

TrapLoader Operating Procedures (Post inside Trap House)

NOTE: Read operating instructions completely before using trap equipment.

Starting Procedure:

1. Approach the trap house from the left side and switch the TrapLoader to “OFF.”
2. Walk behind the trap house. Enter the trap house from the right side.
3. Make sure the Trap is “OFF” and throwing arm is uncocked.
4. Take release cord and place outside trap house in a safe spot.
5. Switch TrapLoader to “ON” before entering the trap house.
6. Load targets evenly into each carousel station. Use index button to automatically rotate carousel clockwise. Catch and replace falling targets to the carousel.
7. Switch TrapLoader to “OFF.”
8. Switch Trap to “ON.”
9. Exit the trap house on the right side. Keep a safe distance away from the throwing arm. Walk behind the trap house. Switch TrapLoader to “ON.”
10. The trap equipment is now ready.

Reloading Procedure While In Use

- (1) Approach the trap house from the left side and switch the TrapLoader to “OFF.”
- (2) Walk behind the trap house. Enter the trap house from the right side. Pay close attention not to get too close to throwing arm.
- (3) Switch trap to “OFF.”
- (4) Remove any target on the throwing arm and place it in the carousel.
- (5) Switch the TrapLoader to “ON.”
- (6) Load targets evenly into all TrapLoader stations. Use index button to automatically rotate carousel clockwise. Catch and replace falling targets to the carousel.
- (7) Switch the TrapLoader to “OFF.”
- (8) Switch the Trap to “ON.”
- (9) Exit the trap house on the right side. Keep a safe distance away from the throwing arm. Walk behind the trap house. Switch the TrapLoader to “ON.”
- (10) The trap equipment is now ready.

Shutting Down Trap House Equipment

- (1) Approach the trap house from the left side and switch the TrapLoader to “OFF.”
- (2) Walk behind trap house. Enter the trap house from the right side. Keep a safe distance away from the throwing arm on the trap.
- (3) Keep release cord in a safe spot.
- (4) Switch the TrapLoader to “ON.”
- (5) Switch Trap to “Fire” and uncock throwing arm releasing the target on the arm.
- (6) Switch Trap to “OFF.”
- (7) Switch TrapLoader to “OFF.”
- (8) Exit and lock up the Trap House.

