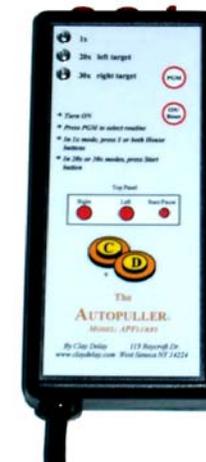


# The Autopuller®

By CLAY DELAY

## Owner's Manual

Model APFlurry



CLAY DELAY  
115 Roycroft Dr. West Seneca NY 14224  
Phone 716-674-4489 E-mail: claydelay@hotmail.com  
www.claydelay.com

## The Autopuller Flurry has 6 controls and 3 indicators

The large top buttons are for arming the target machine in the 1x mode

As seen when looking down on belt —  
Right = Low Left = High

The small top button is for starting or pausing the 20x or 30x sequences

Indicator Lights

- #1 1x
- #2 20x / left target
- #3 30x/ right target



The upper front panel button (PGM circle), is for selecting the routine and power off

The lower front panel button (ON/Reset circle), will turn unit on



Switches for Machine Signal inside battery compartment

## Components of the Autopuller Package

- Autopuller
- Installed 9-volt Alkaline battery
- Belt strain relief
- Instruction manual (this document)

## Features of the APFlurry

- 3 routines available
  - ◆ 1x which allows H/L/TP target(s)
  - ◆ 20x target sequence
  - ◆ 30x target sequence
- Preloaded sequences of either 20 H/L/TP or 30 H/L/TP targets.
- When in the 20 or 30x mode, pressing the start button at any point will enter a pause mode. This gives you the ability to compose yourself or throw a single target using the top arming buttons
- The time delay may be adjusted from 1 sec to 6 seconds.
- Machine pulse length. The signal to the target machine is adjustable to compensate for all types of machines.
- Auto off feature, turns your unit off after 30 minutes of non use.

## Wiring and Installation

See page 8

## Normal Operation

1. Turn the unit on by pressing the ON/Reset button. This is now the 1x standby state. A target will not be released until a target machine is armed.
2. In the 1x mode, pressing an arming button will start the corresponding target light to start blinking fast. This is your visual as to which target will be launched. If you desire a true pair, simply press the other target button. This will reset the time delay back to 0, giving you the full time to prepare for the shot.
3. At target launch, the corresponding light will stay on steady for the duration of the machine signal.
4. The unit will now back into the standby state.
5. To advance through the routines, press the PGM button. (Both the 20x and 30x routines operate the same.)
6. When in a 20x or 30x routine, pressing the start/pause button will start the preprogrammed sequence. As the sequence progresses, the fast blinking light gives you a visual of the next target. At any point, you may press the start/pause button again.
  - If you press and release, the two arming buttons turn back on and gives you the ability to launch targets separate from the sequence (i.e. broken target, just want to try shot again, etc.). You can also use the pause if you want to just hold the sequence until you are ready again. (If left in the pause mode for more than 1 minute, the unit cancels the sequence and returns to the standby mode.) When you press the start/pause button again, the sequence picks up where it left off.

- If you press and hold the start/pause button for more than 5 seconds, the unit will cancel the routine and go back into the standby mode.
- 7. When you are done shooting, it is a good habit to remember to turn your unit off. This is done by pressing the PGM button until all lights are blinking.

## Off Routine

The APFlurry is turned off by pulsing the PGM button until all lights are blinking. The unit will then power off after 6 seconds. If you press the PGM button during this time, you will advance back to the 1st routine.

To help improve battery life, a 30 minute Off timer is activated after your last shot. This will automatically turn your unit off, helping to maximize battery life.

## Time Delay Adjustment

The time delay between shots may be adjusted to suit your particular event. The preset time is set to 3 seconds. This can be varied from 1 second up to 6 seconds.

When making the adjustment, you will be using the indicator lights to help you set the new value. To enter the programming routine, turn your unit off. Now press and hold the start/pause button and press the ON button. Release the start/pause button. The 1x and 30x lights will be on steady while the 20x light will be blinking. A count of 5 will give you a time of 3 seconds. Hold the left or right buttons to change the count. When the new value is reached, turn your unit off, by pulsing the PGM button, wait 2 seconds then turn back on. The new delay time will now be used.

1. Press and while HOLDING the start/pause button, press the ON button
2. Count the flashes to establish the delay
3. Press and HOLD the right (increase) or left (decrease) button until the new time is reached



4. Press PGM to off, wait 2 seconds, turn back on

## Machine Signal Setup

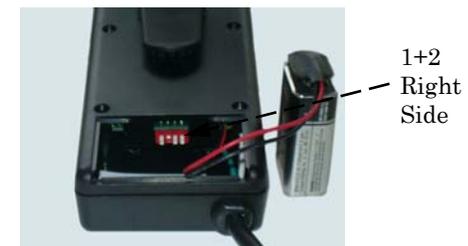
The machine signal is set to work on most machines. If you are having difficulties in releasing a target, adjust the signal length using the internal switch.

**The internal switch is located in the battery compartment. Open the battery door and remove the battery. The switch is now visible in the center of the unit. As seen thru the opening, down is off and up is on.**

The 2 position switch is used to adjust the length of the signal needed for the target machine to launch a target. A foot operated machine or older machine may need a longer signal. With both switches 1 and 2 off, the pulse to the machine will be .5 seconds. Placing switch 1 on adds .5 seconds, for a total of 1 second. Placing switch 2 on will add 1 second, for a total of 1.5 seconds. Placing both switches 1 and 2 on will give a signal of 2 seconds.

NOTE: If after making an adjustment the signal is too long, a second target may be released. Just place switch 1 back in the off position.

(Switches 3 + 4 are not used)



## Wiring Setup

The Autopuller was designed to be used with either your existing pull cord or an external grade extension cord. If you use the existing cord, remove the head from the cord and install a female connector in its place. A mating male connector is installed on the original head and on the Autopuller. This will allow you the choice of either control unit. If you decide to replace the pull cord with an exterior grade extension cord, install the necessary connectors on the cord and on the Autopuller. See installation for wiring instructions.



Connectors attached to Autopuller, original pull head and cord.

## Installation:

The 3 wires have to be connected in a specific way. To operate 2 target machines, 1 wire has to be common to both, (green), 1 wire is for High, (black), and 1 wire is for Low, (white). You will need to determine the matching wires to your particular cord. If you connect the wiring incorrectly, the Autopuller will not release the correct target with the appropriate button. If this occurs, simply rearrange the wires until the system works properly. (refer to page 10 for specific information)

## Wiring information

**The normal electrical color code does not apply to the Autopuller hookup. Due to the limitations on types of wire available, the colors are only references as to how you need to attach the connector.**

**Green - Is common to both the High and Low machines**

**White - Is to be connected to the Low machine**

**Black - Is to be connected to the High machine**

For your reference, 3 of the common size connectors are shown below. (The standard 110v is shown to assist you in establishing sizes.)

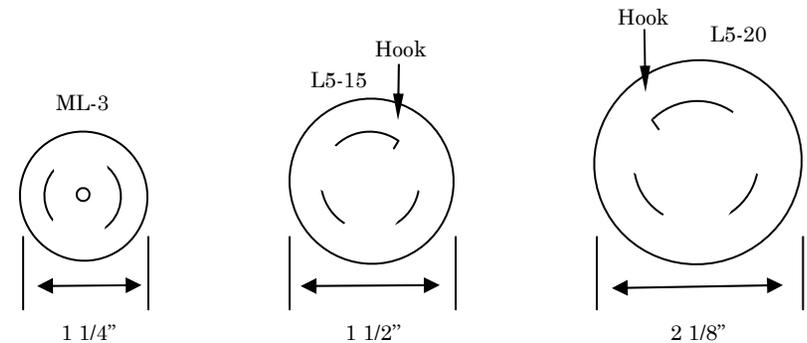


Standard 110v Plug

ML-3

L5-15

L5-20



As seen when looking at the outside terminals  
Dimensions are approximate and may vary based on manufacturer

## Quick Answers to Common Problems

- **Erratic Operation** - Turn unit off, count to 5, turn unit back on
- **Erratic Operation** - Possible a bad battery, replace with a 9v alkaline
- **Wrong House Triggers** - See below to correct wiring to plug
- **APD seems to work ok but no target launch**  
Be sure target machine is on and the wiring connectors are connected properly and securely.

### Wrong Target is Thrown:

#### Machines work properly but the wrong machine triggers;

Black and White wires reversed in connector

#### High and Both work but no Low:

Black and Green wires reversed in connector

#### Low and Both work but no High:

White and Green wires reversed in connector

### Foot-operated released machines

The signal to a foot-operated machine needs to be longer than a pushbutton controlled machine. If you experience a problem releasing targets, increase the signal pulse by opening the battery compartment and turning switch 1 and/or switch 2 on Refer to page 7, Machine Signal Setup for further instructions.

### Normal Operation sequence:

- Insure the target machine is turned ON and working properly by connecting the original release and launching targets.
- Turn the unit on by pressing the ON button. The front panel 1x light should now be blinking. Verify the light is now blinking. Press one of the arming buttons and verify that the 1x light is goes off and 1 of the target lights starts to blink fast. After the delay time is reached, the target light should stay on and you should hear a “click” from inside the box. If the lights do not turn on properly, check for a bad or disconnected battery. If unit appears to be dead, contact Clay Delay for assistance.
- If this is the 1st time you are using this unit on the field, check the wiring to the course connector and verify that the connection is correct. If all appears to be ok, the signal to the machine may be too short to trigger a target. Increase the machine signal length. Refer to page 7, Machine Signal Setup for further instructions.
- If the unit is functioning, but not correctly, refer to “Wrong Target is Thrown” on page 10.

### Unit starts to operate erratically:

- If your unit starts to operate erratically, turn off, wait 5 seconds, then turn back on.
- If you still have problems, replace the 9-volt battery with a new Alkaline battery. A lower grade or weak battery may not power your unit properly.
- If all appears to be ok, contact Clay Delay for assistance.

# WARNING

**Many individuals have elected to connect a common household 110-volt style male connector to the cord on the Autopuller. If the Autopuller is inadvertently plugged into an outlet, turned on, and operated, major damage will occur.**

**DO NOT, UNDER ANY CIRCUMSTANCE, PLUG THE AUTOPULLER INTO ANY OTHER CONNECTION THAN THE TARGET MACHINE CONNECTOR!**

**If your Autopuller will be used by other individuals, Clay Delay advises that you spend a little more for a dedicated twist lock connector. This will insure that a possible problem with a wall outlet cannot occur.**

**If you decide to connect a household connector, the owner of the Autopuller, not the Clay Delay company, takes full responsibility for proper use of their unit.**

Thank you for ordering an Autopuller

Safety should always come first. The Autopuller was designed to give consistent pulls without the need for a trap boy. You should never be alone when practicing, but with Autopuller you do not have to rely on your companion to do the pulling.

CLAY DELAY takes no responsibility for damage caused by incorrectly wired trap machines, modified trap machines, modified units, incorrect data given to CLAY DELAY at time of order, or use of the Autopuller for purposes other than that for which it was designed.

This product is covered by a 1-year warranty against manufacturing defects.

CLAY DELAY  
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