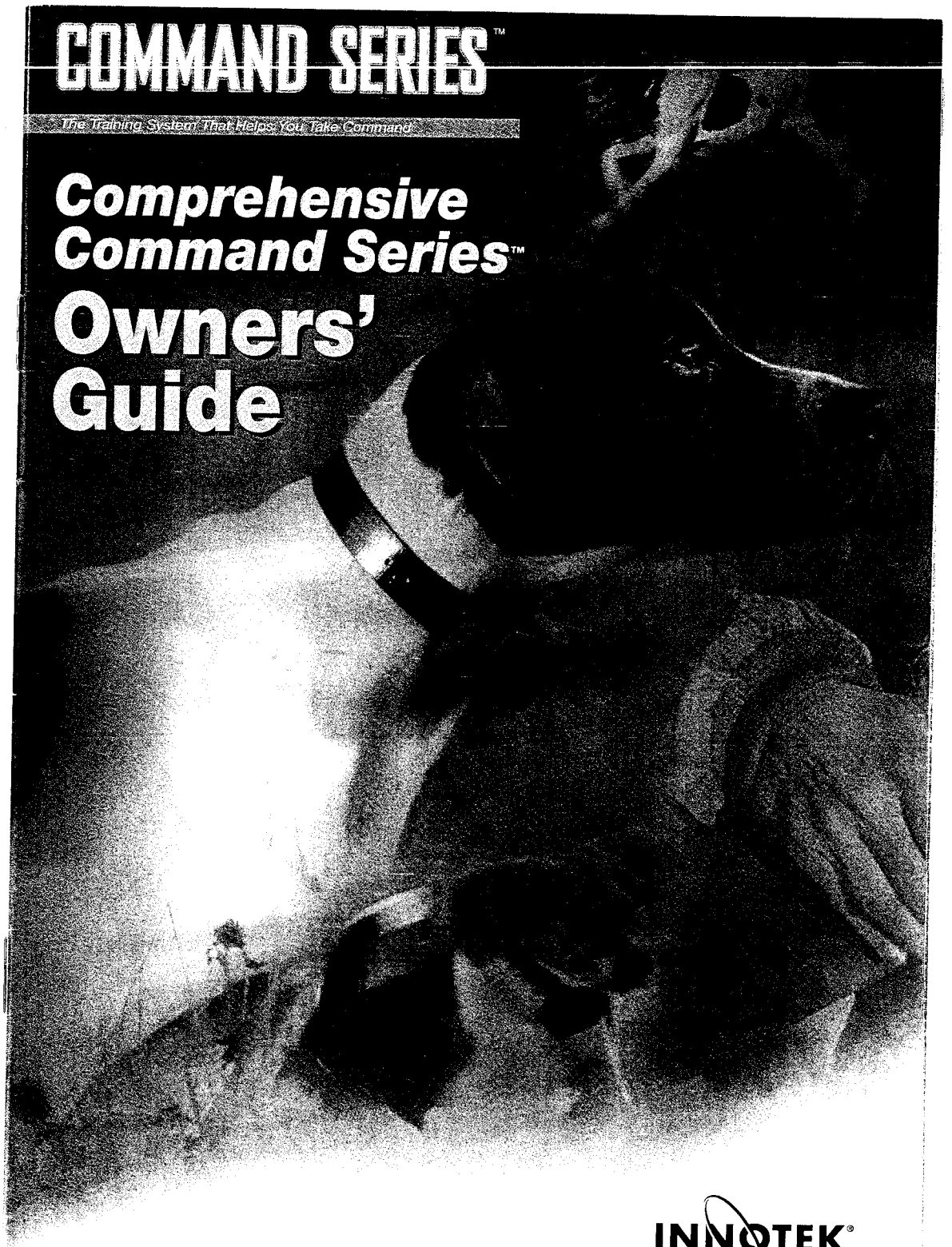


COMMAND SERIES™

The Training System That Helps You Take Command

Comprehensive Command Series™ Owners' Guide



INNOTEK®

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Introduction to the Command Series®

COMMAND SERIES

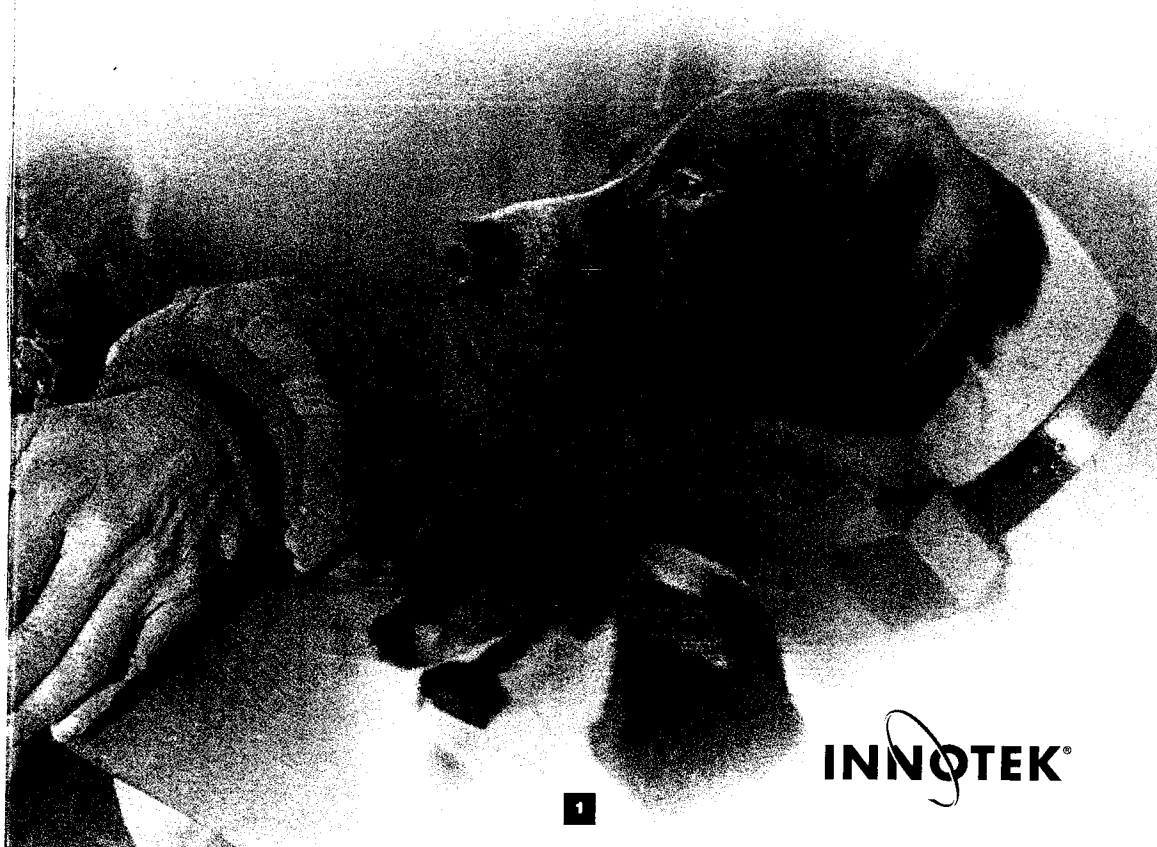
Thank you for choosing Innotek's Command Series. The CS-200/1 (for one dog), CS-200 (for two dogs), and CS-300 (for three dogs) remote trainers offer rugged reliability in a convenient, palm-size package. The CS-800/1 (for one dog), CS-800 (for two dogs), CS-1600Y, and CS-1600TT remote trainers offer added flexibility and allow you to customize your training program by adding remote bird launchers and Auto-Backers.

All Command Series remote trainers use radio frequency to communicate between the transmitter and the collar receiver(s). To prevent other sources of radio frequency from interfering with your training, Command Series transmitters must be programmed to recognize the collar receivers with which they will be used. This

programming is not difficult, but it does require you to perform certain procedures in the correct order: **For this reason, we strongly recommend that you read this manual carefully before using your remote training system for the first time. We also recommend that you make at least one "dry run" or "walk-through" before installing the batteries into your system.**

We want you to be 100% satisfied. If you have questions about your Command Series product, or if you would like more information about Command Series accessories, please call us at 800.826.5527.

Note: Electronic collar training is NOT recommended for dogs under 6 months old.



1

INNOTEK®

Part I. CS-200/1, CS-200 and CS-300

Command Series models CS-200/1 (supplied with one standard collar receiver) and CS-200 (supplied with two standard collar receivers) offer four preset levels of continuous stimulation for up to two dogs with optional tone during stimulation, no-tone during stimulation, or a 1.5-second pre-stimulation tone for both dogs. Model CS-300 (supplied with three standard collar receivers) offers the same features as the CS-200/1 and CS-200 but with three-dog capability.

Your Command Series system consists of the following components: transmitter, transmitter antenna, collar receiver(s) with antenna(s)*, batteries, lanyard, probes, probe wrench, colored DuroPro neckstrap(s), and test lamp.

* Standard Command Series collar receivers have internal antennas and a 1/2 mile range. Optional long-range (LR) collars have external antennas and a range of 1 mile.



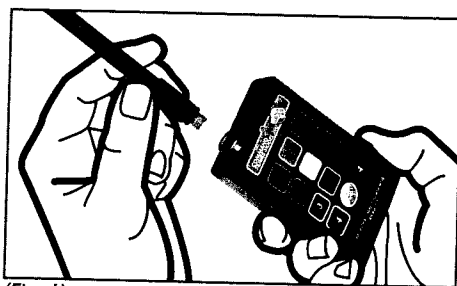
BEFORE YOU BEGIN —

Realize that because individual dogs have unique temperaments, there is no way of knowing how your dog will react to his introduction to the training collar. For your safety and that of your dog, initial training should take place using a long lead to keep you in control of the situation. Also realize that an aggressive animal could turn against the handler upon receiving the stimulation. Therefore, if you know that your dog has an aggressive personality or a history of aggressive behavior, we suggest you consult a certified animal behaviorist before using this product as a training aid.

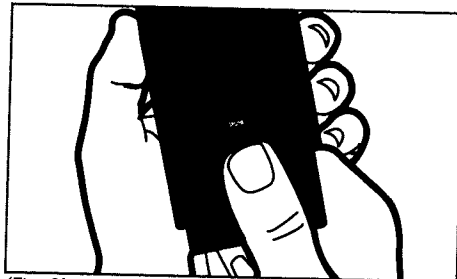
The following procedures describe how to prepare your Command Series product for use. Read them carefully before proceeding.

1. Setting Up the Transmitter

Install the antenna (**Fig. 1**) by screwing the supplied antenna into the port on the top of the transmitter. Install the battery (**Fig. 2**) by



(Fig. 1)



(Fig. 2)

removing the battery cover located on the back of the transmitter and snapping the supplied 9-volt alkaline battery into the correct battery connectors.

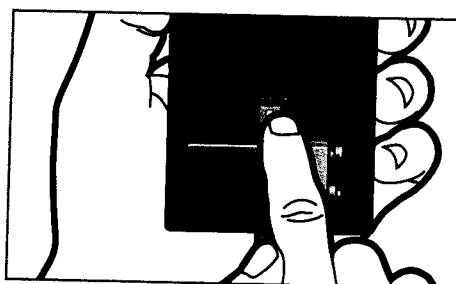
2. Selecting Tone Mode

Note: Read Steps 2 and 3 carefully before proceeding. You must begin Step 3 within 10 seconds after you have completed Step 2. If you do not, you must repeat Step 2.

Your Command Series product allows you to administer stimulation with a simultaneous tone, stimulation with no tone, or stimulation after tone and a 1.5-second delay. Note that your choice of tone option applies to all collar receivers linked to your CS-200 or CS-300 transmitter.


Press the white button above the battery.

(**Fig. 3**) The light on the face of the transmitter glows solid yellow. Immediately press one of the buttons listed below to select a tone mode.




(Fig. 3)

Part I. CS-200/1, CS-200 and CS-300

Press the GREEN button in the middle column of buttons (Fig. 4) to select **tone with stimulation** (a GREEN light  indicates your selection); OR




(Fig. 4)

Press the YELLOW button in the middle column of buttons (Fig. 5) to select **no tone with stimulation** (a YELLOW light  indicates your selection); OR



(Fig. 5)

Press the RED button in the middle column of buttons (Fig. 6) for tone with 1.5-second stimulation delay (a RED light  indicates your selection).



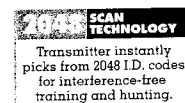
(Fig. 6)

Note: If you do not select a tone option, the system automatically defaults to NO TONE with stimulation.

3. Selecting an ID Code



To prevent interference from outside sources, the transmitter and collar receiver must be programmed to recognize an ID code (in other words, a password) which enables them to avoid transmissions from any other source. Your Command Series transmitter contains sophisticated software that allows you to randomly program or change the ID code in the transmitter.

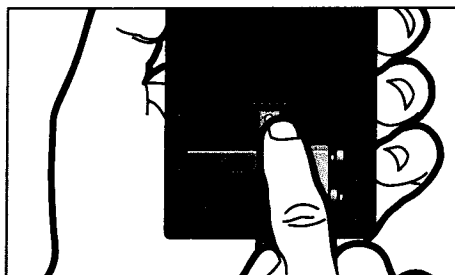
Newer Command Series transmitters are programmed to select from among 2,048 unique identifying ID codes. (If your Command Series product packaging shows a "2048 Scan Technology" icon [shown here], it is a recent unit.) Both newer and older transmitters can be assigned any one of eight specific ID codes to make them compatible with older collar receivers.



If your Command Series system indicates interference (e.g., unintentional, spontaneous delivery of stimulation) from outside sources, change the ID code using one of the methods described below.

To program an ID code in your transmitter, perform one of the two following procedures:

Selecting a Random ID Code (Recent Collar Receivers): Press the WHITE button inside the battery compartment of the transmitter. (Fig. 7, next page) Press and release the round, BLUE button located in the middle column. (Fig. 8, next page) The light flashes both RED  then GREEN  several times as it selects an ID code. The system automatically assigns an ID code to each column of buttons on your transmitter.

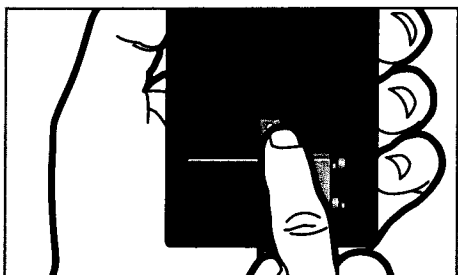


(Fig. 7)



(Fig. 8)

Selecting a Specific ID Code (Older Collar Receivers): Press the WHITE button inside the battery compartment of the transmitter. (Fig. 9)



(Fig. 9)

Then press button 1, 2, 3, or 4 in the DOG1 column to select the corresponding ID code, (Fig. 10) or press button 1, 2, 3, or 4 in the DOG2 column to select ID code 5, 6, 7, or 8 respectively (Fig. 11). The ID code that is programmed when you press this one button is assigned to the DOG1 side. The system automatically assigns the next higher sequential ID code number to the DOG2 side of the transmitter.



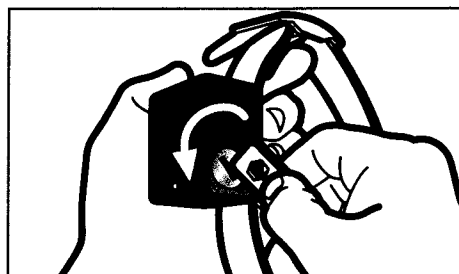
(Fig. 10)



(Fig. 11)

4. Setting Up the Collar Receiver

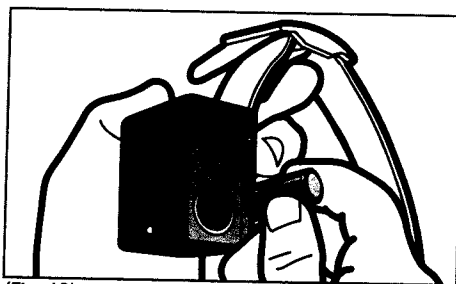
Install the battery by unscrewing the battery screw cap (Fig. 12) with the supplied probe



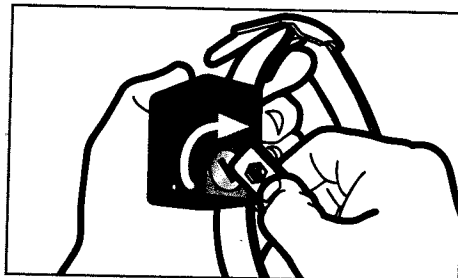
(Fig. 12)

wrench, a screwdriver, or a coin. Insert the supplied 3-volt lithium battery (Fig. 13, next page) into the compartment with the positive terminal (+) facing out. Place the battery screw cap back onto the receiver starting counter-clockwise (Fig. 14, next page) until you hear a click, then turn the screw cap clockwise until it is firmly seated.

Part I. CS-200/1, CS-200 and CS-300



(Fig. 13)



(Fig. 14)

5. Matching the Transmitter to the Collar Receiver

Your transmitter and collar receiver(s) must now be synchronized or "matched" so they can "talk" to each other. This requires programming these units by following the procedures given below. (Relax! It's really quite simple.)

Important: Do not place the collar on your dog before matching the collar receiver to the transmitter! If you have a two- or three-dog system, synchronize the collar receivers one at a time, making sure that all receivers are OFF except the one you are currently synchronizing. This will eliminate the possibility of matching two dogs to the same DOG column.

First, activate the matching sequence (indicated by a flashing yellow light). There are two ways to do this. Choose ONE of the following two methods:

Battery Method (must be performed within 60 seconds of installing collar receiver battery — see Step 4 above). The light on the collar

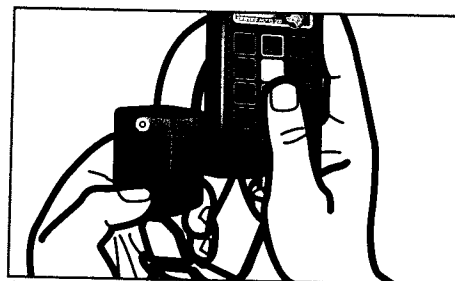
receiver must flash yellow before matching. Press any of the four buttons in the desired DOG column and release. (Fig. 15)



(Fig. 15)

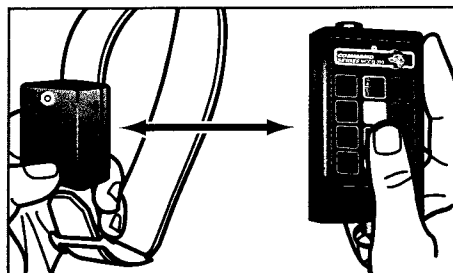
The light on the collar receiver pulses RED (●) as the button is pressed and then slowly flashes GREEN (●) after release. This indicates that matching was successful. OR

Internal Magnetic Switch Method. Place the red paper dot on the transmitter against the red paper dot on the receiver and hold them together until a solid YELLOW light glows on the receiver. (Fig. 16) This takes approximately 5-8 seconds and may be done with the receiver ON or OFF.



(Fig. 16)

Separate the two units by approximately 1 foot (1'). (Fig. 17, next page) The receiver light flashes YELLOW. Press any of the four buttons on the DOG1, DOG2, or DOG3 (if using a CS-300) column and release. (Fig. 18, next page) The light on the collar receiver pulses RED (●) as the button is pressed and then slowly flashes GREEN (●) after release. This indicates that



(Fig. 17)



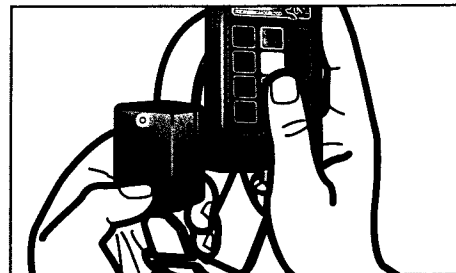
(Fig. 18)

matching was successful. Turn the collar receiver OFF and repeat the preceding procedure for each additional receiver to be synchronized to your transmitter.

6. Turning the Collar Receiver On and Off

The collar receiver features a magnetic, not manual, ON/OFF switch. This helps avoid unintentionally switching the unit off during use.

To turn the receiver ON/OFF use the transmitter or a strong household magnet. With a sliding motion, touch the red paper dot on the transmitter against the red paper dot on the collar receiver briefly (Fig. 19), or touch a strong household magnet to the red paper dot on the receiver. This activates the ON/OFF mode for the receiver. A continuous short GREEN flash indicates that the receiver is ON and that the battery is good. A continuous short RED flash indicates the receiver is ON but that the battery is low and must be replaced. One long RED flash followed by no light indicates the receiver is OFF.



(Fig. 19)

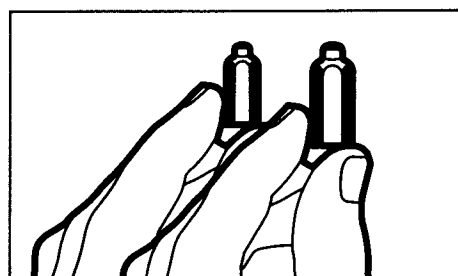
Turn the collar receiver OFF when not in use to preserve battery life.

Note: Whenever the transmitter battery is replaced, the transmitter must be reprogrammed (Steps 2 and 3) and resynchronized (Step 5).

7. Fitting the Collar Receiver to Your Dog

Important: Your dog must not wear any metallic or metal-bearing collar while wearing the Innotek collar receiver. Metal collars can interfere with stimulation delivery.

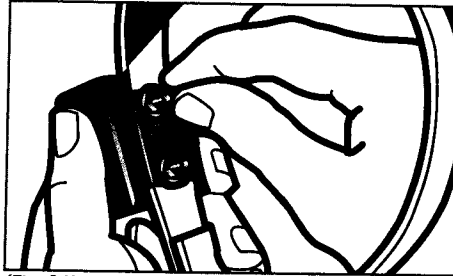
Command Series collar receivers are supplied with two sets of probes. Use the short probes (factory-installed on unit) for short-haired dogs, the long for long-haired dogs. (Fig. 20) (Special probes are available for extra thick-haired dogs. Call Innotek Customer Service to order at 800.826.5527 or visit our website at www.sportdog.com.)



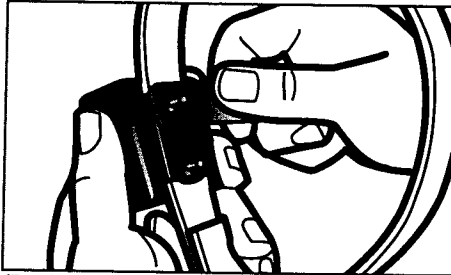
(Fig. 20)

Part I. CS-200/1, CS-200 and CS-300

Finger tighten each probe, (Fig. 21) then use the supplied probe wrench to tighten one additional turn. (Fig. 22) DO NOT OVERTIGHTEN.

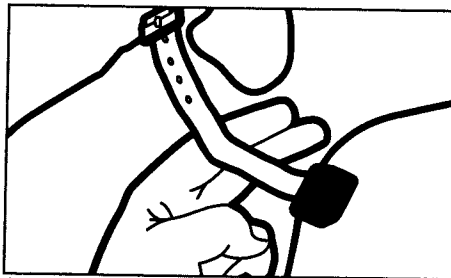


(Fig. 21)



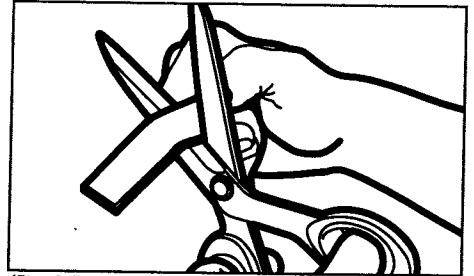
(Fig. 22)

Place the collar receiver on the smallest portion of the dog's neck, receiver box on the underside. Tighten the strap so that the box fits snugly against the dog's neck with both probes making skin contact but not restricting breathing. You should be able to fit just one or two fingers between the strap and the dog's skin at the back of his neck. (Fig. 23)



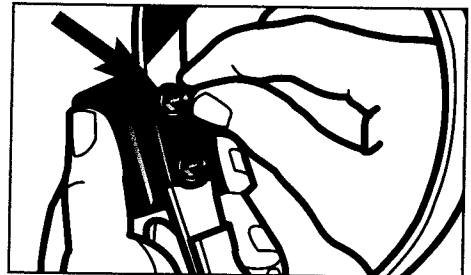
(Fig. 23)

Trim excess collar length, allowing for future growth. (Fig. 24)



(Fig. 24)

Important: Always use the rubber insulators (Fig. 25) at the base of the probes to provide insulation in damp conditions. Brush your dog's neck area thoroughly before fitting the collar. Removing or thinning a small amount of hair improves probe contact with the skin. Check your dog's neck periodically for skin irritation caused by probe friction. Never leave the collar receiver on your dog for more than 12 hours at a time.



(Fig. 25)

*Note: See Part IV, Section 2. **Training With The Command Series CS-200/1, CS/200, and CS-300** for more information on using your CS-200/1, CS-200, or CS-300 system.*

**Part II. CS-800/1, CS-800, CS-1600Y,
and CS-1600TT**

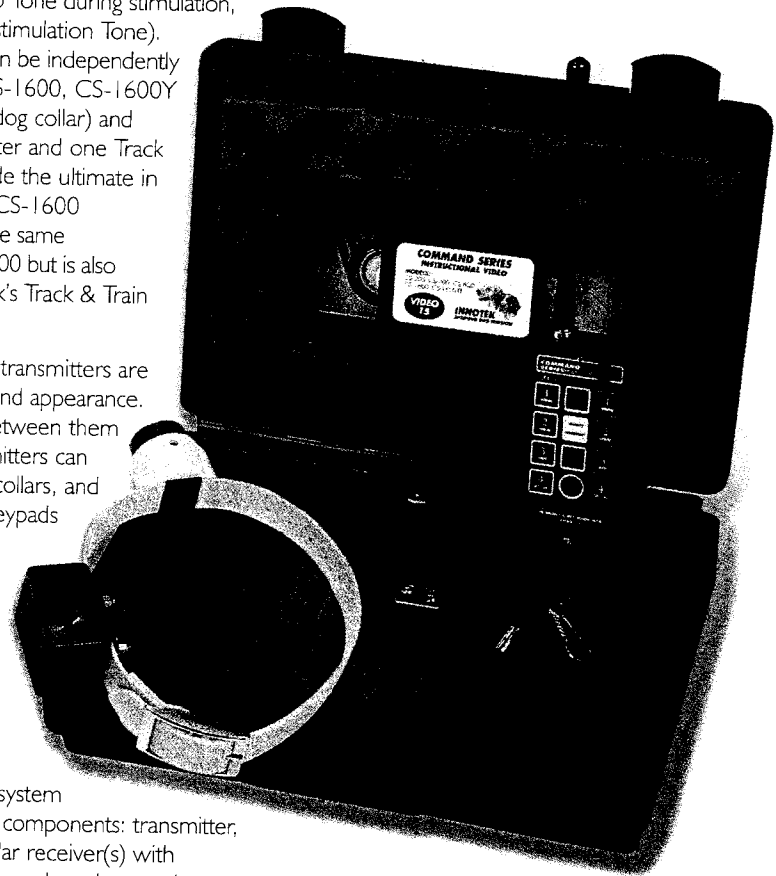
COMMAND SERIES

The Command Series model CS-800/1 (supplied with one dog collar) and CS-800 (supplied with two dog collars) are among the most advanced trainers on the market today. The handheld transmitter operates two receiver collars and a variety of remote launchers or backing dogs. This transmitter also provides three types of stimulation, seven user-selectable stimulation levels, and three optional tone modes (Tone during stimulation, No Tone during stimulation, or a 1.5-second Pre-stimulation Tone). Each collar receiver can be independently programmed. The CS-1600, CS-1600Y (transmitter and one dog collar) and CS-1600TT (transmitter and one Track & Train® collar) provide the ultimate in remote training. The CS-1600 transmitter provides the same operations as the CS-800 but is also compatible with Innotek's Track & Train training/beeper collar.

CS-800 and CS-1600 transmitters are similar in functionality and appearance. The main difference between them is that CS-1600 transmitters can operate Track & Train collars, and the lettering on their keypads reflects this added capability. *Unless otherwise noted, the instructions contained in the following sections apply equally to CS-800 and CS-1600 transmitters.*

Your Command Series system consists of the following components: transmitter, transmitter antenna, collar receiver(s) with antenna(s)*, batteries, lanyard, probes, probe wrench, colored DuroPro neckstrap(s), and test lamp.

* Standard Command Series collar receivers have internal antennas and a 1/2 mile range. Optional long-range (LR) collars have external antennas and a range of 1 mile.

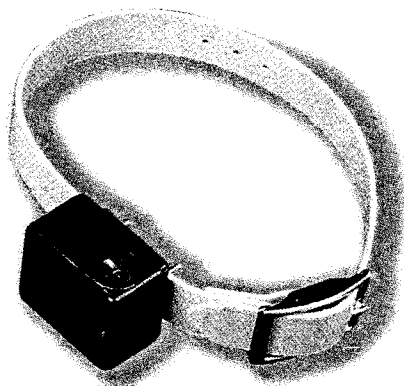


(CS-1600TT shown here)

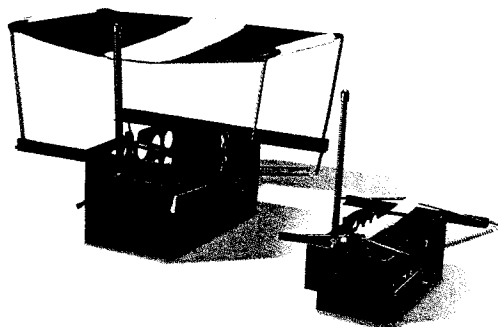
Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

Command Series CS-800/1, CS-800, CS-1600Y, CS-1600TT, and Accessories (Sold Separately)

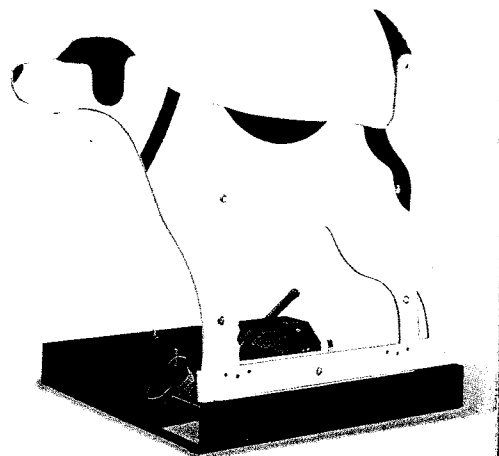
Remote Training Collar Receiver. Antennaless, waterproof, and featuring a replaceable battery, this collar has a range of 1/2 mile. Available in yellow and blue neckstraps. Compatible with all Command Series transmitters.



Remote Bird Launcher. Used to launch live birds on command. Choose the RL-10 for quail, pigeons, or chukar or the RL-14 for pheasants or ducks. Compatible with CS-800 and CS-1600 transmitters.



Auto-Backer Remote Backing Dog. Used to teach a pointing dog to honor other dogs. The RB-100 raises and lowers the imitation dog at the touch of a button from your Command Series transmitter. Compatible with CS-800 and CS-1600 transmitters.



Track & Train Collar. Combines training and tracking functions. Compatible only with CS-1600 Series transmitters. Available in yellow and blue neckstraps.



COMMAND SERIES™

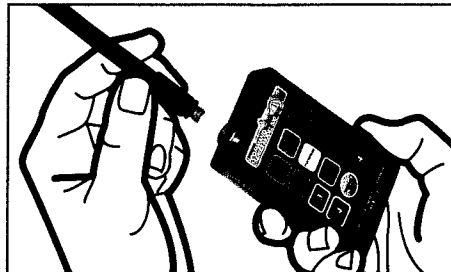
BEFORE YOU BEGIN —

Realize that because individual dogs have unique temperaments, there is no way of knowing how your dog will react to his introduction to the training collar. For your safety and that of your dog, initial training should take place using a long lead to keep you in control of the situation. Also realize that an aggressive animal could turn against the handler upon receiving the stimulation. Therefore, if you know that your dog has an aggressive personality or a history of aggressive behavior, we suggest you consult a certified animal behaviorist before using this product as a training aid.

The following procedures describe how to prepare your Command Series product for use. Read them carefully before proceeding.

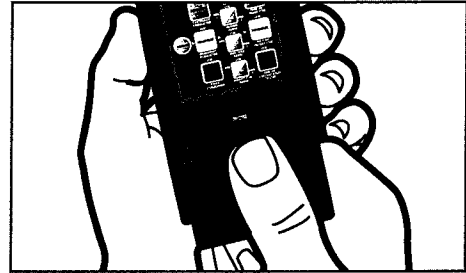
1. Setting Up the Transmitter

Install the antenna by screwing the supplied antenna into the port on the top of the transmitter. (Fig. 1)



(Fig. 1)

Install the battery by removing the battery cover located on the back of the transmitter and snapping the supplied 9-volt alkaline battery into the correct battery connectors (Fig. 2).

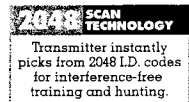


(Fig. 2)

2. Selecting an ID Code

To prevent interference from outside sources, the transmitter and collar receiver must be programmed to recognize an ID code (in other words, a password) which enables them to avoid transmissions from any other source. Your Command Series transmitter contains sophisticated software that allows you to randomly program or change the ID code in the transmitter.

Newer Command Series transmitters are programmed to select from among 2,048 unique identifying ID codes. (If your Command Series product packaging shows a "2048 Scan Technology" icon [shown here], it is a recent unit.) Both newer and older transmitters can be assigned any one of eight specific ID codes to make them compatible with older collar receivers.

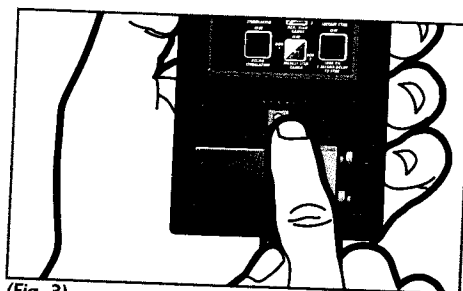


If your Command Series system indicates interference (e.g., unintentional, spontaneous delivery of stimulation) from outside sources, change the ID code using one of the methods described below.

To program an ID code in your transmitter, perform one of the two following procedures:

Selecting a Random ID Code (Recent Collar Receivers): Press the WHITE button inside the battery compartment of the transmitter. (Fig. 3, next page)

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT



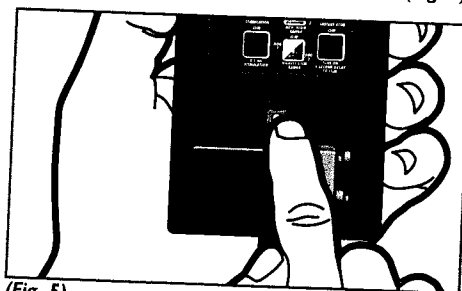
(Fig. 3)

Press and release the round, BLUE button located in the middle column. (Fig. 4) The light flashes RED (●) then GREEN (●) several times as it selects an ID code. The system automatically assigns an ID code to each column of buttons on your transmitter.



(Fig. 4)

Selecting a Specific ID Code (Older Collar Receivers): Press the WHITE button inside the battery compartment of the transmitter. (Fig. 5)



(Fig. 5)

Then press button 1, 2, 3, or 4 in the DOG1 column to select the corresponding ID code (Fig. 6), or press button 1, 2, 3, or 4 in the DOG2 column to select ID code 5, 6, 7, or 8 respectively (Fig. 7). The ID code that is programmed when you press this one button is assigned to the DOG1 side. The system automatically assigns the next higher sequential ID code number to the DOG2 side of the transmitter.



(Fig. 6)



(Fig. 7)

3. Programming the Transmitter

The transmitter for the CS-800/1, CS-800, CS-1600Y, and CS-1600TT systems allows you to select three variables to tailor your system to your specific training needs: stimulation type, stimulation levels, and tone. Each of these variables must be separately programmed. Read the following descriptions before proceeding with programming.

Stimulation Type

Your Command Series product lets you choose between three different types of stimulation: **Continuous**, **Momentary**, and **Rising**.

Continuous Stimulation is delivered as long as the button is held down. As a safety feature, the stimulation shuts down after 10 seconds and does not restart until 5 seconds have passed and the button is released and then pressed again.

Momentary Stimulation has a duration of only 1/8 second. The stimulation resumes if the button is released and pressed again. Momentary stimulation is useful for dogs that have already been trained and need only a gentle reminder to obey.

Rising Stimulation is an exclusive Innotek feature (patent #5,913,284) in which the stimulation starts at the lowest level (Level 1) and rises incrementally to the highest level (Level 7) until the button is released. When you choose rising stimulation, the numbered buttons control the rate at which the stimulation rises:

- Button 1 = LOWEST to HIGHEST stimulation level in 2 seconds.
- Button 2 = LOWEST to HIGHEST stimulation level in 4 seconds.
- Button 3 = LOWEST to HIGHEST stimulation level in 8 seconds.

Stimulation Level Chart

<i>If you press this button when programming stimulation level...</i>	<i>...you are programming the keys in the DOG I column for these stimulation levels.</i>
Button 1 in Dog I column	Key #1 = Level 1 stimulation (minimum) Key #2 = Level 2 stimulation (low) Key #3 = Level 3 stimulation (low medium) Key #4 = Level 7 stimulation (maximum)
Button 2 in DOG I column	Key #1 = Level 2 stimulation (low) Key #2 = Level 3 stimulation (low medium) Key #3 = Level 4 stimulation (medium) Key #4 = Level 7 stimulation (maximum)
Button 3 in DOG I column	Key #1 = Level 3 stimulation (low medium) Key #2 = Level 4 stimulation (medium) Key #3 = Level 5 stimulation (medium high) Key #4 = Level 7 stimulation (maximum)
Button 4 in DOG I column	Key #1 = Level 4 stimulation (medium) Key #2 = Level 5 stimulation (medium high) Key #3 = Level 6 stimulation (high) Key #4 = Level 7 stimulation (maximum)
<i>For example, if you select stimulation pattern #2, Button 1 will be programmed to deliver a Level 2 stimulus; Button 2 for a Level 3 stimulus; Button 3 for a Level 4 stimulus; and Button 4 for a Level 7 stimulus.</i>	

Special note on Model 1600 Button 4. Regardless of the stimulation type you select, Button 4 is always pre-programmed as a "hot button" to administer a continuous Level 7 stimulation with no tone. To prevent accidental stimulation at this high level, there is a safety feature: you must press Button 4 twice within one second to deliver high stimulation.

Stimulation Level

As explained above, your Command Series transmitter can deliver seven different levels of stimulation ranging from Level 1 (gentlest) to Level 7 (most intense). However, you have access to no more than four different levels of stimulation per dog.

Different combinations of these stimulation levels are grouped together in four pre-determined patterns. When you program your transmitter for stimulation levels, you are selecting one of these patterns to correspond to the four numbered buttons in the DOG I column on your transmitter. The accompanying chart shows how the seven available stimulation levels are grouped into the four available patterns. Note that in all patterns, Button 4 delivers the highest level of stimulation (Level 7).

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

Tone

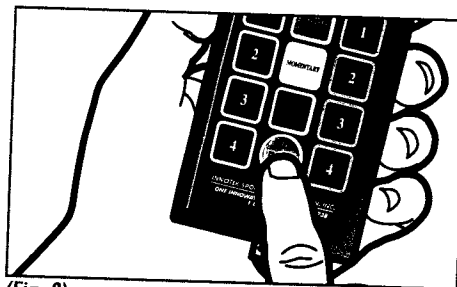
Your Command Series transmitter allows you to deliver stimulation with audible tone, stimulation without audible tone, or stimulation after a 1.5-second warning tone.

Note: Command Series Models CS-800/1, CS-800, CS-1600Y, and CS-1600TT allow the transmitter to operate two receivers at the same time. Each of these receivers may have different stimulation types, stimulation levels, and tones that may be controlled from a single transmitter. In the following procedures, you will program your transmitter for a single dog (DOG1). To program for a second dog, repeat these programming procedures using the keys in the DOG2 column after you have completed programming for DOG1.

Now, Let's Do It!

Follow these procedures to program your transmitter:

1. Press and release the round, BLUE button at the bottom of the middle column on the face of the transmitter. (Fig. 8)



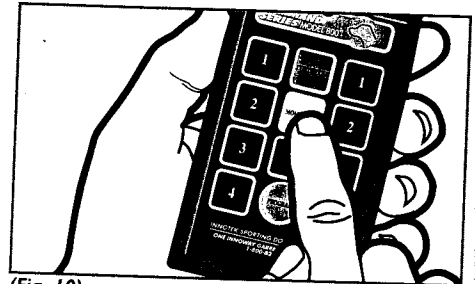
(Fig. 8)

2. To select **continuous stimulation**, press the GREEN button. (Fig. 9) OR

To select **momentary stimulation**, press the YELLOW button. (Fig. 10) OR

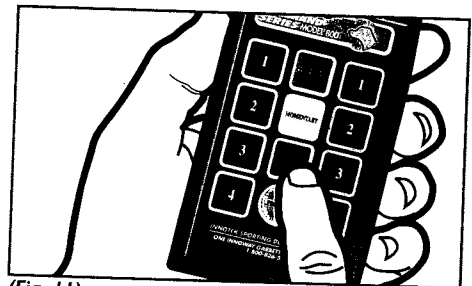


(Fig. 9)



(Fig. 10)

To select **rising stimulation**, press the RED button. (Fig. 11)



(Fig. 11)

(Note that the light on the transmitter confirms your selection. If you make a mistake during programming, just press the BLUE button to restart the programming sequence.)

3. Using the stimulation level chart (see page 13) as a reference, select stimulation level by pressing the numbered button in the DOG1 column that corresponds to the desired pattern.

4. To select **tone with stimulation**, press the GREEN button. (Fig. 12) OR

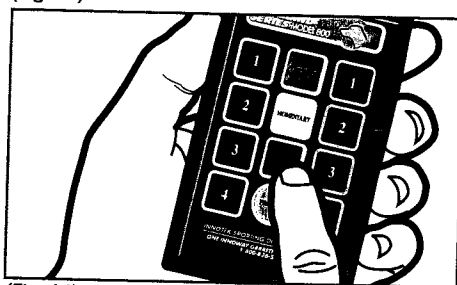


(Fig. 12)

To select **no tone with stimulation**, press the YELLOW button. (Fig. 13) OR



(Fig. 13)



(Fig. 14)

To select **tone with 1.5-second delay before stimulation**, press the RED button. (Fig. 14)

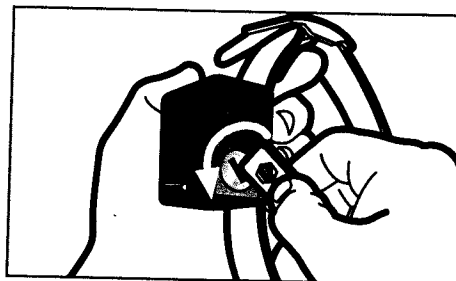
Note that the light on the transmitter confirms your selection.

Note: Programming your transmitter for momentary stimulation and 1.5-second warning tone will result in a brief tone but no stimulation.

Programming is now complete.

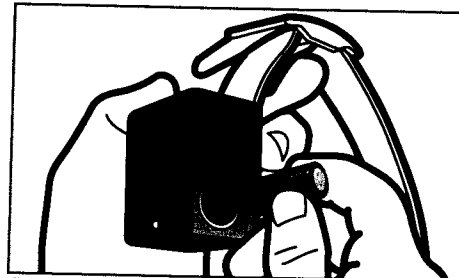
4. Setting Up the Collar Receiver

Install the battery by unscrewing the battery screw cap with the supplied probe wrench, a screwdriver, or a coin (Fig. 15).



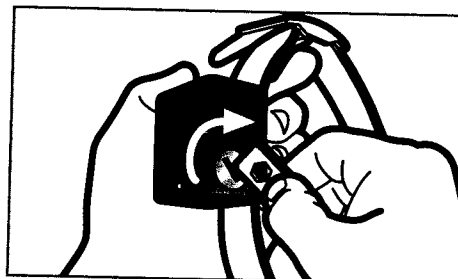
(Fig. 15)

Insert the supplied 3-volt lithium battery into the compartment with the positive terminal (+) facing out (Fig. 16).



(Fig. 16)

Place the battery screw cap back onto the receiver starting counterclockwise until you hear a click, then turn the screw cap clockwise until it is firmly seated (Fig. 17).



(Fig. 17)

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

5. Matching the Transmitter to the Collar Receiver

Your transmitter and collar receiver(s) must now be synchronized or "matched" so they can "talk" to each other. This requires programming these units by following the procedures given below. (Relax! It's really quite simple.)

Important: Do not place the collar on your dog before matching the collar receiver to the transmitter! If you have a multi-dog system, synchronize the collar receivers one at a time, making sure that all receivers are OFF except the one you are currently synchronizing. This will eliminate the possibility of matching two dogs to the same DOG column.

First, activate the matching sequence (indicated by a flashing yellow light). There are two ways to do this. Choose ONE of the following two methods:

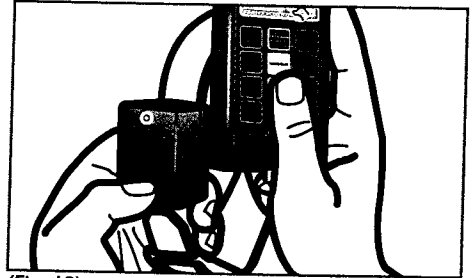
Battery Method (must be performed within 60 seconds of installing collar receiver battery — see Step 4 above). The light on the collar receiver must flash yellow before matching. Press any of the four buttons in the desired DOG column and release. (Fig. 18) The light on the collar receiver pulses RED (●) as the button is pressed and then slowly flashes GREEN (●) after release. This indicates that matching was successful. OR



(Fig. 18)

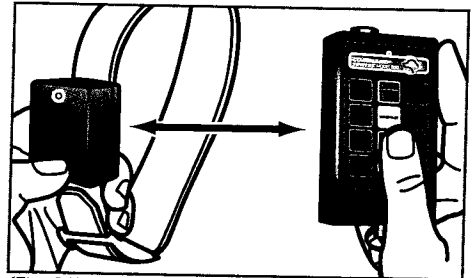
Internal Magnetic Switch Method. Place the red paper dot on the transmitter against the red paper dot on the receiver and hold them

together until a solid YELLOW light (●) glows on the receiver. (Fig. 19) This takes approximately 5-8 seconds and may be done with the receiver ON or OFF.



(Fig. 19)

Separate the two units by approximately 1 foot (1'). (Fig. 20) The receiver light flashes YELLOW.



(Fig. 20)

Press any of the four buttons on the DOG 1, DOG 2, or DOG3 (if using a CS-300) column and release. (Fig. 21) The light on the collar receiver pulses RED (●) as the button is pressed and then slowly flashes GREEN (●) after release. This indicates that matching was



(Fig. 21)

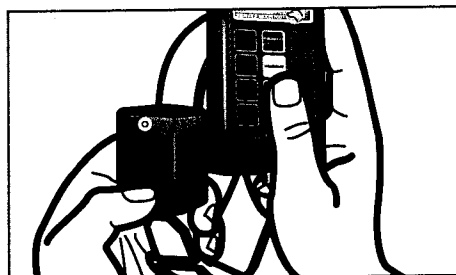
successful. Turn the collar receiver OFF and repeat the preceding procedure if a second collar is to be synchronized to your transmitter.

Note: Whenever the transmitter battery is replaced, the transmitter must be reprogrammed (Steps 2 and 3) and resynchronized (Step 5).

6. Turning the Collar Receiver On and Off

The collar receiver features a magnetic, not manual, ON/OFF switch. This helps avoid unintentionally switching the unit off during use.

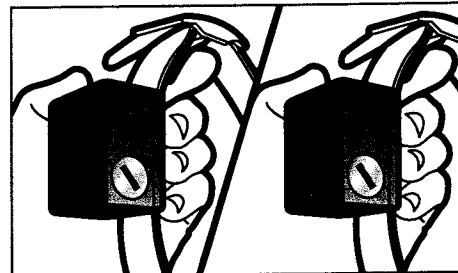
To turn the receiver ON/OFF, use the transmitter or a strong household magnet. With a sliding motion, touch the red paper dot on the transmitter against the red paper dot on the collar receiver briefly, or touch a strong household magnet to the red paper dot on the collar receiver (**Fig. 22**). This activates the ON/OFF mode for the receiver.



(Fig. 22)

A continuous short GREEN flash (●) indicates that the receiver is ON and that the battery is good. A continuous short RED flash (●) indicates the receiver is ON but that the battery is low and must be replaced. One long RED flash (●) followed by no light indicates the receiver is OFF (**Fig. 23**).

Turn the collar receiver OFF when not in use to preserve battery life.



(Fig. 23)

7. Adding a Second Dog

If you wish to run a second collar receiver simultaneously from the same transmitter, simply follow the programming procedure described in **3. Programming the Transmitter** on page 12.

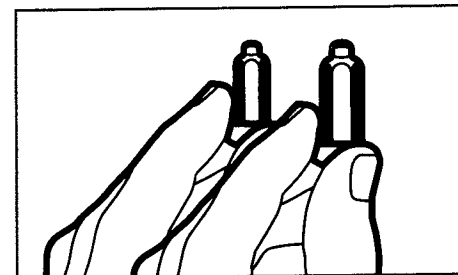
8. Quick Reference Guide

To help you remember the programming sequence, the back of each Command Series transmitter bears a quick reference guide illustrating all required steps.

9. Fitting the Collar Receiver to Your Dog

Important: Your dog must not wear any metallic or metal-bearing collar while wearing the Innotek collar receiver. Metal collars can interfere with stimulation delivery.

Command Series collar receivers are supplied with two sets of probes (**Fig. 24**). Use the short probes (factory-installed on unit) for short-haired dogs, the long for long-haired dogs. (Special probes are available for extra thick-haired dogs.

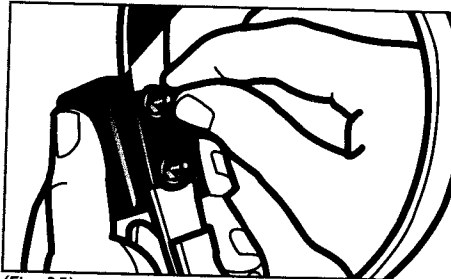


(Fig. 24)

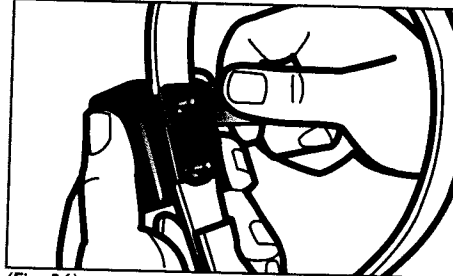
Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

Call Innotek Customer Service to order at 800.826.5527 or visit our website at www.sportdog.com.)

Finger tighten each probe (**Fig. 25**), then use the supplied probe wrench to tighten one additional turn (**Fig. 26**). DO NOT OVERTIGHTEN.

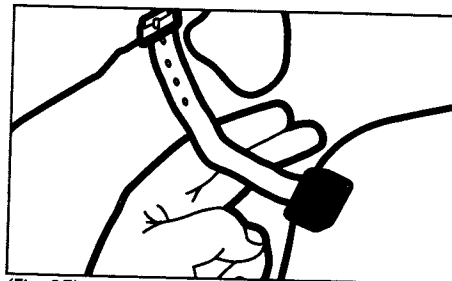


(Fig. 25)

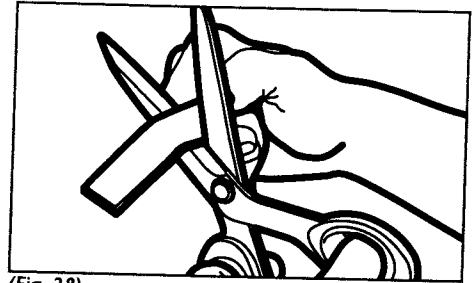


(Fig. 26)

Place the collar receiver on the smallest portion of the dog's neck, receiver box on the underside. Tighten the strap so that the box fits snugly against the dog's neck with both probes making skin contact but not restricting breathing. You should be able to fit just one or two fingers between the strap and the dog's skin at the back



(Fig. 27)



(Fig. 28)

of his neck (**Fig. 27**). Trim excess collar length, allowing for future growth (**Fig. 28**).

Important: Always use the rubber insulators at the base of the probes to provide insulation in damp conditions. Brush your dog's neck area thoroughly before fitting the collar. Removing or thinning a small amount of hair improves probe contact with the skin. Check your dog's neck periodically for skin irritation caused by probe friction. Never leave the collar receiver on your dog for more than 12 hours at a time.

10. Bird Launchers, Auto-Backers, and Track & Train® Collars

What sets Innotek's Command Series CS-800 and CS-1600 transmitters apart from other trainers is their unparalleled flexibility. With a CS-800 or CS-1600 transmitter, you can simultaneously operate live bird launchers, Auto-Backers, and collar receivers.

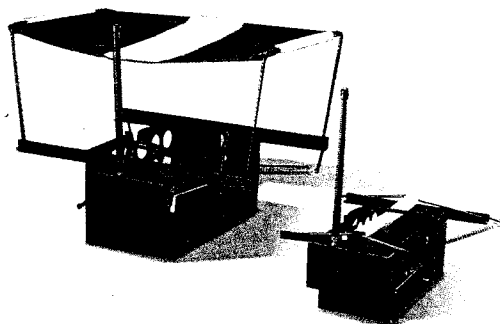
Any Command Series CS-800 or CS-1600 transmitter can be programmed to operate as many as two collar receivers and a variety of bird launchers and/or Auto-Backers (in any combination). In addition, the Command Series transmitters can operate bird launchers and/or Auto-Backers in lieu of collar receivers for each of the numbered buttons in the DOG1 and/or DOG2 column. CS-1600 transmitters have the unique capability of operating up to two Track & Train collar receivers.

Before you can use a bird launcher or Auto-Backer with your Command Series transmitter, you must first set it up and program it to the transmitter as described in the following sections.

The Innotek Remote Bird Launchers Models RL-10 and RL-14

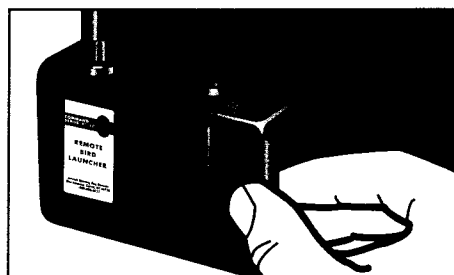
The Innotek remote bird launcher is an excellent tool for training pointing and flushing dogs. Use the small RL-10 launcher for small birds such as pigeons, quail, and chukar. Use the large RL-14 launcher for bigger birds such as pheasants and ducks.

Note: If you are setting up your launcher for the first time, begin at Step 2 below. If you have already inserted the battery into your launcher, begin at Step 3 below.



To Set Up Your Bird Launcher:

1. Carefully open the launcher and remove the battery cover located on the small black receiver (Fig. 29).



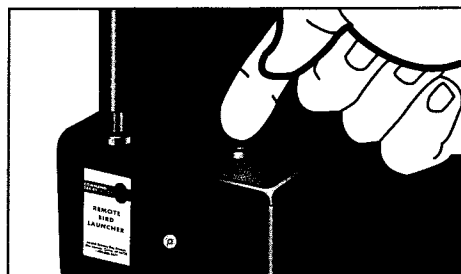
(Fig. 29)

2. Insert the 9-volt alkaline battery and replace the battery cover (Fig. 30). The receiver light blinks YELLOW to show that the battery has been inserted successfully.



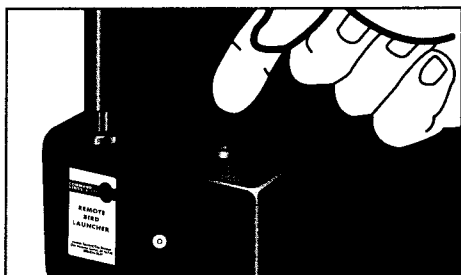
(Fig. 30)

3. Press and hold the RED button on the launcher's receiver (Fig. 31). A GREEN light glows, the light goes out, then glows YELLOW.



(Fig. 31)

4. After the YELLOW light has appeared, release the RED button (Fig. 32). The YELLOW light stays on for 2 seconds and then starts to flash YELLOW, indicating that the launcher is ready to be synchronized.




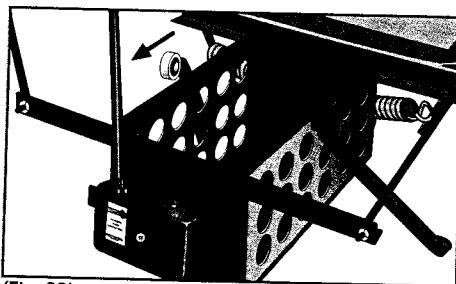
(Fig. 32)

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

5. Press the button(s) on your transmitter that you wish to use to activate the launcher(s). See the charts at the end of this section to program your transmitter to operate launchers, Auto-Backers, or both.

*Note: See **The Innotek RB-100 Auto-Backer** below for specific operating information about the Auto-Backer.*

6. The launcher arm moves (Fig. 33), and the light on the launcher turns GREEN  for one second and then goes out. Your launcher is now ready to use.



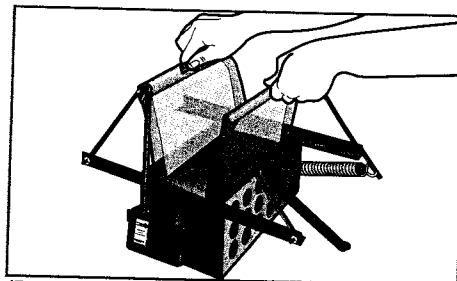
(Fig. 33)

7. To add more launchers, repeat the above steps for each additional launcher, selecting different transmitter buttons for activation.

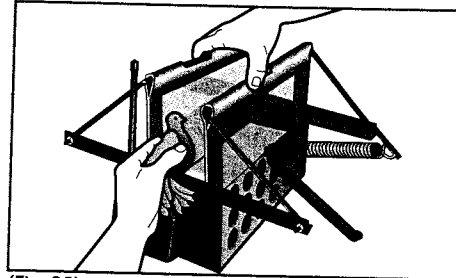
*Note: If the launcher will not activate when the programmed button is pressed, you might need to set the transmitter ID code to an original eight ID code. See **2. Selecting an ID Code** on page 11 for details.*

To Load Your Launcher:

1. Using both hands, pull the arms of the launcher toward the center (Fig. 34) and hold them with thumb and forefinger 3-4 inches apart.
2. Insert the bird or marker (Fig. 35).

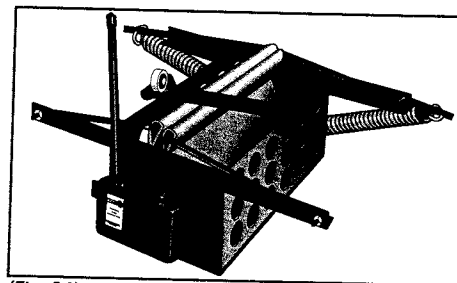


(Fig. 34)






(Fig. 35)

3. Press the arms all the way down and position the lockdown bar in place. (Fig. 36)

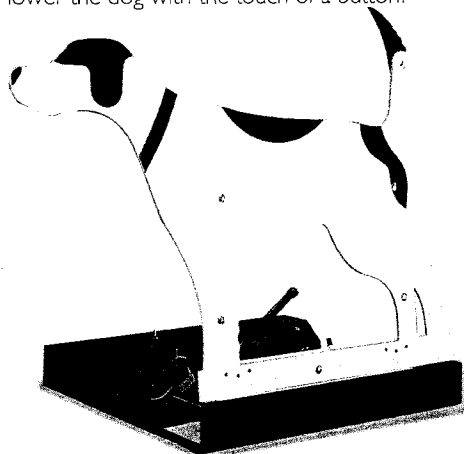


(Fig. 36)

4. Press and release the RED button on the launcher. The launcher arm moves toward the receiver and the light on the receiver turns GREEN for one second  and then starts flashing GREEN.  This indicates that the launcher is ready for use. If the light on the receiver flashes RED,  replace the 9-volt alkaline battery.
5. The launcher turns itself OFF after launching a bird to preserve battery life.

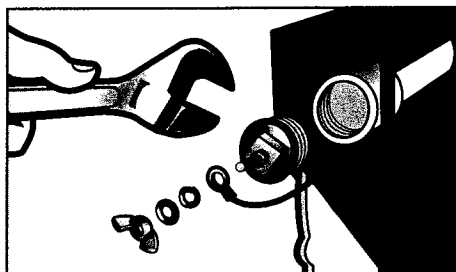
The Innotek RB-100 Auto-Backer

The RB-100 Auto-Backer is used to train pointing dogs to "back" or "honor" another dog's point. The Auto-Backer allows you to both raise and lower the dog with the touch of a button.

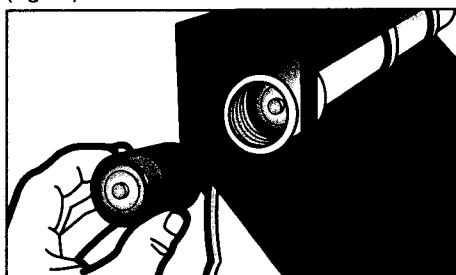


To Set Up Your Auto-Backer:

1. Insert the required batteries into the receiver (9-volt alkaline) (Fig. 38) and dog silhouette motor (eight alkaline "D" cell) according to the instructions included with the unit (Fig. 39).

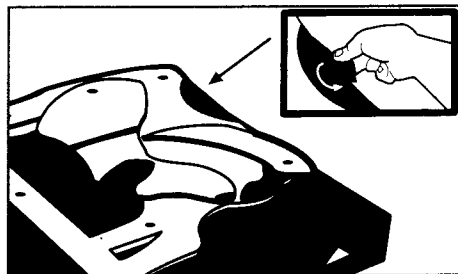


(Fig. 38)



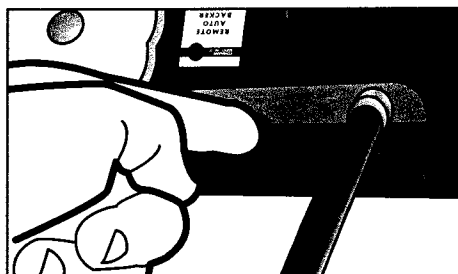
(Fig. 39)

2. Release the dog silhouette from the carrying latch and place it in the raised position (Fig. 40).



(Fig. 40)

3. Press and hold the RED button on the receiver (Fig. 41). A GREEN light glows, then goes out, then glows YELLOW.



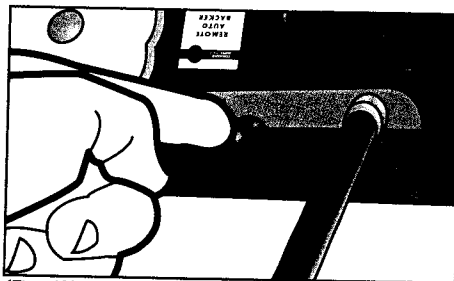
(Fig. 41)

4. After the YELLOW light has appeared, release the RED button. The YELLOW light starts to flash, and the Auto-Backer dog moves slightly, indicating that the unit is ready to be synchronized.
5. Press the button(s) on your transmitter that you wish to use to activate the Auto-Backer(s). See the charts at the end of this section for button programming instructions.
6. See **CS-800 Accessory Capability & Synchronizing Chart (CS-800 Transmitters Only)** and **CS-1600 Accessory Capability & Synchronizing Chart (CS-1600 Transmitters Only)** at the end of this section for specific instructions on programming your transmitter to operate multiple accessory units.

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600TT

7. The Auto-Backer dog silhouette then lowers to the carrying position. The light on the receiver turns GREEN as the dog raises or lowers and then flashes GREEN, indicating the unit is ON and ready for use. If the light on the receiver flashes RED, replace the 9-volt alkaline battery.
8. To add more Auto-Backers, repeat the above steps for each additional backer, selecting different transmitter buttons for activation.
9. To turn the Auto-Backer OFF after use, press the RED button on the receiver (Fig. 43). The light will turn RED and go out.

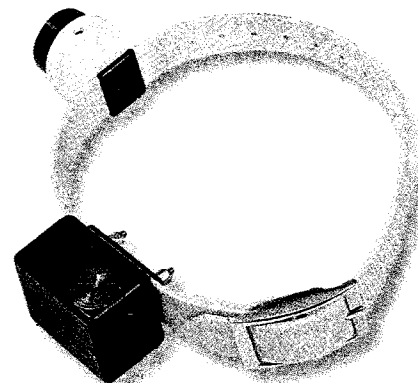
Note: If the Auto-Backer will not activate when the programmed button is pressed, you might need to set the transmitter ID code to an original eight ID code. See 2. Selecting an ID Code on page 11 for details.



(Fig. 43)

The Track & Train® Collar (CS-1600 Transmitters Only)

Innotek was the first company to combine both the tracking collar and remote trainer into one small collar receiver unit, the Track & Train. This rugged receiver emits a loud single chirp (for DOG 1) or double chirp (for DOG 2) that can be heard from up to 500 yards away. The tracking feature can be programmed so that chirps sound at specified time intervals, or it can be programmed so that chirps sound only on demand (i.e., on CALL). You may operate the Track & Train receivers as train-only receivers or use both tracking and training modes at the same time.



Tracking Mode

The Track & Train receiver offers three different modes of tracking to fit most hunting situations.

1. **Normal Mode (Button 1):** The collar emits a beep every 10 seconds as the dog is moving and changes to a beep once every second when the dog is on point.
2. **Grouse Mode (Button 2):** The collar emits a beep every 5 seconds as the dog is moving and changes to a beep once every second when the dog is on point.
3. **Silent Mode (Button 3):** The collar emits no beep as the dog is moving but emits a beep once every second when the dog is on point.

In addition, the OFF/CALL button (Button 4) allows the trainer to turn the tracking mode OFF or to emit a call tone to help locate the dog.

Note: When the dog goes on point, there is a delay before the collar goes into the point mode. In Normal and Silent mode the delay is as long as 10 seconds, while in Grouse mode it is as long as 5 seconds. This feature keeps the pointing mode from activating when the dog stops momentarily.

Programming your collar receiver(s) for tracking

1. Press the BLUE program button. (Fig. 44) The transmitter displays a solid YELLOW light. ◦



(Fig. 44)

2. If programming for a single collar receiver, select one of the three tracking modes (see above) by pressing button 1, 2, or 3 in the DOG1 column (Fig. 44). The YELLOW transmitter light turns GREEN ◐ and goes out.



(Fig. 45)

3. To program for an additional collar receiver, repeat Step 2) above but select a tracking mode from the buttons in the DOG2 column.

Activating the CALL feature

1. To locate the primary dog, press the BLUE button and then press button 4 in the DOG1 column (Fig. 46). The continuous tone will sound until you release the button. This also turns OFF the tracking feature.



(Fig. 46)

2. To locate the secondary dog (if any), press the BLUE button and then press button 4 in the DOG2 column (Fig. 47). The continuous tone will sound until you release the button. This also turns OFF the tracking feature.

To turn the tracking mode back ON, follow the steps in **Programming your collar receiver(s) for tracking**, in left column on this page.



(Fig. 47)

Important: Make sure that the transmitter displays a YELLOW light before you press button 4 to turn the tracking mode OFF or to activate the CALL feature.

Part II. CS-800/1, CS-800, CS-1600Y, and CS-1600T

CS-800 Accessory Capability & Synchronizing Chart (CS-800 Transmitters Only)

If you're using these Collar Receivers...	...your CS-800 Transmitter can handle this many Launcher and/or Auto-Backer accessory units (in any combination)...	...and here's how you program it to operate the desired number of accessory units.
2 Command Series	1-3	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.)
1 Command Series	1-7	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press numbers 1-4 in DOG2 column.
2 Track & Train	0 (not compatible with Track & Train)	N/A
1 Track & Train	0 (not compatible with Track & Train)	N/A
No Collar Receivers	1-11	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press numbers 1-4 in DOG1 column. Units 8-11: Press numbers 1-4 in DOG2 column.

CS-1600 Accessory Capability & Synchronizing Chart (CS-1600 Transmitters Only)

If you're using these Collar Receivers...	...your CS-1600 Transmitter can handle this many Launcher and/or Auto-Backer accessory units (in any combination)...	...and here's how you program it to operate the desired number of accessory units.
2 Command Series	1-11	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press BLUE button, then press numbers 1-4 in DOG1 column. Units 8-11: Press numbers 1-4 in DOG2 column.
1 Command Series	1-15	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press numbers 1-4 in DOG2 column. Units 8-11: Press BLUE button, then numbers 1-4 in DOG1 column and numbers 1-4 in DOG2 column.
2 Track & Train	1-3	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.)
1 Track & Train	1-11	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press BLUE button, then press numbers 1-4 in DOG1 column. Units 8-11: Press numbers 1-4 in DOG2 column.
No Collar Receivers	1-19	Units 1-3: Press GREEN, YELLOW, or RED button. (Use different colors for separate units.) Units 4-7: Press numbers 1-4 in DOG1 column. Units 8-11: Press numbers 1-4 in DOG2 column. Units 12-15: Press BLUE button, then press numbers 1-4 in DOG1 column. Units 16-19: Press BLUE button, then press numbers 1-4 in DOG1 column. Note: Press BLUE button only once.

Dogs are creatures of habit, bad as well as good. Training your dog with a Command Series remote trainer involves discouraging bad habits as soon as they occur and reinforcing good habits. While there is no 100% agreement as to the single best training method, the sections below provide information that has been proven effective by both professionals and amateurs.

I. General Training with Command Series Products

To get the most out of your new Command Series remote trainer, consider the following:

- Use conventional training methods to teach your dog basic commands. Wait until the dog understands your commands before introducing the collar as a reinforcement tool.
 - Always make sure the collar is functioning properly BEFORE putting it on the dog. The slow RED flash on the collar receiver indicates that the battery is low and should be replaced before use. If you receive a RED light on the transmitter when you press a button, it is time to replace the transmitter battery.
 - Set the units on the lowest stimulation level when beginning training. Proceed to higher stimulation levels only if necessary.
 - Keep training sessions brief (10 minutes). After a 30-minute rest period, repeat the training process. Dogs acquire habits through repetition, not necessarily through duration.
 - Never continue a session after the dog has lost interest. Take a break for a rest or fun period.
 - Have the dog wear the collar for a few hours each day for a week or two before using it for training or hunting.
 - The goal of training is to condition your dog to respond to your verbal commands regardless of whether he is wearing a training collar. Put the collar on the dog at least 30 minutes before beginning a training session. This can help prevent the dog from becoming collar-wise, i.e., obeying commands only when wearing the training collar.
- Once you have started a program with your electronic remote trainer, never start a training session without it.
 - You should plan on using the collar for at least four months. A good rule is never take the dog out without the collar on. This will ensure the dog is imprinted with only the correct response to your commands and gives you complete control over the dog.
 - Always end each session on a positive note. Have the dog repeat a mastered task. This will keep the dog's interest for the next training session.
 - When you begin your training using the remote trainer, keep in mind these four tips:
 1. Place the collar on the dog's neck above the non-metallic lead collar. Be sure the collar is snug.
 2. Probes must touch the dog's skin in order for him to receive any stimulation. You will know when you have found the correct stimulation level when your dog responds to the stimulation with only a mild twitch of the neck, shoulder, head, or when the ears perk. If the dog cries out upon receiving the stimulation, go to a less intense level. The dog should never cry out when the transmitter is set at the proper stimulation level.
 3. Dogs vary in their responsiveness to the remote training collar, but one rule always holds true: Always use the lowest setting necessary to get the desired response.
 4. During training, dogs will associate stimulation with undesirable action. Therefore, administer the stimulation immediately when the dog misbehaves. Give commands your dog knows well. If the dog refuses to respond, immediately deliver the stimulation. As soon your dog responds positively, discontinue the stimulation.

Part III. Using Your Command Series® Training System

Sample Training

To reinforce the command "Come" or "Here" (which you should already have taught without the collar), attach a 20-foot rope to the dog's collar and let the dog run to the end of it. Give him the command "Come!" or "Here!" If the dog does not respond, immediately press the stimulation button. As soon as the dog turns to come, immediately release the button. Timing the stimulation to the situation is very important. If you are too late, wait for another opportunity. Correct your dog as soon as possible after the disobedience has occurred. Your dog associates the correction only with what he is doing at the time he is being corrected.

2. Training with the Command Series® CS-200/I, CS/200, and CS-300

Your Command Series system allows you to instantly select up to four stimulation levels from any DOG column. These levels are built into the system and need not be programmed. To deliver training stimulation, simply press the numbered button corresponding to the desired stimulation level:

- Button 1 = LOW stimulation
- Button 2 = MEDIUM stimulation
- Button 3 = MEDIUM-HIGH stimulation
- Button 4 = HIGH stimulation

Pressing and holding a numbered button delivers a continuous stimulation to the corresponding collar receiver (DOG1, DOG2, or DOG3) for up to 10 seconds. Hold the button until the stimulation achieves the desired effect.

Note that the transmitter automatically "times out" after 10 seconds of continuous stimulation and will not resume function until the button is released and then pressed again. The collar receiver also times out, emits a different tone, and remains inoperable for 10 seconds. This is an automatic safety feature that helps you avoid overcorrecting your dog.

When you press any button on the front of the transmitter, a GREEN indicator light should appear. If the indicator light is RED, it is time to replace the transmitter's 9-volt alkaline battery.

3. Training with the Command Series® CS-800/I, CS-800, CS-1600Y, and CS-1600TT

Operation of the CS-1600Y and CS-1600TT models is virtually identical to that of the CS-800/I and CS-800 models with the exception that the CS-1600Y and CS-1600TT allow you to expand your system in the future by adding a Track & Train combination tracking/training collar receiver.

Training with the Launcher

Pointing: As you work your dog into the wind and toward the launcher, read his actions so you can tell when he scents the bird. If he is scenting the bird and continues to move in on it instead of pointing, use the transmitter to launch the bird. This teaches the dog that when it smells game he should point it, not continue to move in on it.

When you have progressed in your training so that the dog will point the bird and wait for you to flush it, we recommend that you flush facing the dog with the launcher behind you. Since you are between the launcher and the dog, you will be ready to make an instant correction if the dog moves. If the dog breaks point, stop him before he reaches the launcher. If the dog remains steady, flush the bird using the transmitter. The bird will flush behind you and appear above you. This conditions the dog to look up and distracts him from the launcher itself.

Flushing: As with training a pointing dog, you can launch the bird at any time. This gives you complete control over the situation. For example, if the dog gets out of range and you don't want him to find the bird (thus being rewarded for ranging), you can launch the bird before the dog ever gets near it. In a controlled flushing situation,

you can opt not to shoot the bird, to shoot it for the dog to retrieve, or to shoot and miss it on purpose. You can then go on to train the dog proper behavior in each of these realistic hunting situations.

4. Training with the Remote Bird Launcher

- The launcher(s) should always be placed in cover sufficiently high so that the dog cannot see it.
- The launcher(s) should always be placed upwind of the direction the dog will come from.
- When using more than one launcher, the units should be placed far enough apart so the dog has room to hunt and quarter before encountering the second launcher.
- Never let your dog watch as you are placing the launcher(s).
- Always place the launcher(s) in completely different areas each time you start a session. This will keep the dog from searching with his memory and not with his nose.
- At the first sign of lack of interest, back off of the launcher training program. As with any training aid, misuse and overuse of the bird launchers can be worse than not training with them at all.
- Too much training with tame birds may also cause a dog to lose his enthusiasm. Don't overdo it.

5. Training with the Auto-Backer

Training is most efficient when you couple the Auto-Backer with a remote bird launcher. Innotek recommends placing a loaded launcher (with your game bird of choice) placed in front of the remote Auto-Backer before starting each session.

If you are working with a new or young dog, bring him into the field attached to a check cord. Encourage him to range back and forth. When the dog swings out to the side, press the button on your transmitter that you have designated as your Auto-Backer, thereby raising it. When the dog ranges back around, he should see the Auto-Backer, which he will recognize as another dog on point. When the dog sees the Auto-Backer, pull on the check rope to keep the dog steady and flush the bird from the remote launcher. While heeling the dog out of the area, lower the Auto-Backer dog (out of sight) and then cast the dog in a new direction.

- When placing the Auto-Backer in the field, put it in an area with enough cover that the dog cannot see it.
- Work the dog into the area and raise the Auto-Backer as the dog works to the right or left of it. Do not raise the Auto-Backer when the dog is looking directly at it.
- Innotek recommends that you not raise the Auto-Backer silhouette at great distances, especially early in the dog's training. Approximately 20 yards is a good starting point.
- If you are training a field trial dog and insist that he remains steady and intent under any conditions, place two (or more) remote bird launchers in front of the remote backing dog. When the dog is under control and standing in position, flush the first bird. As the dog begins to relax, flush the second bird and so on, keeping the dog tense and steady throughout the whole process. When finished, cast the dog off in a different direction.
- Always place the Auto-Backer in completely different areas each time you start a session. If possible, a new field every other session is ideal to keep the dog from focusing only on a certain spot and not using his instincts.