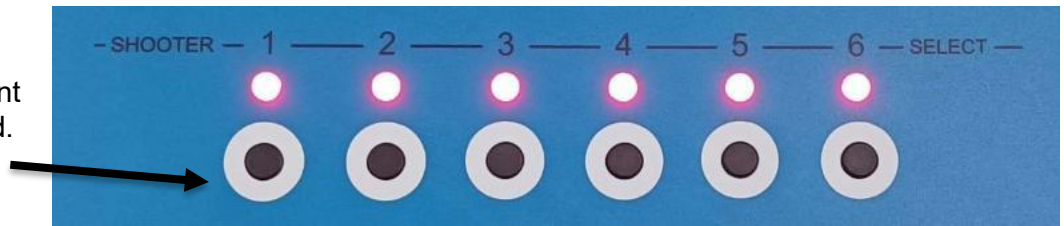# Quick reference guide for the control unit
(**using the control unit for a good system functionality**)

Shooter selection:

Check with the scoresheet the shooters that are present and ready to start the round. Now enable them with the respective buttons.
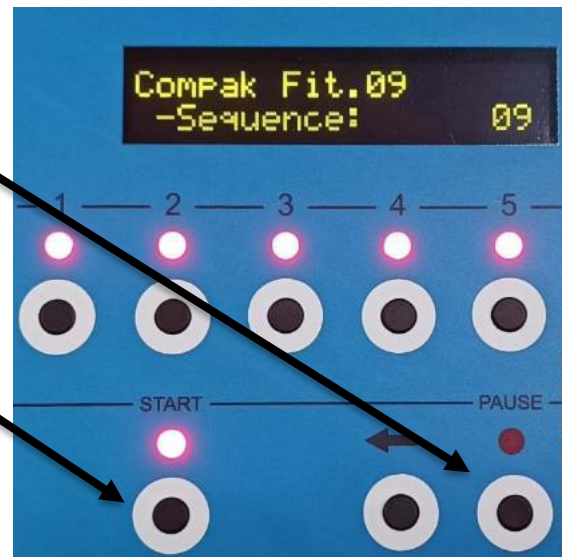
The LED will turn on when enabled as confirmation.

Start the round:

Press the "start" button Twice and after press the button Pause and the light turn on,
The Control unit it's ready.
Aattention: if the score card have less than 6 Shooters press 3 time Start instead of Two and after Pause.

For start the competiton the Referee need press the Button No Bird 1 time

Round started:

The display will change (see picture below), showing the it is ready on: **Position 1, Turn 1, Shooter 1**

If the microphone tripod is equipped with the stand lamp, the first one will have turned on, showing that it is active and ready to receive the voice call.

The text **Pos: Turn:** and **Sho:** has the purpose of showing both which microphone is active and who's turn is, and which target.

For example:
Pos: 4 Turn: 2 Sho:3

Means that **shooter number 3**, is in the shooting on **stand 4** at the **second call** of a given Sequence **menu**.

End of the round:

When all the targets have been released and the round is over, the control unit will automatically go into the "Pause" state and the display will show this:

From here, to start a new round, press the Reset button, and this will erase the current round, cleaning all the selected shooters and be ready for the next squad.
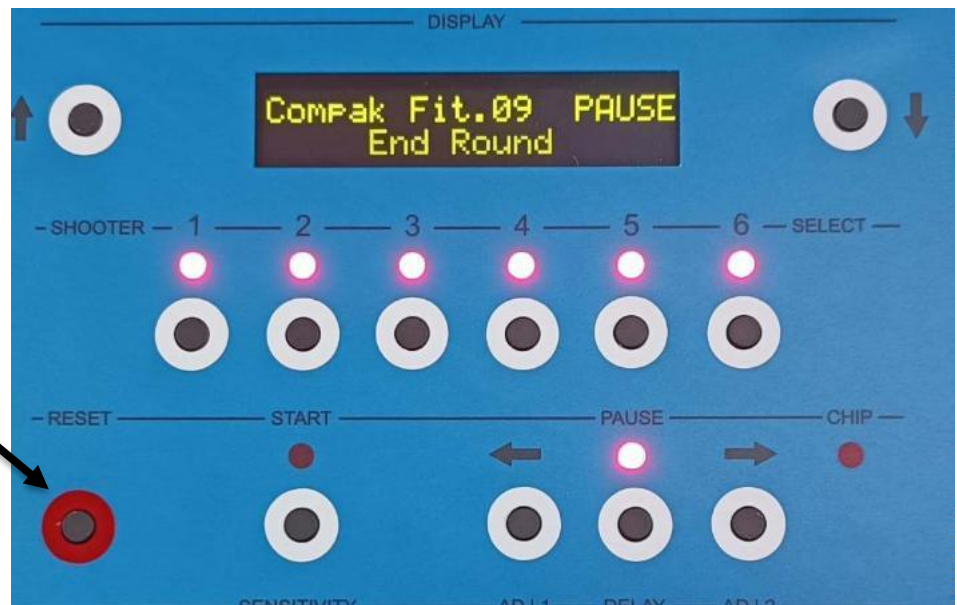
Referee box:

The referee box has some of the control unit's functionalities on it's front panel.

The same display information are shown for the Pos: Turn: and Shooter: as well as some of the push buttons.

Referee remote:

The remote have three buttons:
As written on them, they function as:
- Zero n.1
- Zero n.2
- No-Bird (repeat the last thrown target) – If you press for 3 second this button the control unit go in Pause, for re-active press again

Removal of a Shooter:

In pause state, it is possible to remove a shooter from the round (gun problem, physical inability to continue, disqualification, etc.).
- When the Pause is enabled
- select the shooter to be removed
- press "Start" to continue the round.

NOTE: If the shooter is removed and a target has been released, the removed shooter cannot join the round.

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