



# HOW TO USE THE LONG RANGE TRAP AND SKEET SYSTEM

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Questions?  
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# SAFETY FIRST!



- Be safe at all times!
- Follow TAB-K!
  - *Treat every firearm as if it is loaded.*
  - *Always keep your muzzle pointed in a safe direction.*
  - *Be certain of your target and what is beyond it.*
  - *Keep your finger outside the trigger guard until ready to shoot.*
- If there's an emergency, call 911!



# CLUB INFORMATION AND SHOOTING HOURS

- This is your club!
  - *You are responsible for keeping it clean and keeping it running.*
  - *Clean up after yourselves! Pick up your shells!*
  - *Be safe! Follow club rules!*
- Shooting hours for trap and skeet are the same as the outdoor rifle range:
  - *Monday – Friday: 8:00 AM to Sunset*
  - *Saturday: 8:00 AM – 5:00 PM (or sunset, if before 5:00 PM)*
  - *Sunday: 8:00 AM – 3:00 PM*
- Check the website calendar for leagues or other events that may be scheduled to use the facilities.
  - <https://stoughtoncc.com/calendar/>

# TRAP AND SKEET FIELD MAP



# ADDITIONAL INFORMATION

- All trap and skeet fields are closed during any mowing or other maintenance activities as needed.
  - *Card readers should be locked out during mowing but feel free to check with the mower on how long they'll be working.*
  - *Everyone that's doing maintenance is a volunteer. Thank them for keeping the club running! Without their efforts, there would be no trap and skeet to shoot.*
- Broadhead Archery Course Restriction
  - *From May through August, for safety reasons, DO NOT use Trap on Field 1 or Skeet on Field 2 while the archery course is setup during the following times:*
    - Tuesday: After Noon
    - Wednesday: All Day
    - Thursday: All Day
  - *Trap shooting is OK on Fields 2, 3, and 4 during Broadhead Archery Leagues*
- Skeet is only allowed on Field 2.
  - *DO NOT use Skeet on Field 3! It's not setup with the Long Range System.*
  - *Trap shooters, please use Field 1, 3, or 4 first, so that Field 2 is available for Skeet.*



# INTRO TO THE LONG RANGE SYSTEM

- Long Range is the system that controls the trap and skeet fields.
- One round is \$5.00.
- A round of trap or skeet in the Long Range system is 27 birds/targets/throws.
  - *This covers two extra targets per round for errant throws and breakage.*
  - *If you load five rounds there will be a total of 10 extra targets.*
  - *Only full rounds can be loaded.*
  - *No credit for unused targets.*
  - *Only load rounds as you are shooting them to avoid losing them.*
  - *After 15 minutes of inactivity any loaded rounds or extra targets will be cleared.*
- If you have any questions or problems email: [longrange@stoughtoncc.com](mailto:longrange@stoughtoncc.com)

# HOW TO LOAD YOUR CARD/BUY BIRDS

- You MUST go through the orientation to get signed up in the Long Range system and get your card.
  - *You cannot use your door access card with the Long Range card readers.*
- To purchase rounds:
  - *Find the Long Range kiosk on the far side of the bar. If the screen is black just tap it to wake it up.*
  - *Insert your card in the reader.*
  - *Choose the number of rounds to buy using the keypad or touch screen.*
  - *Tap the "Add to card" button.*
  - *Swipe your credit card.*
  - *Tap the "Pay Now" button.*
  - *After payment confirmation, remove your card from the reader.*
  - *Done!*
- To check your current target balance, just insert your card in the reader on the kiosk.
  - *It will display the number of targets you have purchased. 25 targets per round.*
- If you have any problems, contact: [longrange@stoughtoncc.com](mailto:longrange@stoughtoncc.com)

# TRAP SETUP – OPEN THE TRAP HOUSE

- If the bottom hasp has a lock on it or there is a sign that field is closed for repair, use another field.
- Unlock the combination padlock.
  - *Roll the numbers to the combination. (Same as rifle range code.)*
  - *Push the lock body towards the shackle, then pull down to open the lock.*
- Open the two hasps that keep the door closed. Hang the lock on it's hasp.
  - *DO NOT put the lock on the ground.*
- Open the door by lifting it up and then pushing it in.
- Make sure that the trap is full and load it if needed.
  - *Be sure the trap is off and disarmed before entering the trap house.*





# TRAP SETUP – TURN ON THE TRAP

- Before turning on the trap thrower, make sure the cone is inside the house and everyone is behind the trap house.
- Stand in the safe position.
- Reach in with your left arm.
- Turn the Pump Motor switch to the “ON” position.
  - *Let the pump warm up while you do the rest of the setup.*
  - *In cold weather, the pump may need to warm up for longer.*
- Turn the Release switch to the “ON” position.
  - *Do this after the rest of the setup to ensure the pump has warmed up sufficiently.*



# TRAP/SKEET SETUP

- Setup will depend on if you're shooting trap or skeet.
- The skeet houses have equipment related to both trap and skeet stored in them.
- Unlock the relevant skeet house(s).
  - *Skeet house 1 has Trap 1.*
  - *Skeet house 2 has Trap 2 and 3.*
  - *Skeet house 3 has Trap 4 and the pattern cart.*
  - *Skeet house 1 and 2 are used for Skeet Field 2 (same as Trap 2).*
- Enter the code, then turn the lock clockwise (to the right) to unlock.
  - *The code is the same as the rifle range code, which is printed on your membership card.*
- Recommended: Keep the Skeet House doors closed.
  - *The metal doors can expand in the sun which can make them hard to close.*



# TRAP SETUP – THE FIELD

- Retrieve the “speakers” and the “pickle” from the skeet house.
  - *The green “pickle” controls the trap house and receives signals from the “speakers”, which are actually microphones.*
- The pickle may be hanging on a speaker or on a hook.
- Make sure you have the correct speakers and pickle for your trap field.
- They are labeled.
- Place the speakers at the desired shooting positions.
- Go back to the trap house
  - *From the safe position.*
  - *Turn the release switch to “ON”.*
  - *If it starts throwing birds, it's not warm enough.*
  - *Turn release to “OFF” and wait 5 more minutes.*





# SKEET – TURN ON THE THROWERS

- You must turn on both high and low house throwers.
- The procedure is the same for both, but switch locations may differ.
- Make sure the thrower is loaded, and load if necessary.
- Open the Window by opening the hasp and pulling up on the sliding door.
- Turn the power switch to "ON".
- Turn the control switch to "ARM".
- The skeet throwers are electric, so there is no hydraulic pump noise.



# SKEET – REMOTE

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- The skeet remote will be located in Skeet house 1 in a small tackle box on a shelf.
- Use the voice control microphone if shooting alone.
  - *With the microphone plugged in, press High, Low, or Doubles, then say “PULL”.*
  - *You must press one of the buttons each time you want to call for a target.*





# TRAP/SKEET – HOW TO USE THE CARD READER

- To load one round
  - *Insert your card in the slot.*
  - *Press the yellow button.*
  - *Remove the card.*
- To load multiple rounds
  - *Insert your card in the slot.*
  - *Press the yellow button.*
  - *Remove the card.*
  - *Repeat.*
  - *Card must be removed each time a round is loaded.*
- You will now see your targets loaded on the counter.
  - *27 targets per round.*



# TRAP SETUP – READY TO SHOOT

- If you haven't loaded your rounds to your trap field, do that now.
- Before you can shoot, you must turn on the pickle by pressing the red "PWR" button.
  - *The pickle turns off after about 2 minutes of inactivity.*
  - *The red PWR ON light will be lit when the power is on.*
- Press the PWR button on the speaker control unit.
  - *The lights will blink periodically when it is powered on.*
- Now you are ready to shoot!
  - *Remember that test throws will count.*
  - *You get two extra birds per round.*
- Turn off the pickle when moving the speakers.
  - *This will help limit accidental throws.*





# TRAP/SKEET – PULL!



# TRAP - CLEANUP

- If no one is waiting to shoot after your group is done, it's your responsibility to put everything away. It's always your responsibility to fill the house after shooting.
- To disarm the trap:
  - *Stand in the safe position and make sure everyone is out of the danger area.*
  - *Push the release switch down to the "OFF" position and then down to the "RELEASE" position. It will release the bird and then spring back to the "OFF" position.*
  - *Toggle the PUMP switch to the "OFF" position.*
  - *Be sure the throwing arm is in the disarmed position.*





# TRAP – FILL THE HOUSE

- DO NOT enter the trap house unless the trap has been released and the throwing arm is in the disarmed position.
- Place the orange cone on top of the trap house, to indicate that someone is working in the trap house and that it's not safe to shoot.
- Load each stack of clays to the top of the angle iron guides. DO NOT load higher than the guides.
  - *Make sure the stacks are lined up straight to reduce the chance of breakage.*
- Take any empty boxes out of the trap house. Break down/flatten them and put them in the cardboard dumpster.
- Put the cone back in the house.
- If no one is shooting after you, close and lock up the trap house. Otherwise turn it back on for the next person/group.





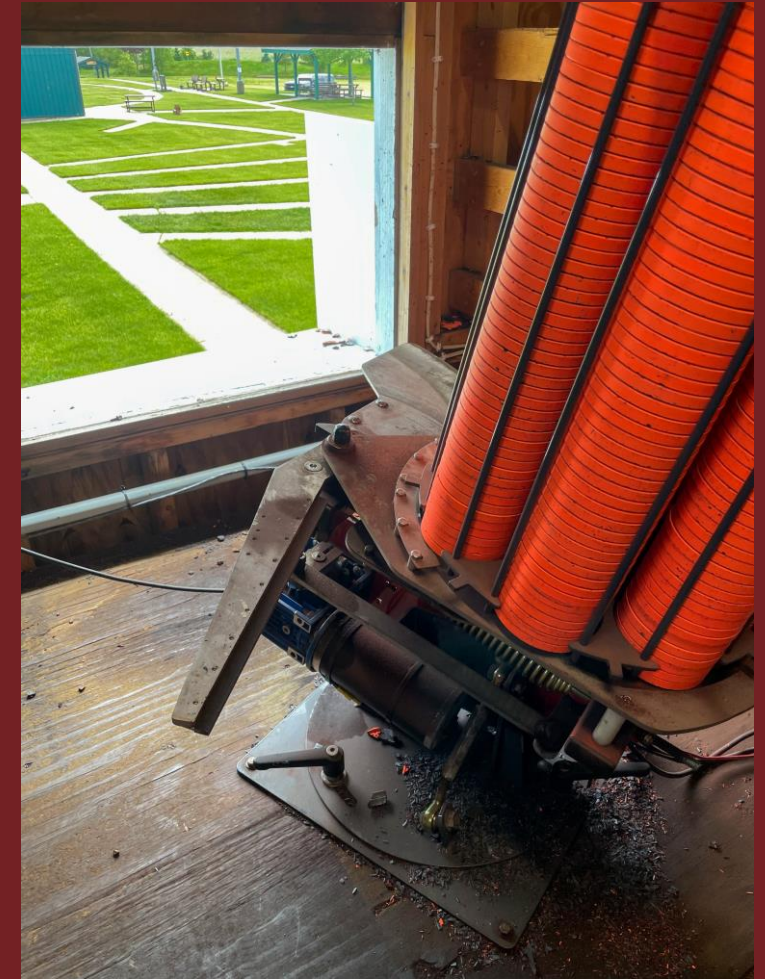
# TRAP – LOCK UP THE TRAP HOUSE

- After the trap is full and everything is turned off it's time to close and lock the trap house.
- Pull the door out and slowly let it down.
  - *DO NOT let the door drop under its own weight.*
- Close the bottom and side hasps.
- Put the lock shackle through the hole blocking the latch from being raised.
- Roll the combination to random numbers.
- Push the lock body toward the shackle to lock it.



# SKEET – CLEANUP/FILL THE TRAP

- For both high and low houses:
  - *Be sure no one is on the field*
  - *Release the loaded clay by moving the control switch to "RELEASE". It should spring back to the "OFF" position.*
  - *Make sure the throwing arm is in the disarmed position.*
  - *Turn off the power switch.*
  - *It's now safe to load the thrower.*
- If you are done, leave them off and close the window.
- Put the skeet remote back in its designated spot.
- Close and lock both skeet houses.





# TRAP/SKEET – LOCK UP THE SKEET HOUSES

- Make sure all speakers, scoring tables, magnet sticks, barrels, etc. are put away in the correct spots. Look for the labels and tape on the floor.
  - *Turn off the speakers and the pickle.*
- Turn the lights off!
- Close the left door and push the deadbolt up to lock it.
- Close the right door.
- To lock the combination lock, press the “Schlage” button above the numbers and turn the lock counter-clockwise (to the left).
  - *Pull on the doors to ensure both the deadbolts are engaged.*



# LEAGUE OPERATIONS

- All leagues will be assigned their own league cards.
- League cards are different than the personal cards.
  - *League cards do have a limited number of rounds and can run out.*
  - *If a league card runs out, it will need to be reset by a Long Range admin.*
  - *The card must be present to reset the counter.*
- Only add the number of rounds that each group will need for league.
  - *For example, if your team has 5 people, scan the league card 10 times, which is 2 rounds per person.*
  - *The display should show 270 targets, 250 + 20 extra.*
  - *There may be extra targets carried over from the previous group.*
- If you have any problems with your league card, contact [longrange@stoughtoncc.com](mailto:longrange@stoughtoncc.com).

# PATTERNING CART

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- The patterning cart can be used on Field 3 or 4.
- It is kept in Skeet House 3.
- Be sure that you are shooting down range, in a safe direction.
  - *Be certain of your target and what is beyond it!*





# WHAT IF SOMETHING GOES WRONG?

- Card reader malfunction – Display shows gibberish or doesn't read.
  - *Report the problem. DO NOT attempt to fix.*
- Birds continuously throwing in cold weather- warm up the pump longer.
  - *If warming up doesn't help, turn off the system, put up the sign.*
- Machine squeal – turn everything off, wait a few seconds, and then turn it back on.
  - *If it continues to squeal, report the problem.*
- If you find any issues not covered:
  - *Put up the magnetic signs showing it's "Out of Service" near the correct card reader.*
  - *Magnetic signs will be on the back of the skeet house doors.*
  - *Report the problem. DO NOT attempt to fix.*
- DO NOT attempt to adjust the machines, except the trap height.
- If you find any problems, contact [longrange@stoughtoncc.com](mailto:longrange@stoughtoncc.com).



THANK YOU!