

Date: July 14, 2019

From: Ron Brooks (CGC Member)

Subject: Quick Start ERAD User Guide (Trap & Skeet Fields 1,2,3,4)

Sole purpose of this email is to act as a **Quick Start Guide (QSG)** to those making use of their ERAD Transmitter for the first time. In addition, a full set of instructions has been attached for that time you as a user look to experience more of their ERAD's true potential (Trap & Skeet Only).

A Word Of Caution: If you get a bit too deep into what all the other menus contained in your ERAD are and you begin pushing buttons haphazardly. You might very well alter the internal configuration of your ERAD beyond what the average user is capable of undoing without consulting ERAD (817-244-1761 / Fort Worth Texas). PS: The people at ERAD expect to be called when you are not sure of something and require a simplified answer to whatever your questions are. So don't hesitate to call them when needed else you will not gain an appreciation as to how simple a device your ERAD really is. I did! Enjoy!

Buttons are sensitive so push them quickly else they will repeat.

QSG #1 = 13 Commands

Purpose = Setting your ERAD Transmitter to a specific Field & Game as your default.

Advantage = This step affords the convenience of only having to enter two commands when returning to Cherokee to shoot the same Game on the same field / each and every time. (See QSG #1A).

1st Command = Press any key to wake up the unit (let it cycle thru until the screen displays "STD*BY")

2nd Command = Press ENT/EDT key once (screen should read "PIN*NB")

3rd Command = Press ENT/EDT key once (screen should read "unlock")

4th Command = Press the ENT/EDT key once again (screen should display "*****")

5th Command = Hold on to the 9 key until all blanks are filled with 9's (999999)

6th Command = Press ENT/EDT key once and it should take you back to STD*BY

7th Command = Press SEL key once (screen should read "Mode")

8th Command = Press 0 key once (screen should read "Game")

9th Command = Press ENT/EDT key once (screen should read "TRAP *S" representing Trap Singles)

10th Command = Continue to Press "0" key till screen reads the Game you wish your ERAD to be set for. For ERAD beginners I suggest either TRAP*S for Trap singles, SKET*S for Skeet Standard or SKET*D for Skeet Doubles.

11th Command = Press ENT/EDT key once and it should take you back to STD*BY

12th Command = Now push the 4 & 6 keys at the same time once...(screen should display a number)

13th Command = Use the up and down arrows to get to your desired FLD (Field) number and push ENT/EDT key once. The ERAD will now turn itself off (Blank Screen). ERAD is now Pre-Programed to your personal preference / default.

QSG #1A = Turning your ERAD on and begin using at the default setting entered in QSG #1.

1st Command = Press any key to wake up the unit (let it cycle thru until the screen displays "STD*BY")

2nd Command = Press the FLD (Field) key once and unit now displays the Game you selected as your default (TRS11 (TRAP SINGLES), SKH*01 (Regulation Skeet) or SKD*01 (Skeet Doubles)) and now ready for you to call for a Bird (PULL).

**Clip ERAD to your left Lapel (RH Shooter) or right Lapel (LH Shooter) with Antenna pointing downwards.*

**Push the #1, #2 or #3 Button to manually release a Bird.*

**ERAD turns itself off in 30 min with no activity and resets back to 30 Min with activity.*

**To temporarily pause your ERAD when not actively shooting push the Field Button and the unit will go into "Stand*By Mode. To wake your ERAD and continue shooting press Field Button once more.*

**As an alternate means of temporarily pausing your ERAD with the FLD Button. Press the "UP" (9) Button to turn off the Mic and then the "Down" (8) to reinitiate.*

**Setting your ERAD to shoot Trap Doubles will not work. Reason = Trap Machines are not electrically equipped to do so.*

**Should you have difficulty interpreting the attached document the Tech's at ERAD are there to assist whenever called upon to do so. 817-244-1761 / Fort Worth Texas*