



Wobble Trap Operation Made Simple

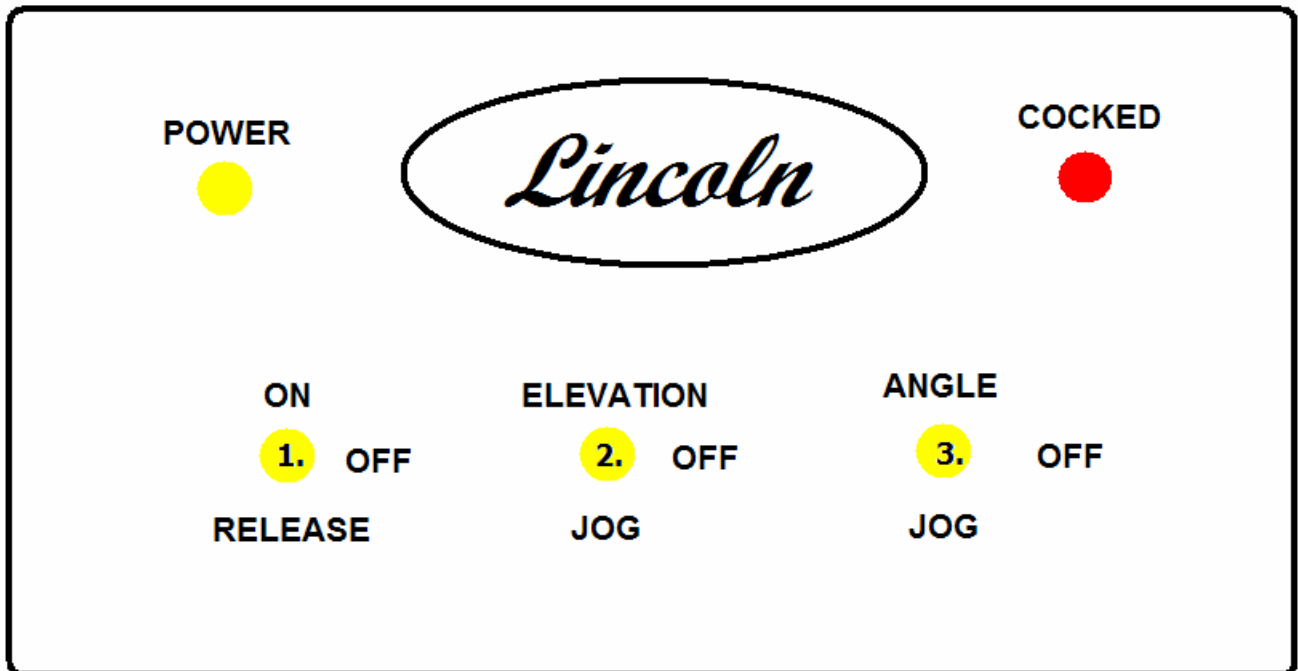
Operating the wobble trap in house 4 is simple and straightforward, once you read and understand the following instructions. A copy of this document can also be found inside of the wobble trap house.

Opening, Powering Up and Loading the Wobble Trap

1. Contact the range safety officer in person or call 410-461-8532 and ask to have the wobble trap opened.
2. The RSO will bring the Wobble Trap Log book. You must show the RSO your range badge and give the RSO your name and Club. This information will be entered into the Wobble Trap Log book at which time you become responsible for the Wobble Trap. The RSO has a supply of tokens that you can purchase at a price of \$10.00 for 3 tokens. One token is good for one round of 25 targets.
3. The RSO will give you a set of keys or a combination. The key with the large blue handle will unlock the blue padlock on the Coin Box cabinet. The other key (or combination) will unlock the padlocks on each speaker cabinet. While you unlock the cabinets, the RSO will unlock the trap. The RSO **will not** give you the combination to the trap house lock.
4. Inside of the trap house, as you face the trap, there are **two** light switches on a junction box on the right side of the house. The **REAR** switch turns on a small light at the back of the house in case you need it. The **FRONT** switch powers up the trap itself. Turn on the **FRONT** switch to power up the trap.
5. At the right rear of the trap house on the back wall is a small control box with a **RED** button on it. Pressing this button **resets the counter** on the trap to **320** (the maximum number of birds that the trap will hold). Make sure that the trap is full, and then **PRESS THE RED BUTTON**. This will ensure that the trap will throw all 320 birds. If you do not press the red button, the trap will stop throwing birds at a count of 310 regardless of how many birds are in the machine. Save yourself a lot of grief and **JUST PRESS THE RED BUTTON** every time you fill the machine before you use this trap.

Configuring the Wobble Trap

The yellow control unit for the wobble trap is stored in a holder on the right side of the trap house just below the two light switches mentioned earlier. This is what the control panel looks like with a short description of each indicator/switch:



Normal Trap = 1. ON + 2. OFF + 3. ANGLE

Wobble Trap = 1. ON + 2. ELEVATION + 3. ANGLE

Single position practice with varying ELEVATION = 1. ON + 2. ELEVATION + 3. OFF

Single position practice no changes = 1. ON + 2. OFF + 3. OFF

Switches **1**, **2**, and **3** are each 3-position switches. The meanings of each position are written on the control unit as shown above. The **POWER** indicator is a yellow LED that comes on when you move switch number **1** to the up, or **ON** position. The **COCKED** indicator is a red LED that comes on when a bird is loaded and the trap is cocked and ready to throw. **YOU MUST NEVER ENTER THE TRAP HOUSE WHEN THE COCKED LED IS LIT AND THE POWER LED IS LIT.** If the **COCKED** LED is lit, then to prevent an accidental release of the bird, **you must move switch 1 to the OFF position.** This action will disable the trap until anyone near the trap can move to a safe area.

You can configure the wobble trap in each of the following ways for your shooting enjoyment.

Normal Trap

1. Move Switch **2** to the **JOG** position and hold it there. The trap will move up and down. When you release switch 2, the trap will stop moving up and down. While standing in a safe location to the right side and behind the front of the trap house, you might wish to move switch **1** to the **RELEASE** position and watch how high the birds will come out of the trap house. You can then adjust the **ELEVATION** until you have the position that suits your shooting.
2. Move Switch **2** to the **OFF** position.
3. Make sure that Switch **3** is in the **ANGLE** position.
4. Make sure that Switch **1** is in the **ON** position.
5. Place the yellow control unit in its holder and you are ready to begin shooting.

NOTE: Unlike the other traps owned by AGC, the wobble trap **does not** continuously move when it is ready to use. When a bird is released, the trap then moves and awaits the next release command.

Wobble Trap

1. Move Switch **2** to the **ELEVATION** position. This will cause the **ELEVATION** to randomly change after each release.
2. Move Switch **3** to the **ANGLE** position. This will cause the **ANGLE** to randomly change after each release.
3. Move Switch **1** to the **ON** position.
4. Place the yellow control unit in its holder and you are ready to begin shooting.

Practice on the same ANGLE/ELEVATION

1. Move Switch **2** to the **JOG** position and hold it there. The trap will move up and down. When you release switch 2, the trap will stop moving up and down. While standing in a safe location to the right side and behind the front of the trap house, you might wish to move switch **1** to the **RELEASE** position and watch how high the birds come out of the trap house. You can then adjust the **ELEVATION** until you have the position that suits your shooting.
2. Move Switch **3** to the **JOG** position and hold it there. The trap will move left and right. When you release switch 3, the trap will stop moving left and right. While standing in a safe location to the right side and behind the front of the trap house, you might wish to move switch **1** to the **RELEASE** position and watch how high and at which angle the birds come out of the trap house. You can then adjust the **ANGLE** until you have the position that suits your shooting.
3. Move Switch **1** to the **ON** position.
4. Place the yellow control unit in its holder and you are ready to begin shooting.

Placing Tokens in the Coin Box

Each time a token is placed in the Coin Box, the trap will allow a round of birds to be thrown. Each time another coin is placed in the box, then that number of birds will be increased by another round of birds. So, if you wish to shoot a round of 50 birds, then two tokens must be placed into the box, one at a time. If another shooter wishes to join the squad after a number of birds have been released, all they have to do is insert their tokens, one at a time, and the counter inside of the trap will be increased by one round. **When you push in the slide on the coin box, do so slowly. Pushing in the slide too fast may cause the token to not be recognized. If this happens, notify the RSO immediately.**

Shooting a Round of Trap

Remember that, unlike a regular trap, the wobble trap will only throw a limited number of birds. Therefore, shooters must understand that they should be quiet while moving from station to station. Shooters must also be cautious when racking and loading their firearms because the sound of racking the firearm may cause a bird to be thrown before the shooter is ready.

If you are going to use the wobble trap for instructional purposes and know that there will be periods of lengthy instruction, you should know that there is a timer on the trap that will cause the unit to become unresponsive to calls for a bird. If this happens, just take the green, manual control unit and turn the power switch **Off** then **On** to reset the time-out timer without inadvertently throwing a bird.

Shutting Down the Wobble Trap

When you are finished using the wobble trap, there are several steps to complete before you lock up the trap house:

1. Place all of the microphones back into their respective cabinets and lock the cabinets.
2. Close and lock the cabinet that houses the coin machine.
3. Take the yellow control head out of its holder.
4. Move the **Angle** switch to the **Jog** position and hold it there. The trap will begin to move to the left and right. When the **RED** aiming bar at the front of the trap is pointing to the rightmost extreme position (to the side of the trap house opposite from the control head) and then release the switch.
5. Ensure that no one is standing in front of the trap.
6. **Release** the bird currently loaded in the trap by moving the **Power** switch (switch number **1** on the yellow control head) to the **Release** position. The bird currently loaded in the trap will be released.
7. Move the **Power** switch on the yellow control head to the middle, **OFF** position.
8. Place the yellow control head into its holder on the wall of the trap house. **Make sure that the wire connecting the control head to the trap is down, inside the trap house and will not be pinched by the door when you close the trap house.**
9. Fill the trap machine with birds.

10. Press the **RED RESET BUTTON** at the rear of the trap house as described in **Step 5 on Page 1**.
11. Clean up any broken birds that may be on the trap machine pedestal.
12. Turn off **BOTH POWER SWITCHES** located to the rear and just above the yellow control head.
13. Lift the steel trap house door and hold it in the closed position. **Note:** This door is **heavy** and could cause injury if dropped on any body part.
14. Slide the T shaped lock bar into the hole in the trap house roof and the two holes in the trap house door.
15. Spin the combination wheels on the padlock.
16. Insert the shank of the padlock through the holes in the T shaped pipe and then close the lock. **Make sure that the lock is securely fastened before leaving.**

In Case of Malfunction

If the wobble trap, or the Coin Operation System malfunctions in any way, then **contact the RSO immediately for assistance.** The phone number in the AGC office is 410-461-8532. **DO NOT ATTEMPT TO REPAIR THE WOBBLE TRAP YOURSELF.** When in doubt, call the RSO for assistance.

Allowing Guests to Shoot

The normal AGC rule of one badge holder to one guest is waived when using the Wobble Trap. One badge holder may bring any number of guests to shoot at the wobble trap as long as that range badge holder gives the RSO their badge number and accepts responsibility for safe range operations in accordance with all other AGC range safety rules. The responsible badge holder must **remain at the trap** when guests are shooting.

When you are finished shooting, the badge holder who is responsible for the wobble trap must notify the RSO who will then log out the current badge holder. If another badge holder wishes to use the trap immediately following a shoot, ensure that the RSO is notified so that the new badge holder can be recorded in the Trap Log book. If this is not done, then the original badge holder retains responsibility for the wobble trap.

If there are any questions about the operation of the wobble trap, then call the RSO on duty for advice and assistance.