number of credits(credits + extra targets), which will be transferred to the bank from user's card in Skeet/Trap mode.	0 - 99 targets
+ Extra		
Layoff:	Number of seconds it takes the machine to reload. Output is blocked during reload.	1 - 99 seconds
Price 1 – 5	Set target price for individual price groups. - To edit the price press START - Change the value at the cursor position by pressing ↑ or ↓. - Change cursor position by pressing → or ← End: Press START	0.00 - 654.36
Target stat	Reset: press START	0-9999

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Client – Using the system

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The user starts a shooting session by inserting a card. Total value of the card is now visible to the user and the system is now accessible. Credit and target value is based on the price group in which the customer belongs to.

Skeet/Trap mode

1. Insert card. The display shows the total value of the card.
2. Remove the card to enter **bank-draw mode**.
The number of targets configured (CredDraw) is drawn from **Customer card** and placed in the credit bank. User can add credits by inserting the card again.
Maximum customers: 6 pcs.
Every release draws "one" credit from the bank. Session ends when credit count reaches zero. When a target has been released, further transferring to the bank is impossible.
3. Selecting **card-draw mode**, press **START** with inserted card.
No credits are transferred to the bank. Every release draws "1" credit from the card. Remaining card value is shown at all times together with the total number of targets released during session. Removing the card will end the session.
4. **Refund of credits** from the bank to the users card.
Press ↓ and acknowledge by pressing START key. This is usable when a user has added credits to the bank and then decides not to shoot anyway. All credits in bank are refunded.

Sporting mode

1. **Insert card** (card-draw mode)
No credits are transferred to the bank. Every release draws "1" credit from the card. Remaining card value is shown at all times together with the total number of targets released during session. Removing the card will end the session.

In all modes

1. Select **delayed release**, (OFF and Delay) by pressing ↑ ↓ and accept by START.
This delays the release for the configured (Delay) number of seconds after input is activated.