

The Skeet Houses

- Open the target exit door.
- Plug in thrower transformer
- Connect release cable (twist lock plugs)
- Turn on thrower, load machine
- To shutdown, reverse start up procedure, turn off release cable switch, disconnect cable, unplug power, lay plugs across transformer.
- Turn off lights and lock the door.

Step 1: Open skeet house door

Left picture inside, right picture outside looking in.



Step 2: Plug in thrower to transformer

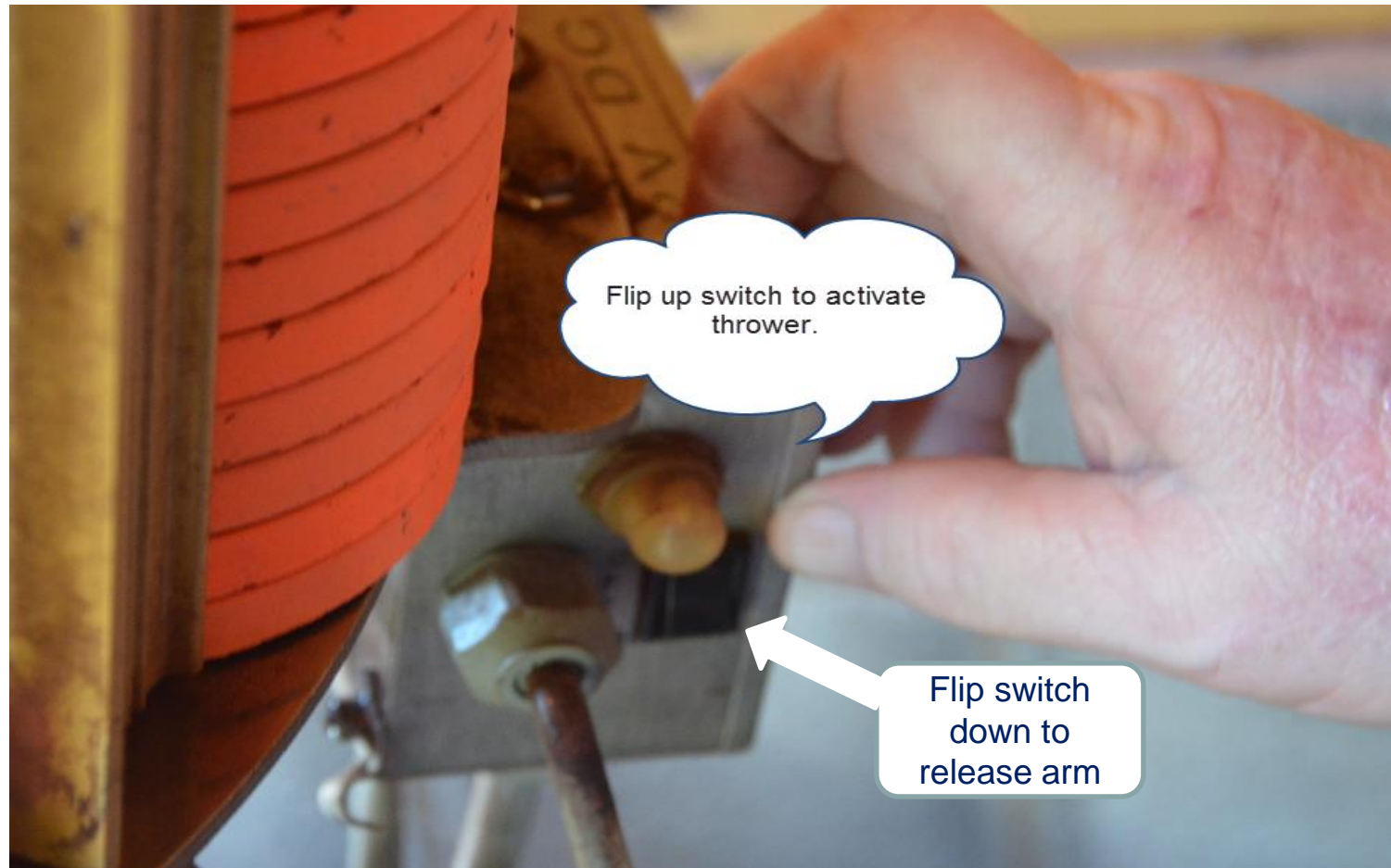


Plug in thrower transformer

Step 3: Connect cable release



Step 4: Activate thrower



Step 5: Load targets



Fill thrower from storage inside the house

Shutdown Skeet House

- To shut down skeet house reverse steps 5 to 1. At Step 4, flip switch down to release the thrower spring (see picture back at Step 4). This will throw the loaded target so **STAY CLEAR OF THE WINDOW**. After unplugging thrower to the transformer, disconnect release connection, cable or remote. Close the skeet window.



Lock Skeet House Door

