

Memory signed: CB.43.1.

Sequencer Version 1 until 2003:
C A. 4 3. 1. x

Base Table Display: CA.43.1.1	
0	OLYMPIC TRENCH
1	UNIVERSAL COURSE
2	DOUBLE TRAP
3	SKEET Timer 0.2 - 3 sec.
4	
5	ABT AMERICAN TRAP (6 shooters)
6	Trap 1
7	
8	
9	Programming through smart-card

Individual Trap Table Display: CA.43.0.2	
0	OLYMPIC Qualification
1	OLYMPIC Shoot-off Qualification
2	OLYMPIC Fian 15 Targets
3	OLYMPIC Final 10 Targets
4	DOUBLE TRAP Qualification
5	DOUBLE TRAP Shoot-off
6	DOUBLE TRAP Final 5+5+5+10 Double
7	
8	
9	Programming through smart-card

Team Trap Table Display: CA.43.0.3	
0	OLYMPIC Qualification
1	OLYMPIC Shoot-off Qualification
2	OLYMPIC Fian 15 Targets
3	OLYMPIC Fian 5X3 Targets
4	OLYMPIC Fian 5X2 Targets
5	
6	
7	
8	
9	Programming through smart-card

When you turn "ON" the sequencer, in the display shows "ELFIPA" and after a few seconds show the chip number followed by the number of table, example "C A. 4 3. 1. 1" (look at the back of the page to view the instructions)

Change Table selection of Discipline:	
1	turn off the sequencer
1	press and keep the button STOP
2	turn on the sequencer in position "ON" On the display the writing appears "AbLE" or "lab E" and the number of table (1 to 5)
4	press START to change the number
5	release the button STOP to finish

Adjusting of the time of release:	
Normally the release time is 200 ms, if you have the machines for sport hunting, you should increase this time.	
1	turn off the sequencer
2	press and keep the button MANUAL
3	turn on the sequencer in position "ON" On the display the time of release appears in mS
4	press START to increase the time of release press STOP to reduce the time of release
5	release the button MANUAL to finish

Machines Test	
0	Olimpic Trench (Machines 1-15)
1	Universal course (Machines 6-10)
2	Double Trap (Machines 7-9)
3	Skeet (Machines 10-15)

Insertion limit repetitions (only coins):	
1	turn off the sequencer
2	press and keep the button REPEAT
3	turn on the sequencer in position "ON" On the display the writing appears:(new Model or old Model) "blo.oFF" "b cc F" "blo.tot" "b cc b" "blo.riP" "b cc C"
4	press START to change block "blo oFF" = no block "blo.riP" = block on the repetitions "blo.tot" = block on the total
5	release the button REPEAT to finish

Shoote	repetition number:	total targets
1	3 repetitions	28 targets
2	5 repetitions	55 targets
3	6 repetitions	81 targets
4	7 repetitions	107 targets
5	8 repetitions	133 targets
6	9 repetitions	159 targets