

# Rabbit/Looper Quick Start Guide



## **GENERAL TRAP SAFETY**

It is important to familiarise yourself with the following safety information before operating the trap.

All of our traps employ a tensioned spring mechanism whereby the rotation of the motor applies tension to a large spring until a certain point when the spring's tensile force acts in the same rotational direction as the motor, causing the arm to rapidly whip around the rest of the way, and so launching the clay. It has a one way clutch system meaning it cannot be unwound. Thus the trap is safest at the point where the least tension is felt by the spring, or near the 12 o'clock arm position. The state of the trap and its safety can be determined by the position of the arm. Please refer to the **Visual Safety Guide** to understand the different states of the equipment.

## **Safety Essentials**

- Use the guards provided.
- Disconnect power when handling or reloading the trap.
- Keep body parts, loose clothing or jewellery clear of moving parts.
- Do not walk in front of trap when the trap is is use, or when the spring is under tension.
- Black spring is already attached and needs no further adjustment
- Do not use trap during darkness or inadequate lighting.
- Only use 12 volt power supply and ensure secure connections.
- Do not reverse the polarity of the power supply (will damage trap, blow fuse and may cause injury).
- Do not use deteriorated or uncharged batteries.
- · Exercise caution at all times and treat the trap like a loaded gun.
- Keep out of reach of children.

# **Visual Safety Guide**

#### Armed

The main spring is under tension, the Crank Drive Linkage is engaged and the trap is ready to fire, the Launch Arm is in the armed position at 7 O'clock.



#### **Disarmed**

The clay has just been fired, there is not a lot of tension in the main spring. The Crank Drive Linkage is not engaged, and the Launch Arm is in the Disarmed position at 10 O'clock.

#### **Make Safe**

The battery **is not** connected, there is zero tension in the Launch Spring, the Crank Drive Linkage is not engaged, and the Launch Arm is in the Make Safe position at 12 O'clock.

Disarmed - 10 o'clock

Sate - 12 o'clock - connect and disconnect main spring during zero tension

#### **Stored**

The battery **is not** connected, the Launch Spring is removed, and the Launch Arm is in the Stored position at 6 O'clock.



Storage and transport - (spring removed)

## RABBIT OPERATION INSTRUCTIONS

## **Checklist**

- A. Guards are in place.
- B. Power is disconnected.
- C. The trap is stable on reasonably level ground.
- D. There are no pedestrians or members of the public in launch range.
- E. Batteries are sufficiently charged and in good condition.

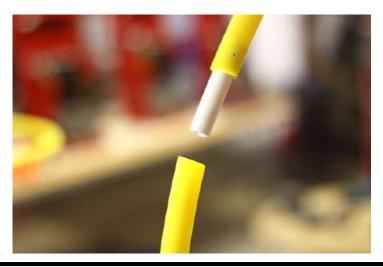
#### ATTACHING THE GUARD BRACKET AND GUARDS

a. Attach the Guard Bracket to the main unit using lock nut attached





 b. Combine two guard tubes to create one long open-ended guard section for the forward part of the guard loop.



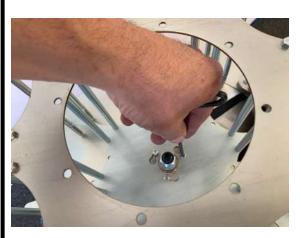
# **ATTACHING CAROUSEL**



Place carousel over cap screws through the larger holes



Simple twist into the slot as shown



Tighten with 6 mm allen key

# **SETTING UP AS RABBIT**



Level machine as required with foot adjustment plate on both legs.



Push the stainless clay deflector fully DOWN.



Adjust the nylon clay guide back to fully left and tighten to secure position.

# ADJUSTMENT OF CAROUSEL TO ENABLE REVERSE CLAYS

A feature of the Acorn Rabbit is to remove the carousel base plate plug to enable the feeding of reverse sided clays if required.



Carousel plug with base plate plug



Carousel with base plate plug removed





Carousel showing reversed targets which can be placed alternately in each stack, if required.

# SETTING UP AS LOOPING TRAP USING STANDARD CLAYS



Lift stainless steel clay deflector to fully up position.



Lift foot plate to maximum elevation and secure.



Move nylon clay guide fully forward, secure in position.



Tilt machine backwards onto its handles.

Rabbit trap has now transformed into a looping target machine to use standard or midi targets.

### LOAD CLAYS

Load the carousel with the desired clays. As stock, the carousel only holds standard sized automatic rabbit or standard clays unless you have purchased optional inserts which convert each carousel section individually to hold midi clays.

## Ensure setting is set to "OFF" and Connect Power

With guards in place and all checklist items fulfilled, ensure the controller switch is in the "OFF" position before connecting the power supply.

## SWITCH TO "ON"

Now switch the controller to the "ON" position. The trap will cycle to the armed state and stop automatically.

## PRESS "FIRE"

Depending on your trap release option, press "FIRE" (or say "Pull" aloud for acoustic systems) to fire a clay. The trap will automatically re-arm and stop, ready for the next shot. Hold the button down to cycle continuously.

How to Disarm and Make Safe for Transit/Storage

Momentarily switch the controller to "Disarm". This will fire the last clay (if one is present) but will not initiate the re-arming cycle. The launch arm will stop at approximately the 10 o'clock position. Switch to "OFF".

Disarmed - 10 o'clock

### ADDITIONAL EXTRAS AVAILABLE FOR RABBIT/LOOPER

The Rabbit machine is supplied with a strong black spring but can be upgraded to either the silver or red spring.

Note: the spring supplied already fires fast clays!



## **Extreme Power Spring**

This main spring replacement is not for the feint hearted. Known as the legendary Red Spring - use with extreme caution.



### Midi / Mini Carousel Inserts

Allows you to customise each carousel column to feed either mini or midi size clays. You can even alternate each column with different size clays to keep the shooters on their toes.

Please visit acorntraps.co.uk for all our modular upgrades and release options.

