

# CANTERBURY VOICE RELEASE

## **5-STAND / COMPACT SPORTING SYSTEM**



### INSTRUCTION MANUAL

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INSTRUCTION SHEETS (for laminating purposes, to be used by operators)

1. CONSOLE OPERATION
2. REMOTE TRIGGER OPERATION

## **SECTION 1 COMPONENTS**

- A) 12V battery connection cable, 1 metres long
- B) Trap cables x 10, with 3-pin connectors on one end only, for connecting to standard hard-wire trap cables. Supplied in 2 metre lengths.
- C) Main Console
- D) Remote trigger - for manual pulling of targets
- E) Operating sheets for console and remote trigger. Incorporated as the last two pages of this manual. Please remove these from the manual, have them laminated and placed in a position where any person operating either the console or remote trigger can become familiar with the controls and operation of the system.

### **OPTIONAL COMPONENTS:**

- 230V/110V power pack cable adaptor
- Wireless transmitter
- Wireless receiver
- Microphones (x 5, standard mics as used in all Canterbury products)
- Microphone cables (x 5) with 2-pin cable connectors on either end, 16 metres in length. These are for use with standard microphones and will be supplied with a special 2-pin -3-pin mic cable adapter, as the console is configured for 3-pin microphone sockets
- Coin/Token control box (Target Management system)

All these optional components are available directly from Canterbury Voice Release Ltd or through the worldwide network of Canterbury distributors. All components are fully integrated to the main console.

All components carry Canterbury's 12-month warranty.

## **SECTION 2 ASSEMBLY OF COMPONENTS**

Ensure all components have not suffered damage during transit or delivery.

All cable connections on Main Console are labelled appropriately and with 2-pin (microphone) and 3-pin (Trap) sockets. 4-pin connection is for the radio/wireless transmitter and remote trigger input. Trap and Microphone cable connections cannot be confused.

Ensure all Trap cables are wired up and plugged into their correct sockets on the Main Console.

If you are using voice release - ensure the five microphones are connected by cable to the Main Console.

**NOTE: IT IS CRITICAL THAT EACH MICROPHONE IS CONNECTED TO THE CORRESPONDING SHOOTING STATION, EG MICROPHONE #1 CONNECTION AT THE CONSOLE IS CONNECTED BY CABLE TO THE MICROPHONE THAT IS THEN PLACED ON SHOOTING STATION #1, MICROPHONE CONNECTION #2 IS CONNECTED TO THE MICROPHONE AT SHOOTING STATION #2, ETC.**

**IF THIS PROCEDURE IS NOT FOLLOWED THEN THE SHOOTING SEQUENCE WILL NOT PERFORM CORRECTLY**

Fix the microphones to the shooting station stand using the metal bracket provided. This bracket can be bent in order to position the microphones in the most suitable location for the shooters. Canterbury suggest that each microphone be placed at a convenient but unobtrusive position within 1 metre of the shooter, e.g. at a rail that may be in front of and below the shooters waist, or similar location. Angle the microphone so that it is facing the shooter, but it is not essential that this be up close to the shooter as the microphone is non-directional. Ensure that the microphone is not placed in a position where it can get bumped by the shotgun as the shooter moves around the shooting position - this can release false targets as well as giving the potential to damage the shotgun.

### **SECTION 3 POWERING THE SYSTEM**

- The system is powered from an external 12V battery and we suggest you use a 'heavy duty' type battery that is in optimum condition and fully charged
- Attach the appropriate alligator clips to the correct terminals of the battery and connect the plug to the correct socket at the rear of the console - this is clearly marked
- To power the system, simply turn the POWER ON/OFF switch on
- POWER light will now be illuminated to show that the system is powered
- When internal battery is low, POWER light will flash intermittently.
- Battery life is anticipated at 15 hours continuous operation

#### **Alternative**

If you require the unit to run continuously and have 230V/110V power source where you are locating the console, then the power adaptor cable can be supplied for you to plug in a standard power pack. This plugs into the same socket as 12V connection and any off-the-shelf power pack then plugs into this.

### **SECTION 4 CLEARING A STORED MEMORY TARGET SEQUENCE**

- to clear an old sequence that may be stored in the system's memory
  - Press and hold down the FUNCTION button, then turn on the POWER button. Now release the FUNCTION button.
- A factory set default program is now loaded into the console memory.
- Now select PROGRAM and then de-select PROGRAM to commit the factory default program to memory.

## **SECTION 5 PROGRAMMING TARGET SEQUENCES**

To install a new shooting sequence to the system's memory

- Press the POWER ON/OFF button, the light will now be on
- Press PROGRAM button so that the PROGRAM light is on

### **NOTE: TARGET SEQUENCE IS ENTERED STAND BY STAND**

- No lights above the STANDS will be illuminated as the system is awaiting your next command.
- Press STAND 1 button. The light above this stand will now be illuminated and SHOOTER & ROUND indicators will be showing # 1.
- You are now ready to select the target sequence you require.
- Using the buttons on the right side of the Main Console, make the first desired target selection for your shooting sequence:
  - E.g. - press SINGLE button for a single target
  - press SIMULTANEOUS button for a simultaneous pair
  - press REPORT button for a report pair
  - press FOLLOWING PAIR for a Following pair (to program the Traps to fire a Following pair, refer to Section 6 for instructions)
- having selected your first target option, then press the desired TRAP from which the target is to be released
  - E.g. - press TRAP A if your first target (e.g. a single) is to be fired from TRAP A
- Having made your first selection of Target and Trap, whether that is a single, simultaneous, report or following pair, press the FORWARD button.
- The SHOOTER indicator will now be showing "1" and the ROUND indicator will be showing "2". This indicates that the system is waiting the second target selection.
- Repeat the above target sequence process, until you have entered the 5 valid targets for Stand 1.
- Once 5 valid targets have been programmed for stand 1, the stand light will go out
- You will now need to select STAND 2 and repeat the programme installation as above and continue through STAND 3, STAND 4 & STAND 5
- Once you have completed the program sequence, you must ensure that you press the FORWARD button after the final Target selection.
- No stand lights will be illuminated once this last stage is finished
- Now 'de-select' the PROGRAM button and the PROGRAM light will go off.

**You have now stored the Target Sequence into the system memory.**

**NOTE:**           to select a **SIMULTANEOUS** pair

- Two Traps must be selected from your choice of 10, e.g. any pair of Traps from A - J. It does not matter which Trap is pressed first or second as the targets will be fired simultaneously from both selected Traps.
- Press the **SIMULTANEOUS** target button.
- Press the required first TRAP button, that specific TRAP light will then be illuminated under the '1<sup>st</sup>' row of lights
- Select your second TRAP and that TRAP light will go on under the '2<sup>nd</sup>' row of lights. Now, the **SIMULTANEOUS** light will be on, as well as two TRAP lights.
- Press **FORWARD** to commit this selection to memory.

**IMPORTANT:** If you are selecting two traps for a simultaneous pair that are wireless connected to the console then you must use a slightly different process - refer to SECTION 10 on Tuning Wireless connections, for these instructions.

**NOTE:**           to select a **REPORT** pair.

- press **REPORT** button, the light will now be on
- press TRAP button required for first target, e.g. any one of TRAPS A - J
- press TRAP button required for second target, e.g. any one of TRAPS A - J

**NOTE:**           to select a **FOLLOWING** pair:

- Press the **FOLLOWING** button, the light will now be on
- press any one of TRAP A - J as desired
- now the **FOLLOWING** light is on and one TRAP is selected with both lights on
- (refer to Section 5 for the Timing of Traps to fire a Following Pair)

**IMPORTANT:**

If you are in programming mode and have not entered 5 valid targets for a stand, you cannot exit the **PROGRAM** mode or change stands, **UNTIL** you have entered 5 valid targets.

**IMPORTANT:**

The system will only allow you to program 5 valid targets per stand and cannot be made to program either more or less than 5 targets per stand.

**NOTE:** if you make a mistake in the programming before pressing the **FORWARD** button, then simply re-press the Target selection button, i.e. single, simultaneous, report or following, and the system will be ready to accept your changed target selection.

**NOTE:** The target selection is **NOT** entered into memory until you press the **FORWARD** button.

If you realise that a mistake has been made after pressing the FORWARD button, then either: -

- return to clearing the old program from memory and start again with your target selection, OR
- complete the 5 target selection for that stand, after which the light will go out for that stand, then re-select the same stand and re-enter the new correct sequence

To check the shooting sequence that you have entered:

- have POWER light on
- **DO NOT have PROGRAM light on**
- 'De-select' all STANDS except for STAND 1
- Press **FORWARD**
- Now the system will be displaying:
  - Stand 1
  - Target selection
  - Trap(s) selection
- Check this is the desired sequence as you entered it for the first target(s)
- Press FORWARD to check the next sequence
- Continue this process of using the FORWARD button and you will go through the entire Stand, Target & Trap sequence combination of 25 targets that you entered into memory.
- Check all targets against the shooter notice for the accuracy of your program
- At the finish of this process, press the NEXT SQUAD button again and you will return to the basic Power on state of the system.



## **SECTION 6 PROGRAMMING TRAPS TO THROW A 'FOLLOWING PAIR'**

- have POWER on to Main Console
- press PROGRAM button so PROGRAM light is on

**NOTE:**        **DO NOT** select any of the 4 Target Selection options, as they have no bearing on this phase of programming  
                  **DO NOT** select any of the Stand buttons

### **A) On a cable connection to Trap**

- press and hold the FUNCTION button
- press and hold the required TRAP button
- watch the selected Trap as it fires both the first and second targets
- immediately after the Trap is seen to fire its second target, release the TRAP button that you have been holding down
- release the FUNCTION button that you have been holding down

To test the Following Pair from a Trap, ensure that the system is powered on, but out of PROGRAM mode. Press the NEXT button and de-select the stands other than the stand for which the Following Pair is sequenced. Now use the FORWARD button until you have selected the Following Pair selection that is in stored memory. Press MANUAL button and the selected Trap will now automatically fire 2 targets in following mode.

### **B) On wireless connection to Trap**

**NOTE:**        On wireless connection, the Trap is released by a pulse when pressing the Trap button down and again on a pulse when the Trap button is released. This means that the programmer has to 'guess' the timing for a Following Pair.

- press and hold the FUNCTION button
- press and hold the required TRAP button
- watch the selected Trap as it fires the first target
- the required following target will now only be fired when the TRAP button is released, so, either:
  - listen to the Trap re-cocking and then release the TRAP button after it has returned to battery. The following target will now be fired. OR
  - 'guess' the timing required for the Trap to re-cock and release the TRAP button. If your 'guess' is correct the following target will now appear.
  - If your guess at timing is incorrect, no target will appear, so repeat the process using the FUNCTION and TRAP buttons until you are successful in achieving a following pair.
- release the FUNCTION button that you have been holding down
- You may have to repeat this procedure in order to get the optimum timing on target release.

## **SECTION 7 OPERATING THE SYSTEM FOR SQUADS**

- With a Target Sequence fully stored into memory
- Ensure POWER ON/OFF is turned on - as indicated by light

**NOTE:**        **DO NOT** select PROGRAM button

- Press **NEXT SQUAD** button for selecting a new squad
- All 5 STAND lights will now be illuminated as the system defaults to a full squad
- De-select the number of stands **NOT** being shoot over. E.g. if 3 shooters, shooting on stations 1,3 & 5 then press stations 2 & 4. The station lights will now only be showing for stations 1, 3 & 5.
- Once the STAND lights are illuminated for the exact number of shooters that are in the squad then press the **FORWARD** button. This locks in the squad number and the starting position will default to the first STAND that you had entered.
- Regardless of the number of shooters selected, the system is now showing the first stand selected and the numerical display of SHOOTER and ROUND will both be showing # 1.
- E.g.    STAND 1  
          SINGLE target from TRAP A
- If operating over microphones, select the **VOICE ON/OFF** button to activate the microphones in front of the shooters. NOTE - only the microphone in front of the 'ready' shooter will be active as the other 4 microphones act as baffle's to eliminate noises setting off false targets. The active microphone sequences across the stands.
- First shooter can now call over the microphone to release the first target(s).

**IMPORTANT:** On voice call there is a standard delay built into the release of the target of approx. 1/6<sup>th</sup> of a second. This is set to simulate the manual release of a target by a human. On Report Pair, the second target is released instantly after the shot is fired at the first target.

### **IMPORTANT NOTE:**

There is a 2-second dead time after each call for a target, before the system will receive another call.

After the shooter has fired at the first target(s) the system will step forward to the second sequence and is ready for the next shooter to call, after the 2-second dead time.

The light above the stand indicates which stand is ready for a target call.

**NOTE:** if the shooter fires at a broken target, the system will automatically step forward to the next sequence. Use the BACK button to step the system back and repeat the previous sequence.

**NOTE:** if the shooter receives a broken target and does not fire at it, the system will remain on that sequence until a second target is called for and fired at.

**NOTE:** the FORWARD button can be used to step the sequence forward as required.

After all shooters have finished their sequence of targets, the Main Console lights of STAND, Target and Trap selection will go out.

For the second and following squads (or to cancel and restart at any time), simply press NEXT SQUAD button and the system will reset the sequence that is in memory. You now only need to select the number of shooters in the next squad by de-selecting the stand, then press FORWARD and you are ready to run the next squad of shooters.

E.g. the first squad could have 5 shooters

The second squad could have 4 shooters and each shooter will receive the same target sequence without any additional programming.

**NOTE:** all Traps can be manually fired in two manners:

- a) Press the individual TRAP buttons A - J/1 - 10
- b) During a shooting sequence, press the MANUAL button when the required target light and sequence is illuminated and you will manually fire this target selection.
- These manual options are only necessary to test the traps, to clear broken targets from a trap or for some reason the microphone is not receiving a shooters call to activate the trap.

**NOTE:**

With the microphones activated by the VOICE ON/OFF button, if no call is made over a microphone for 2 minutes, then the microphones will 'switch' off. This feature reduces the risk of false target release when someone may be working on a trap in the field.

## SECTION 8 OPERATING THE STANDARD REMOTE TRIGGER

- Ensure the trigger is correctly plugged in to the main console
- With power on to the console, switch the remote trigger 'on'
- The small 'led' light will now be illuminated on the trigger
- With a sequence programmed into the console, each press of the remote trigger button will fire each target in sequence

### **NOTE:**

- simultaneous pair are released as a simultaneous pair
- Report pair are released as follows
  - On the shooter's call of "Pull", release the first target by pressing the remote manual release button.
  - On the report of the gun from the shooter firing at the first target, press the remote manual release button again and the required second target will be released
- Following pair are released as follows
  - When loading the shooting sequence, you will have already loaded in the trap/s from which a report pair is being released
  - On pressing the manual release button, the first and second targets will be fired as set in the programme.
  - There is **NO** need to press the manual release button a second time for the second target

Using the Canterbury 5-Stand controller and remote trigger means that the Referee has no need to be concerned with which target is being released from which trap in which sequence. This is all done automatically by the programmed sequence in the console and each press of the manual trigger releases targets in sequence.

- If a broken target is released and shoot at, requiring the sequence to be stepped back, then simply press the 'BACK' button on the main console. The sequence is then stepped back to the previous target release and pressing the manual release button will operate as per normal.
- If a mistake is made and you need to step back more than one sequence, or move forward, then the 'BACK' and 'FORWARD' buttons on the main console will allow you to do this.
- If at any stage you are unsure of which shooter should be ready to fire, then check the STAND, SHOOTER & ROUND indicators to ensure you have the sequence on the correct position.

Using the MANUAL button on the console will operate exactly as using the remote manual trigger, so releasing targets can be done from either position.

## **SECTION 9 TUNING INSTRUCTIONS FOR WIRELESS TRANSMITTER & RECEIVER**

- Connect radio transmitter to main console
- Turn on power to console
- Connect radio receiver to battery power
- Check that power is on to the receiver by viewing flashing green light on panel
- Depress tuning button on receiver and hold down while the following sequence occurs
  - Light will turn solid green
  - Light will then turn solid red
  - While light is red, release tuning button (note: ensure that release is made while the light is still on red). If you hold the tuning button on and allow the light to go past red, when it goes off, then you will need to repeat this step again.
- receiver is now in "learn mode" and this is visually checked by the receiver light giving a brief red flash then returning to a green flash
- press Trap button on control station that you wish to be activated by the receiver - i.e. Trap A, B, C, through to F
- depress the receiver tuning button again
- hold the tuning button down until the following sequence occurs:
  - light will turn solid green
  - light will turn solid red
  - light will go off and return to flashing green
  - release tuning button when the light has gone 'off'
- receiver is now "tuned" to the selected Trap

Check receiver is correctly tuned, by:

- Pressing the selected trap button on control box and you will audibly hear the relay on the receiver 'click' which indicates that it has been activated.
- Press other trap buttons on the control box to ensure that no other trap buttons can also activate this receiver

To unlearn or erase memory of receiver:

- Check that power is on to the receiver by viewing flashing green light on panel
- Depress tuning button on receiver and hold down while the following sequence occurs
  - Light will turn solid green
  - Light will then turn solid red
  - While light is red, release tuning button (note: ensure that release is made while the light is still on red). If you hold the tuning button on and allow the light to go past red, when it goes off, then you will need to repeat this step again.
- this is the same as "learn mode" and is visually checked by the receiver light giving a brief red flash then returning to a green flash.
- Now - hold the tuning button down until the following sequence occurs:
  - Light will turn solid green
  - Light will turn solid red

- Light will go off and return to flashing green
- release tuning button when the light has gone 'off'
- Receiver memory is now erased and no longer tuned to any trap.
- To tune to a new trap go through the 'learning' sequence as if from beginning.

## SECTION 10 TUNING INSTRUCTIONS FOR 'SIMULTANEOUS' PAIR BY WIRELESS

THE PROCESS FOR TUNING 2 WIRELESS CONNECTED TRAPS TO RELEASE A SIMULTANEOUS PAIR REQUIRES EACH INDIVIDUAL TRAP TO BE 'TUNED' TO THE TRANSMITTER FOR A SINGLE TARGET AND THE SIMULTANEOUS PAIR ON SEPARATE TRAP BUTTONS ON THE CONSOLE. WHILE YOU TUNE EACH TRAP SEPARATELY, YOU MAKE THAT TRAP LEARN TWO DIFFERENT TRAP BUTTONS ON THE CONSOLE, FOR THE TWO DIFFERENT TARGET OPTIONS - THE SINGLE AND THE SIMULTANEOUS PAIR.

*Example: if designating Trap 1 & Trap 2 to be connected by wireless to throw singles and a simultaneous pair, then Trap 1, would throw a single off the Trap 1 button & Trap 2 would throw a single off the Trap 2 button. However you need to also tune both Traps 1 & 2 to another 'unallocated' Trap button - say, Trap 8, - and this Trap 8 then becomes the designated simultaneous pair Trap button.*

TUNING THE RECEIVER FOR THE SINGLE TARGET AND THE SIMULTANEOUS PAIR IS DONE AT THE SAME TIME

- Connect radio transmitter to control station
- Turn on power to control station
- Connect radio receiver to battery power on both traps
- Check that power is on to receiver by viewing flashing green light on panel
- Depress tuning button on receiver and hold down while the following sequence occurs
  - Light will turn solid green
  - Light will then turn solid red
  - While light is red, release tuning button (note: ensure that release is made while the light is still on red. If you hold the tuning button on and allow the light to go past red - when it goes off, then you will need to repeat this step again)
- receiver is now in "learn mode" and this is visually checked by the receiver light giving a brief red flash then returning to a green flash
- press Trap button on control station that you wish to be activated by the receiver for throwing the 'single' target
- press Trap button (use an unallocated number/letter that you do NOT require for any other singles target) on control station that you wish to be activated by the receiver for throwing the 'simultaneous' pair
- depress the receiver tuning button again until the following sequence occurs:
  - light will turn solid green
  - light will turn solid red
  - light will go off and return to flashing green
  - release tuning button when the light has gone 'off'
- receiver is now "tuned" to the selected Trap for throwing both a single and a simultaneous pair off two separate Trap buttons

**REPEAT THIS PROCESS FOR THE SECOND TRAP, SELECTING THE SAME CONSOLE TRAP BUTTON FOR THE SIMULTANEOUS PAIR. AS YOU HAVE ALREADY DONE WHEN TUNING THE FIRST TRAP**

You should now have both traps that are connected by radio, to;

- a) throw a single target off separate trap buttons, e.g. Traps 1 & 2
- b) throw a simultaneous pair from a different trap button, e.g. Trap 8

When entering the required shooting sequence, you will now be able to enter the radio-connected trap/s off separate trap buttons for singles. For the simultaneous pair, you will be able to select the different trap button, e.g. Trap 8 as tuned above, to release the two traps together.

The most important step in this process is to tune each trap receiver so that it 'learns' both its 'singles' Trap button and its 'simultaneous' Trap button at the same time, before taking the receiver OUT OF LEARN MODE. Otherwise, if you do this process in two separate stages, the receiver will only learn one Trap and you will delete the learnt trap that was previously in its memory.



## **SECTION 11 OPERATING SYSTEM IN FITASC MODE ('COMPACT' BUTTON)**

When shooting 5-Stand the option of having targets released on 0 - 3-second random timing is available by selecting the 'COMPACT' button on the main console. This changes the target release timing from the standard of 1/6<sup>th</sup> sec (which is the same as having a human puller release targets) to FITASC regulation 0 - 3-second random delay.

With a REPORT PAIR, the first call for a target will have 0 - 3 sec random target release, and the second target (whether on manual pull or over microphone) will be released with a random 0 - .5 second random time.

NO OTHER CHANGES OCCUR WHEN USING THIS OPTION

## **SECTION 12 OPERATING IN FLURRY MODE**

**NOTE:** There are 5 choices of flurry that can be selected.

- Press the 'FLURRY' button on, the light will now be illuminated.
- To select one of the different flurry options, you must press the appropriate Stand button. To select a different flurry option, first 'de-select' the Stand light that is on, it will now go off, then select the required Stand button for your next flurry choice.
- Flurry options are:
  1. 25 targets in 30 seconds - Stand #1
  2. 25 targets in 60 seconds - Stand #2
  3. 25 targets in 90 seconds - Stand #3
  4. 25 targets in 120 seconds - Stand #4
  5. 40 targets in 180 seconds - Stand #5
- Select the Traps (by pressing Trap A-1 first and finishing with the highest number of Trap that you have connected) that you wish to operate in the flurry.
- If for any reason you have a trap (eg a manual trap) that you do NOT want to use during the flurry, then ensure that the traps that you DO wish to have involved in the flurry are connected CONSECUTIVELY from Trap A-1 - Trap? If you have a gap in the connected Traps during a flurry, then the system will still attempt to throw a target from that trap and you will get less than the required number of targets during the flurry.
- Targets will be thrown in approximately 1.5-second intervals.
- **Targets are then released by pressing the 'MANUAL' button.**

## CANTERBURY 5-STAND REMOTE TRIGGER OPERATION

- 1) TURN ON THE REMOTE TRIGGER
- 2) LIGHT WILL NOW BE ILLUMINATED
- 3) PRESS THE MANUAL RELEASE (RED BUTTON) TO  
RELEASE A TARGET/S ON THE CALL OF THE SHOOTER
- 4) TARGETS WILL BE RELEASED IN SEQUENCE.
- 5) AT END OF SQUAD - SWITCH THE REMOTE TRIGGER  
'OFF'

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### **NO NEED TO CONCENTRATE ON WHICH TRAPS TO RELEASE OR SEQUENCE OF TARGETS**

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- \* SIMULTANEOUS PAIR RELEASED WITH ONE PRESS OF  
THE BUTTON
- \* FOLLOWING PAIR RELEASED WITH ONE PRESS OF THE  
BUTTON
- \* REPORT PAIR RELEASED WITH TWO PRESS OF THE  
BUTTON
  - RELEASE FIRST TARGET ON CALL OF SHOOTER
  - RELEASE SECOND TARGET ON REPORT OF SHOT

## CANTERBURY 5-STAND CONSOLE OPERATION

- 1) ENSURE 'POWER' BUTTON IS SWITCHED ON
- 2) PRESS 'NEXT' BUTTON
  - all 5 stand lights will now be on
- 3) DE-SELECT ANY STATION THAT IS NOT REQUIRED BY PRESSING THE REQUIRED STATION BUTTON. THAT STATION LIGHT WILL NOW GO OFF.
- 4) WHEN YOU HAVE THE CORRECT SQUAD NUMBER ON STATIONS SELECTED, PRESS 'FORWARD'
- 5) THE FIRST SHOOTER WILL NOW BE INDICATED ON STATION AND RECEIVING FIRST TARGET
- 6) TRAP & TARGET LIGHTS WILL NOW BE SHOWING THE PROGRAMMED FIRST TARGET TO BE RELEASED
- 7) OPERATE THE SEQUENCE FROM EITHER THE REMOTE MANUAL TRIGGER OR CONSOLE (using the 'MANUAL' button)
- 8) AT END OF COMPLETE ROUND, ALL LIGHTS WILL GO OFF