



## ■ EP095S trap voice is very well known

for being exceptionally fast in allowing target release and for the complete lack of wrong target releases caused by accidental noises.

It is ease to operate and install, have high reliability, wide discipline and training choices, all at a reasonable cost.

EP095S give the possibility to expand the system with time, adding a scoreboard or a monitor that will immediately collect and show the results of the round in progress, by using the serial port RS485.

EP095S control unit is totally digital and is designed and manufactured in order to automatically run shooting ranges for any discipline, it only needs to be connected to stand microphones and trap machines, which can be indifferently electric or pneumatic, to start operation.

## ■ It allows 32 different disciplines:

- Olympic Trap
- Universal Trap
- Double Trap
- Japanese D. Trap
- American Trap
- Skeet 2004 and 2005
- Skeet timer
- Training for Trap and Skeet
- Compak Sporting
- Sporting Courses
- Triple Trap
- Japanese Hunting
- Down the Line
- Test shooting for traps testing

It also hosts four disciplines with schemes that can be programmed by the range operator:

- Trap
- Double Trap
- Sporting
- Skeet

EP095S provides no set schemes for trench disciplines but infinite totally random shooting sequences, according to international rules.

It performs constant control of round, active stand and shooter and has a total target counter.

It automatically records and stores data to be able to restore operation in case of power failure.

## ■ Technical Characteristics

dimensions of main console:	29 x 27,5 x 12 cm.
dimensions of control box for referee:	20 x 10 x 4 cm.
weight:	2,5 kg
interface:	RS485
output to trap relays:	12 V <sub>DC</sub> 2 A max.
input voltage:	110 V <sub>AC</sub> ÷ 240 V <sub>AC</sub> / 47 Hz ÷ 63 Hz
power consumption:	40 W
operating temp. range:	-10°C ÷ +45°C
protection from lightning:	varistors, transil, gas discharge

EP095S

# Multi-Pull

THE SYSTEM FOR SHOOTING

GROUND AUTOMATION

EP095S Control Unit



## ■ EP095S typical performances

- delay between shooter's call and trap release: 20 milliseconds typical
- number of traps controlled: 15
- pause between two consecutive shots: adjustable between 1 and 5 seconds
- ability to drive 5 lamps for trap or 8 for skeet, for the active microphone
- ability to drive 2 lamps for skeet, indicating Pull and Mark
- internal power supply in accordance with UL 1950, IEC 959, EN60590 and VDE 0805
- complete installation and operation handbook.

- **EP095S control unit is fully compliance all ISSF requirements and have been used for: Olympic Games 2004 in Athens and Olympic Games 2008 in Beijing**

## ■ Skeet timer interface box

Connecting the "manual skeet timer interface box" to the EP095S control unit, it's possible to drive skeet traps in order to have a simple and useful skeet training. It's consist in one small box with 3 push-buttons. When pressed, it's possible have a manual target release for Pull, Mark or Double.

## ■ EP0961 junction box

is usually mounted below the EP095S unit and houses the numbered terminal blocks to which trap cables and microphones cables are connected. Two shielded cables, equipped with suitable connectors, are provided for immediate connection to the control unit and immediate shooting range operation and maintenance.

In addition to the above basic model can be possible to have some options:

- **Option – S:** drivers for lamps signalling the active shooting stand in order to favour athlete's concentration in case of no-bird. In addition to that, lamps on stand no. 1 perform a delay of about 10 seconds, afters the end of every turn, only during Finals, compliance the new **ISSF** rules 2004.
- **Option – L:** water-proof lamp-holders with high intensity lamps signalling Pull or Mark in Skeet. The lamp switch on at shooter's call and switch off when exit the target, to inform the shooter about the correct reception of the call.
- **Option – C:** three-pole switch (Trap – Off – Skeet) to switch trap machines between the Trap condition, the Skeet condition and the Off condition. It's used where in the same range are installed combined Trap and Skeet.



ACCESSORIES