



AUTOPULLER PRODUCT FEATURES

Standard features found on all Autopullers

- Voice Control** – All Autopullers have voice control, allowing you to call for your target
- Manual Launch** – This allows you to release a target without the use of the microphone
- Mode Memory** – Remembers what modes you had active when you turned the Autopuller off
- Mode Partnering** – Allows multiple modes to be active at the same time (i.e. Voice Delay with American Delay)
- 1 or 2 Machine Control** – All models (except the Trap T2-2M model) will control either 1 or 2 machines
- Low battery Indicator** – Lets you know when it's time to change the 9-volt battery
- Microphone Indicator** – Is a visual to help 'see' the operation of the microphone and sensitivity adjustments
- Standby Mode** – The microphone is turned off after each shot to prevent false target launch (see Rearm mode)

COMPARISON CHART

Sport	Model	Model Code	V	VD	AD	ID	H/L	SD	RP	FP	RA	PC
Trap	Advanced	T2-2M	X								X	
Skeet	Basic	S1		X								
	Deluxe	S3		X	X		X					
	Classic	S4		X	X	X	X					
	Elite	S6		X	X		X	X				
Sporting Clays	Deluxe	SC3	X					X	X			
Skeet/Trap	Classic	ST4	X	X			X				X	
	Premium	ST5	X	X	X		X				X	
	Elite	ST6	X	X	X	X	X				X	
Skeet/Sporting Clays	Elite	SSC6		X	X	X	X		X	X		
Skeet/SportingClays/Trap	Elite	SSCT6	X	X		X	X		X		X	
Skeet/Trap/Instructor	Premium	STI5		X		X	X				X	X

Voice (V) – instant launch at your call.

Voice Delay (VD) – a constant delay between your call and the launch. (This delay will be the same each time, until you choose to change it. You can set it for as low as .1 second or as long as a full second in 1/10 second intervals.)

American Delay (AD) – a random delay of 0-1 second. (You can adjust this delay so that the maximum is less than one second, in 1/10 of a second intervals.)

International Delay (ID) – a random delay of 0-3 seconds (You can adjust this delay so that the maximum is less than three seconds, in 3/10 of a second intervals.)

High/Low (H/L) – This mode allows you to shoot a round of skeet minimizing the number of times that you need to press the arming button. When you are in this mode, press the High House arming button. The Autopuller will release the High House at your voice. At the sound of your gun, the Low House will be armed. Then the Autopuller will wait for your voice to launch the Low House. If desired, you may release a Low first. (If you press both arming buttons you will get a pair/true pair/double.)

Split Double (SD) – This mode allows the delay of one of the two targets in the doubles mode. Used when you want to adjust the crossing point of the doubles.

Report Pair (RP) – You choose the first target which will be released by your voice. The opposite target will be released at the sound of your gun. (You can adjust the amount of delay between the sound of the gun and the release of the second target.)

Following Pair (FP) – The first target will be released by your voice. A second target from the same machine will be released at the sound of your gun. (You can adjust the amount of delay between the sound of the gun and the release of the second target.)

Rearm (RA) – After your shot, The Autopuller will automatically rearm the microphone for the last target that launched (you can adjust the amount of time that it takes for the Autopuller to rearm.)

Pull Cord (PC) – If you are pulling for someone else and don't want to press an arming button and the manual release button to launch a target, this mode will allow you to launch the target with just the press of a single button. There are no delays or voice activation involved in this mode.