

PARAMECANIC AB



BULLETIN No 1

PUCCO 60 or PUCCO 70

For your PUCCO shooting machine to work at optimum efficiency and for you to receive a 100% utilization of the machine you should comply with the following list of instructions.

The advice is gathered from our own and other users' experience from practices on ice and concrete.

REMEMBER!

1. To always prepare the practice before you get on the ice with the machine – when the goalie is in the goal waiting is too late!
2. That the connecting cables are ready outside of the boards – connected to the outlet and ready to be taken out!
3. Possible boards to divide the ice, for example planks on end, should also be easily accessible and here help from players or other helpers is valuable.
4. PUCCO is mobile and very easy to move on and off the ice which means that you can use it even during short warm-up sessions without losing expensive and valuable time on the!
5. A quick and organized retiring from the ice, when the practice is over, is just as important- the ice machine wants to get in!!!
6. It is the flexibility of the PUCCP that gives you longer time on the ice!

DO NOT FORGET!

7. Do not forget to do “a cartridge out” before you and the machine leave the ice. Check that the magazine pipes are empty and make the revolver magazine go round a full circle – six shots – with the main engine on the lowest number of revolutions. A forgotten puck is a displeasing surprise when you start the machine the next day.
8. After you have done “cartridge out” for the day it is suitable to increase the number of revolutions on the main engine under 30 seconds to blow out snow and water from the projectile plate.
9. It is entirely wrong to store the pucks in standing magazine pipes over the night or even longer. The pucks will stick to each other, which endangers the function.

THE PUCKS' CONDITION

10. Before next practice you should examine and sort out pucks with a too large diameter, that are too thick or have damages in the form of "mouse-ears".
The pucks will obtain mouse-ears if you use goals without cover in the back. A rolled up carpet can work as a replacement for a missing cover

MOUSE-EARS can be removed with a pair of pliers and the puck will be good for use again.

THICK PUCKS can be grind down to the right size- with a bandslip.

BIG DIAMETER can be sorted away using the lower end of the magazine pipe as a measure.

11. If you shot many hard shots on the posts – with the same puck – the puck will be damaged and it will be thicker in the periphery and concave in the middle.

It is noticeable that the puck has become too thick when the shot goes 15 to 30 degrees to the right of the assumed trajectory. Try to remove the puck right away – if you can find it!

A too thick puck might get stuck between the projectile plate's two discs and get loose at high velocity – but in the wrong direction. This is the reason why the security zone around the machine should be 180 degrees – the same as for a shooting range for fire arms

During a cease of fire you should turn the machine towards the right corner of the boards and stop it. Then the goalkeeper will understand that he has a break and can relax. The same routine should be used when the pucks are all out in the pipes and need to be recollected.

CAUTION !!

12. PUCCO is a very potent and powerful machine what can be extremely dangerous for unprotected players and functionaries.

Think first – then shoot!

Adapt the speed and tempo of the shots to the goalkeeper's level!

Think first – then shoot!

Inform the charger and helpers on the ice about the risks!

Remove the key and only allow trained operators with a CERTIFICATE use it!

ENGINE PROTECTION

13. The main engine has an overloading protection – engine protection – that will cut the current if a puck gets stuck and stops the rotation. In addition there is also a mechanical spin connection on the motor axis that protects it from mechanical damages on the machine.

The display will show EROR and the main engine cannot be restarted. You then have to turn the key and completely shut off the machine.

When you have checked the projectile plate and removed the blocking puck you can restart the machine.

14. The magazine engine of PUCCO 60 does not have an electrical motor protection – PUCCO 70 does. A sound signal or a blinking green lamp – informs the operator that the motor and the revolver magazine is rotating. If a puck blocks the rotation the V-belt will spin and the sound/light will stop. The V-belt

must therefore, not to tightly stretched. It should be able to spin and still be able to pull the weight of 70 pucks. This should be checked at intervals, as the belt is worn.

If the revolver magazine is blocked by a puck that does not fall down to the magazine wheel, the operator can simply solve the problem by backing up the magazine wheel one puck distance and then go forward again.

BACK UP by pressing RED and BLUE button for 5 seconds.

After every back up try you should go forward as usual with RED and GREEN button. If you back up three times without running forward in between the puck will fall out the back way onto the projectile plate – so be aware of a coming shot!!

15. Pucks that are so tightly stuck against the pipe-holders bottom edge you that you cannot remove them by backing, must unfortunately be removed manually. It is probably caused by a damage on the puck and it should of course be removed.

Cut the current with the key. Remove the magazine pipes. Use the protection tool – sucker -foot – to lift up the pick that was stuck in the magazine pipes. Put back to magazine pipes and restart!

16. To ease the dismantling and replacing of the magazine pipes the pipe holders' zimmerring and retaining ring should be greased with universal grease during special supervision opportunities.
17. Lift the white top of the pipe support when you put back the pipe and let the top fall down and lock the pipe in the correct position.

ONE SHOT AT THE TIME

18. Do you have difficulties with firing one shot at the time? It might be due to your being a hunter, military or an shot !

PUCCO does not have a pressure point and the shot will not come directly when you press the button.

THIS IS HOW YOU DO IT! Press the RED button as usual and keep it pressed! Then press the GREEN button and the shot will come after 3 seconds using the PUCCO 60! With PUCCO 70 you can **preinstall** the time to for example 1 second! Now you release the GREEN button and there will be no more shots. Press it again and there will be another shot! When you are finished you release the RED button last, like always.

PRACTISE FOR THE OPERATOR

19. Practice pressing buttons and see what happens by taking away both magazine pipes, all of the pucks and completely open the hood of the engine.

Now you can easily see right down into the revolver magazine and see what happens when you move forward – backward – or fire one shot at the time – without pucks!

Also look at how the revolver magazine goes to parking position and stays there when you press the RED button.

20. **ALWAYS** check that the revolver magazine is in parking position before you release the first pucks – **if not** – press the **RED** button..
21. The best of luck!