

Fast-Draw Mercantile Manual for Fast-Draw Timer

Thank you for purchasing a **Fast-Draw Mercantile Timer** System. We hope it will bring you many hours of enjoyment, and will help you increase your proficiency in the activity of Cowboy Fast Draw, whether you are a member of Cowboy Fast Draw Association, or World Fast Draw Association, or just an individual who wants to practice for you own enjoyment. This system can be adapted for either wax bullet impact targets or balloon targets.

Please familiarize yourself with the different components of the product.

The hand held display/control unit
The Target Interface Box
12VDC 120VAC AC/DC Adapter
Ethernet Cable

The Fast-Draw Mercantile Timer System

The **Fast-Draw Mercantile Timer** display/control unit power is supplied via 120VAC AC/DC adapter or a 9VDC battery. Plug the adapter into the any 120VAC outlet, and then connected its cable to the hand held unit's connector labeled **Power Adapter**. This connector is located on the left hand side of the unit. For operating this system in the field away from plug-in power, you can a 9VDC battery, instead of the 120VAC AC/DC adapter. The Fast Draw Timer box has two default modes of operation, Random and Instant. The switch located on the left side of the box labeled, **Random / Off / Instant**, is the power switch and controls the modes of operation, **Random** and **Instant**. In each mode of operation there are two ways to use the box, Contest or Practice.

Random mode, Contest operation with one Target

Place the **Power** switch in the **Random** position, the two displays on the face of the box go through a calibration sequence. The Stage/Draw Indicator on the target will cycle "Dark-On-Dark", and the displays on the box will display 0.000. Press the **Start** switch on the right side of the box. The top display on the box will start counting down from a randomly selected time delay, (2 to 5 second after the start switch has been activated) until the display reaches 0.000. When reaching 0.000. Then the Stage/Draw indicator on the target will switch from "Dark" to "ON. Both displays will start counting up, until the impact area of the target is struck. Upon the impacting the target, the top display will stop counting, and the Stage/Draw indicator on the target will switch back to "Dark" on the target system. The displayed time is your ET (elapsed time). The bottom display will continue the count up until it reaches 9.999. To do it again, press the Start switch.

Random mode, Practice operation with one Target

Hold the **Start** switch down, and continue to hold the Start down while placing the power switch in the **Random** position, the two displays on the face of the box go through a calibration sequence. The "Stage/Draw Indicator" on the target will cycle "Dark-On-Dark-On-Dark-On-Dark", and the displays on the box will display 0.000. The top display on the box will start counting down from a randomly selected time delay, (2 to 5 second delay) until the display reaches 0.000.

When reaching 0.000 the Stage/Draw indicator on the target will switch from “Dark to On” on the target. Both displays will start counting up, until the impact area of the target is struck. Upon the impacting the target, the top display will stop counting, and the Stage/Draw indicator on the target will switch back to “Dark”. The displayed time is your ET (elapsed time). At this point the system goes back to the start point of the program, and starts over.

Random mode, Contest operation with up to four Targets

Place the **Power** switch in the **Random** position; the two displays on the face of the box go through a calibration sequence. The Stage/Draw Indicator on the targets will cycle Dark-On-Dark, and the displays on the box will display 0.000. Press the **Start** switch on the right side of the box. The top display on the box will start counting down from a randomly selected time delay, (2 to 5 second after the start switch has been activated) until the display reaches 0.000. When reaching 0.000. Then the Stage/Draw indicators on the targets will switch from “Dark” to “On”. Both displays will start counting up. Upon the impacting of the first target, the Stage/Draw indicator of that target will turn “Dark” and the counter for that target will stop counting up. The remaining targets the Stage/Draw indicator will remain “On” until their targets are impacted. The Stage/Draw indicator will turn off and the counters for that display will stop counting, when all targets have been impacted, or the counters have counted up to 9.999. The Stage/Draw indicators on the target that was impacted first will turn “On”, indicating the quickest time for that round. By moving the **Display** switch located on the right side of the timer box from **Display 1 & 2** to **Display 3 & 4** all ET (elapsed time) can displayed for recording. To do it again, press the **Start** switch.

Instant mode, Contest operation with one Target

Place the **Power** switch in the **Instant** position; the two displays on the face of the box go through a calibration sequence. The Stage/Draw Indicators on the target will cycle “Dark-On-Dark”, and the displays on the box will display 0.000. Press the **Start** switch on the right side of the box. When reaching 0.000 the Stage/Draw indicator on the target will switch from “Dark” to “On”, both displays will start counting up, until the impact area of the target is struck. Upon the impacting the target, the top display will stop counting, and the Stage/Draw indicator on the target will switch back to “Dark” from “On”. The displayed time is your ET (elapsed time). The bottom display will continue the count up until it reaches 9.999. To do it again press the **Start** switch.

Instant mode, Practice operation with one Target

Hold the **Start** switch down, and continue to hold the **Start** down while placing the power switch in the **Instant** position; the two displays on the face of the box go through a calibration sequence. The Stage/Draw Indicator on the target will cycle “Dark-On-Dark-On-Dark-On-Dark”, and the displays on the box will display 0.000. The Stage/Draw indicator on the target will switch from “Dark” to “On”, both displays will start counting up, until the impact area of the target is struck. Upon the impacting the target, the top display will stop counting, and the Stage/Draw indicator on the target will switch back to “Dark” from “On”. The displayed time is your ET (elapsed time). The bottom display will continue the count up until it reaches 9.999. At this point the program will start cycling the Stage/Draw indicator to let you to get ready for the re-start of the program timing sequence.

Instant mode, Contest operation with up to four Targets

Place the **Power** switch in the **Instant** position; the two displays on the face of the box go through a calibration sequence. The Stage/Draw Indicator on the targets will cycle “Dark-On-Dark”, and the displays on the box will display 0.000. Press the **Start** switch on the right side of the box. The Stage/Draw indicators on the targets will switch from “Dark” to “On”, both displays will start counting up, until the impact area of the targets are struck. Upon the impacting of the first target, the Stage/Draw indicators of that target will turn Dark and the counter for that target will stop counting up. The remaining targets the Stage/Draw will remain “On” until their targets are impacted. The Stage/Draw indicators will turn “Dark” and the counters for that display will stop counting, when all targets have been impacted, or the counters have counted up to 9.999. The Stage/Draw indicator on the target that was impacted first will turn “On”, indicating the quickest time for that round. By moving the **Display** switch located on the right side of the timer box from **Display 1 & 2** to **Display 3 & 4** all ET (elapsed time) can displayed for recording. To do it again, press the **Start** switch.

Target Interface Box

The **Fast-Draw Mercantile Timer** Interface Box connects the hand held display/control unit to the target. This is accomplished by using an Ethernet cable between the display control unit and the interface Box. The target indicator cable is plugged into the interface box. And the finally target impact sensor is connected to the interface box using a separate cable.

Target Impact Sensor, for wax bullet impact targets

The target impact sensor is the same device that is used in our long range, close range, or tactical target systems. It was created sense a target strike at up to 1000 yards. The sensor was designed to be attached to the back of a metal target with a simple Velcro attachment.

WARRANTY

Equu-Pulse Company/Spencer Instrumentation, Inc. warrants the **Fast-Draw Mercantile Practice Timer System** to be free from defective materials and workmanship for the life of the Product.

All items returned to **Equu-Pulse Company/Spencer Instrumentation, Inc.** that have been subject to abuse, misuse damage or accident, have been connected, installed or adjusted contrary to the instructions furnished by this manual or repaired by unauthorized persons will not be covered by this warranty.

Equu-Pulse Company/Spencer Instrumentation, Inc. reserves the right to discontinue models; change specifications, price or design of their devices at any time without notice and without incurring any obligation whatsoever.

The purchaser agrees to assume all liabilities for any damages and/or bodily injury which may result from the use or misuse of this device by the purchaser, or his agents.

Equu-Pulse Company/Spencer Instrumentation, Inc. shall not be liable in any way for the consequential damage resulting from the use or misuse of this device.

Equu-Pulse Company/Spencer Instrumentation, Inc. makes no warranty whether expressed, or implied as to the merchantability and fitness for a particular purpose of this product.

This warranty is lieu of all other warranties, expressed or implied, and of all other obligations or liabilities on the part of **Equu-Pulse Company/Spencer Instrumentation, Inc.** No person or corporation is authorized to modify this warranty or to assume any liability on behalf of **Equu-Pulse Company/Spencer Instrumentation, Inc.**

Items not covered under warranty expressed by **Equu-Pulse Company/Spencer Instrumentation, Inc.**, are batteries, or damage from battery leakage.

If you have any questions, please contact:

Equu-Pulse Company
408-626-9360
or
Spencer Instrumentation, Inc.
949-786-4011

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