



Quick Draw II

M E T A L D E T E C T O R

OWNER'S MANUAL

Your Quick Draw II Metal Detector incorporates patented microprocessor-controlled technology. The Quick Draw II is a motion detector; movement over an object is required in order for the machine to detect the object and emit a tone. Alternatively, you can sweep a metal object over a motionless search coil.

THIS METAL DETECTOR HAS TWO TYPES OF OPERATING MODES:

1. ALL METAL DETECTION

All metals will be detected.

2. DISCRIMINATE, NOTCH, and AUTO NOTCH modes

In any of these three detection modes, the detector will emit different tones, depending upon the type of metal present. The characteristics are adjustable. Depending on the detector control settings, some metals will also be eliminated from detection.

DISCRIMINATE:

Eliminates iron and trash items with the use of the DISC/NOTCH knob.

NOTCH:

Provides an adjustable rejection "window" to eliminate undesirable metals from detection. Move the rejection "window" with the DISC/NOTCH knob.

AUTO NOTCH:

Provides a pre-set rejection "window", automatically eliminating most pull-tabs and trash items from detection.

CAUTION:

- Do not test the detector by placing coins or metal objects on the floor. Most floors contain metal, which will cause interference.
- Use 9-VOLT ALKALINE batteries only.

DO NOT USE INDOORS. LIGHTS AND HOUSEHOLD APPLIANCES EMIT ELECTROMAGNETIC FIELDS WHICH INTERFERE WITH THE DETECTOR'S OPERATION

INTRODUCTION

Your Quick Draw II is an advanced technology metal detector, designed for a variety of applications including coinshooting, relic hunting, and general purpose detecting.

Before using your Quick Draw II, it is important to read these instructions. This manual's description of detection concepts and types of metals is necessary to avoid frustration if you are new to the hobby of metal detecting.

Terminology

Elimination — Reference to a metal or target being "eliminated" means that the detector will not emit a tone nor light up an LCD indicator when an object is in the coil's detection field.

Discrimination — When the detector emits different tones for different types of metals, and when the detector "eliminates" certain metals, we refer to this as the detector "discriminating" among different types of objects.

Iron — Iron is a common, low-grade metal which is often an undesirable target. Examples of undesirable iron objects are old cans, pipes, bolts, and nails.

Relic — A relic is an aged object of historical significance. Note that many relics are made of iron, an otherwise undesirable object in some metal detecting applications.

Pull-tabs and Trash Items — Discarded pull-tabs from beverage containers are the most bothersome items for professional and hobby metal detectorists. These items are generally constructed of aluminum, iron, or steel. We have therefore incorporated special features into the Quick Draw II to eliminate these targets or to alert you to their possible presence.

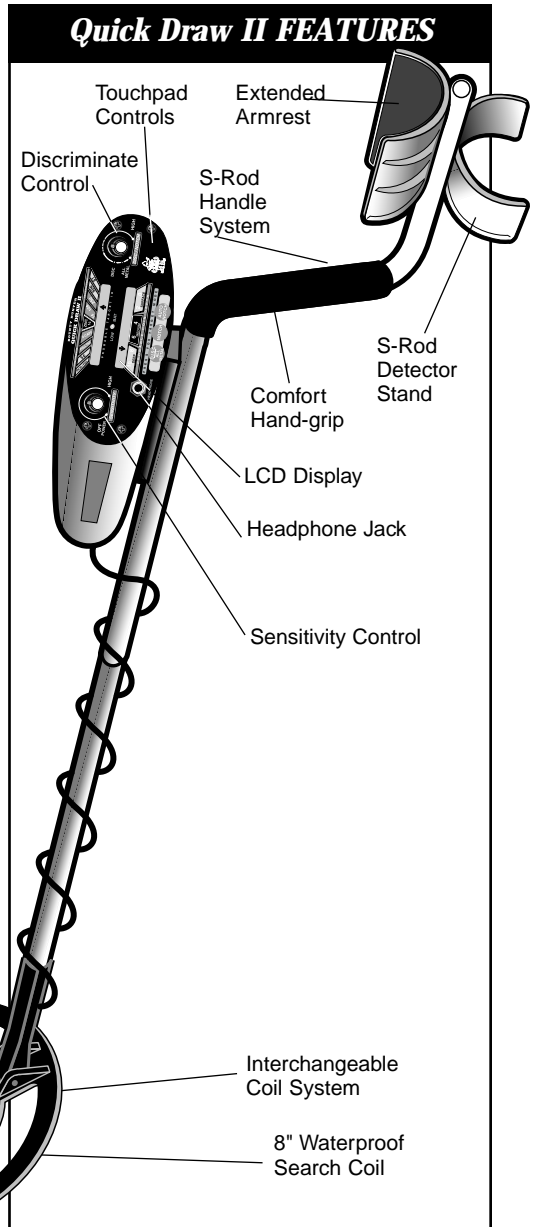


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EASY ASSEMBLY

Assembling your Quick Draw II Metal Detector is easy and requires no tools. Just follow these steps:

- 1 Using the supplied bolt and knurled knob, attach the search coil to the lower stem.
- 2 Press the button on the upper end of the lower stem and slide the lower stem into the upper stem.

Adjust the stem to a length that lets you maintain a comfortable upright posture, with your arm relaxed at your side.

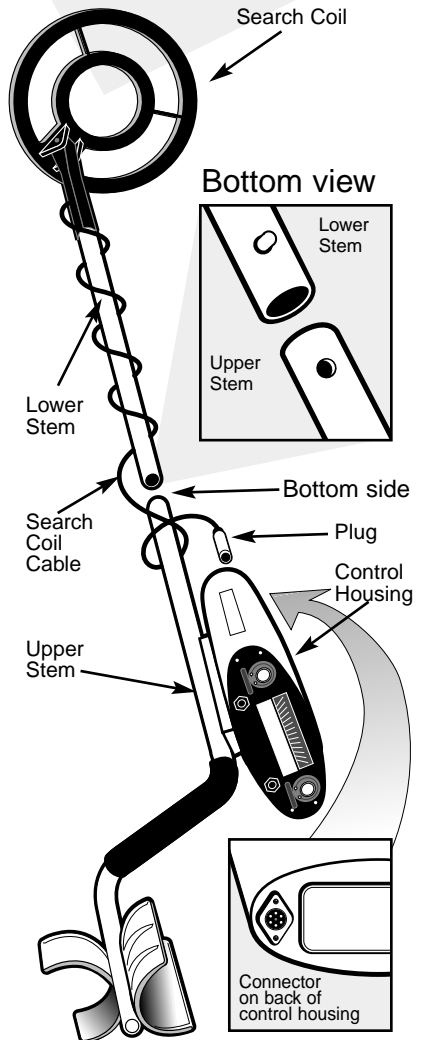
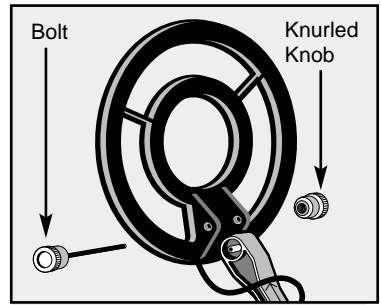
- 3 Wind the search coil cable around the stem. Leave enough slack in the cable to let you adjust the coil when you are hunting on uneven ground. Then tighten the knob at the end of the search coil.

Note: *To adjust the coil, simply loosen the knob.*

- 4 Insert the coil's plug into the matching connector on the control housing. Be sure the holes and pins line up correctly.

Caution:

- Do not force the plug in. Excess force will cause damage.
- To disconnect the cable, pull on the plug. Do not pull on the cable.



BATTERIES

IMPORTANT: Always use **ALKALINE** batteries for optimal performance. Always remove the batteries for prolonged storage.

CHECK THE BATTERIES if your detector exhibits any of the following symptoms:

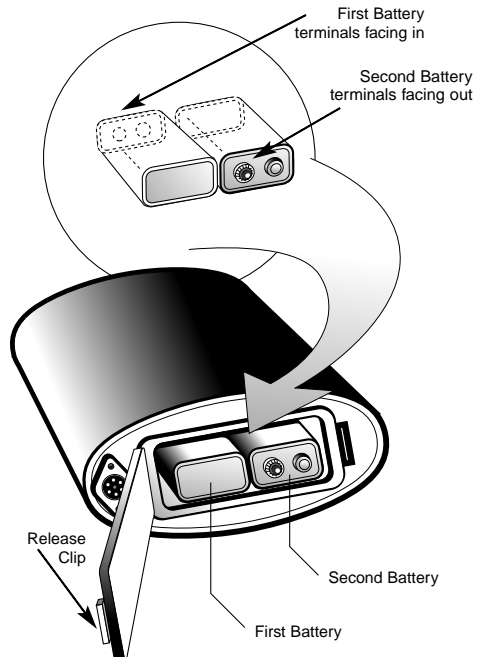
- ❶ The unit does not turn on.
- ❷ Low speaker volume.
- ❸ Unable to tune detector with the discriminate knob.

The Low Battery indicator light will come on and stay on whenever the batteries need replacing. It should flash momentarily when the Power Switch is turned on.

IMPORTANT: Your Quick Draw II metal detector requires two 9-Volt **ALKALINE** batteries.

Follow these steps to install the batteries.

- ❶ Carefully remove the battery compartment door by pressing the release clip on the right side of the door.
- ❷ Snap one battery onto each of the terminals and place the batteries inside the compartment. Insert one battery with the terminals facing down, and the second battery with terminals facing outward.
- ❸ Replace the compartment door by carefully inserting opposite side of clip first. Then press down on clip side until battery door snaps into place.



Quick Draw II DEMONSTRATION

Here is a quick way to demonstrate the basic features of your Quick Draw II.

I. Supplies Needed

- A quarter (25¢) • A penny (1¢) • A dime (10¢)
- A nickel (5¢) • Small piece of aluminum foil • A nail

II. Position your Quick Draw II

- Place the detector on a table, with the search coil hanging over the edge.
- Be sure that the search coil is far away from walls or metal objects. Keep the search coil away from any metal in the table.
- **Turn off appliances or lights which cause electromagnetic interference**

III. Beginning Switch Settings

- Right Knob (DISC/NOTCH) — 100% counterclockwise to low
- Left Knob (SENSITIVITY) — click on and set to 3:00 (3/4 turn)
- Do not press any touchpads



IV. All Metal Detection

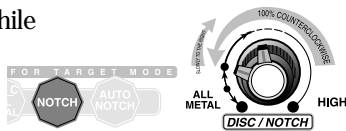
- A. Wave all objects under the search coil
 - NOTICE THE TONES

V. Discriminate Mode

- A. Turn the right knob (DISC/NOTCH) slowly to the right past the "DISC" indication.
- B. Wave all objects under the search coil at different "DISC" settings.
 - NOTICE THE DIFFERENT TONES
 - NOTICE THE METALS ELIMINATED

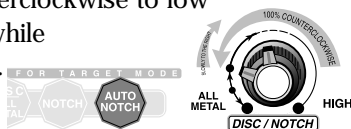
VI. Notch Mode

- A. Press the NOTCH touchpad
- B. Right knob (DISC/NOTCH) 100% counterclockwise to low
- C. Wave all objects under the search coil while slowly turning the right knob clockwise.
 - NOTICE THE DIFFERENT TONES
 - NOTICE THE METALS ELIMINATED



VII. Auto Notch Mode

- A. Press the AUTO NOTCH touchpad
- B. Right knob (DISC/NOTCH) 100% counterclockwise to low
- C. Wave all objects under the search coil while slowly turning the right knob clockwise.
 - NOTICE THE DIFFERENT TONES
 - NOTICE THE METALS ELIMINATED



BASIC OPERATION

TURNING ON YOUR DETECTOR

Turn the left knob (SENSITIVITY) to the right. As the knob clicks to the "On" position, the detector sounds three beeps, the LCD arrows appear momentarily, and the unit pre-sets to the DISC/ALL METAL mode of operation.

SET THE MODE

1. ALL METAL

- A. Press the DISC/ALL METAL touchpad
- B. Turn the right knob (DISC/NOTCH) to the left.

The unit will emit sound when passing over all types of metal objects. The ALL METAL mode offers the greatest depth detection capability.

2. DISCRIMINATE

- A. Press the DISC/ALL METAL touchpad
- B. Slowly turn the right knob (DISC/NOTCH) clockwise.

As you turn the knob clockwise the detector will first eliminate small iron objects such as nails. When rotated clockwise, large iron objects are eliminated, followed by trash items such as foil and aluminum.

3. NOTCH

Press the NOTCH touchpad, and the detector will automatically reject iron. Turn the DISC/NOTCH knob clockwise for selective elimination of various junk items while still detecting nickels, silver and copper coins, and small gold items. NOTCH eliminates medium tone trash items while still detecting valuable low and high tone metals. (audio tone ID is discussed later).

4. AUTO NOTCH

Press the AUTO NOTCH touchpad, and the detector will automatically reject iron and most pull-tabs. Nickels and most small gold rings will be retained. The DISC/NOTCH knob creates a rejection "window" which can be moved as it is turned clockwise. With this mode, you can reject screw caps and zinc (post 1982) pennies as the DISC/NOTCH control is turned clockwise, but still detect valuables with low and high tones.

Note: If you are not sure of your current mode setting, simply press the desired touch-pad again.

LCD TARGET DISPLAY

READING THE DISPLAY

The Liquid Crystal Display (LCD) shows the PROBABLE identification of the targeted metal, as well as the PROBABLE depth of the target, in inches.

Pass the search coil repeatedly over a target, and observe the target readout. The detector will register a repeated, unchanging target identification when a buried target has been located and identified. If, upon repeated passes over the same spot, the target identification reads inconsistently, the target is probably a trash item, or oxidized metal. With practice, you will learn to unearth only the repeatable signals.

The segment identifications are highly accurate, when detecting the objects described on the label. For example, if you pass the coil repeatedly over a nickel, your detector will repeatedly register a nickel. However, if you repeatedly register a nickel, for an unknown buried object, you could be detecting some other metallic object with the same magnetic signature as a nickel.

GOLD TARGETS Gold objects will register on the left side of the LCD scale.

Gold flakes will register under Iron/Foil

Small gold items will register under Pull Tab.

Medium-sized gold items will register under S-caps.

Large gold items will register as Zinc 1¢.

SILVER TARGETS: Silver objects will register to the right of the scale, under 25¢, 50¢, or \$1, depending on the size of the object. The larger the object, the farther to the right it will register.

IRON/FOIL: All sizes of iron and aluminum objects will register on the far-left side of the scale. This could indicate a worthless item such as a nail, or a more valuable historic iron relic.

PULL TAB: All older pull tabs from beverage cans will register here. Most newer pull tabs will register here. Many gold rings will also register here.

S-CAPS: Older screw caps from glass bottles will register here. Large gold rings, like a class ring, could also register here. Some non-U.S. coins of recent vintage will also register here.

1¢ ZINC: Newer pennies (post-1982) will register here. Many non-U.S. coins of recent vintage will also register here.

10¢: Dimes and pre-1982 pennies will register here. Older, pre-1982, pennies are composed of copper, which has a metallic signature similar to a dime.

Caution: The target indications are visual references. Many other types of metal can fall under any one of these categories. You will experience a trash-to-treasure ratio when treasure hunting. The more you practice, the lower you will push your trash-to-treasure ratio. While the Quick Draw II will eliminate or indicate the presence of most common trash items, it is impossible to accurately classify ALL buried objects. The LCD provides a visual reference to minimize the detection of trash objects. By using the target ID in conjunction with discrimination control and the three-tone audio identification system (discussed later), you can further reduce the trash-to-treasure ratio.

BATTERY & DEPTH INDICATORS

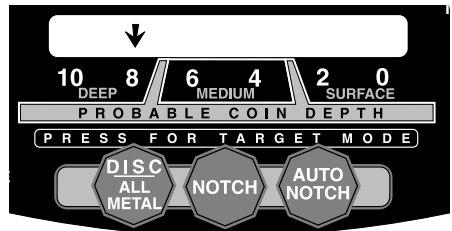
The LOW BATT indicator will flash as the unit is powered on. If the indicator comes on and stays on, replace the batteries.

LOW ● BAT

DEPTH INDICATOR:

The Depth Indicator is accurate for coin-sized objects. It indicates the depth of the target, in inches. Large and irregularly-shaped objects will yield less reliable depth readings

When passing over an object, the depth indicator will light up and stay illuminated until another object is scanned. Pass repeatedly over the suspected target and pause briefly at the end of each sweep to read your display. Repeated indication at the same depth level indicates an accurate target detector. If the depth indication varies with each sweep, try sweeping at different angles; there may be more than one target present. With practice, you will learn the difference between accurate readings, multiple targets, and highly erratic readings which evidence trash or irregularly shaped objects.



Depth indicator locked on 8 inches

SENSITIVITY ADJUSTMENT



The principle use for the SENSITIVITY knob is to eliminate ELECTROMAGNETIC INTERFERENCE (EMI). EMI is both naturally-occurring and man-made. Common sources of EMI are power lines, both suspended and buried, and broadcasting antennas. Machinery, when in operation, can also produce EMI.

EMI comes from most household appliances, so **YOUR DETECTOR CAN BEHAVE VERY ERRATICALLY INDOORS**. If you want to test it indoors, turn off the TV and microwave. If you have lights with

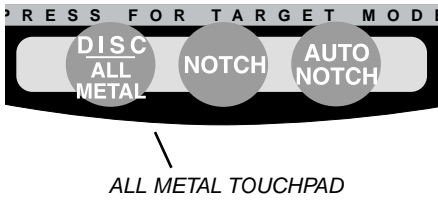
dimmer switches, also turn these off; dimmer switches can produce lots of EMI.

If your detector chatters with the SENSITIVITY knob in the 100% clockwise position, reduce the sensitivity until the chatter stops (usually to the 1:00 or 3:00 position).

If you suspect the presence of deeper targets underneath a shallower target, reduce the SENSITIVITY to eliminate the detection of the deeper target to properly locate and identify the shallower target.

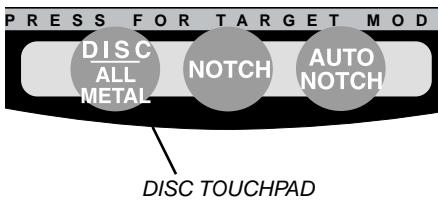
MODES OF OPERATION

ALL METAL MODE:



There are two ways to enter the ALL-METAL mode.

- 1) Turn the right knob (Disc/Notch) left to the furthest counterclockwise position. Then Press the Disc/All Metal touch pad.
- or
- 2) Turn the right knob (Disc/Notch) left to the furthest counterclockwise position. Then turn the detector on. (The detector always defaults to the Disc/All Metal mode when first powered on).



DISCRIMINATION MODE:

To enter DISCRIMINATION mode,

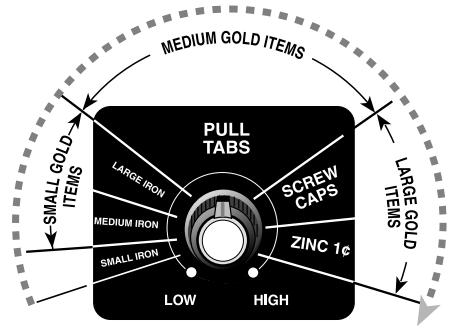
- 1) Press the Disc/All Metal touch pad, and
- 2) Turn the Disc/Notch control knob clockwise past the "Disc" indication.

In the DISCRIMINATION mode, the detector will emit three distinct tones, depending on the type of metal detected.

As you turn the Disc Knob

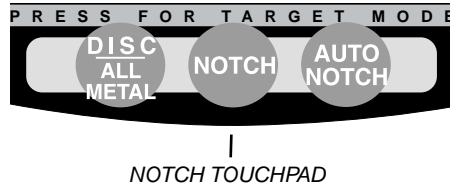
clockwise, you will progressively "discriminate out," or eliminate from detection, different types of metals.

Refer to the illustration below as a reference for the levels required to discriminate out different objects.



The DISCRIMINATION mode is a fixed-start-point system. As you turn the knob to the right, more objects are progressively eliminated, including the items to the left. Use DISCRIMINATION for coin-shooting and detecting in trashy areas.

NOTCH MODE:



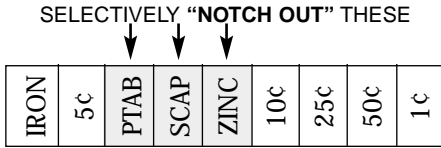
To enter NOTCH mode, press the Notch touch pad.

In NOTCH mode, iron is automatically eliminated.

NOTCH then gives the user a variable rejection window. In this mode, you can eliminate items in the middle of

MODES OF OPERATION

the metallic spectrum, but still detect items to the left of the scale, as follows:

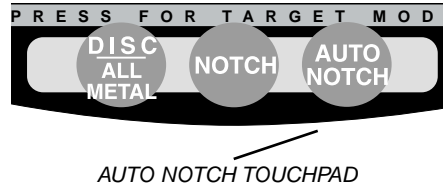


NOTCH is most useful to "notch out" specific unwanted items. If you encounter certain bothersome trash items, program their rejection into your detector as follows:

- 1) Turn the Disc/Notch knob 100% counterclockwise.
- 2) Pass the undesirable object under the search coil.
- 3) Turn the Disc/Notch knob slowly clockwise until the object is no longer detected.

Use the NOTCH mode for coin-shooting, jewelry hunting, or for your own customized hunt.

AUTO NOTCH MODE



To enter the AUTO NOTCH mode, press the Auto Notch touch pad. In AUTO NOTCH mode, iron, most pull tabs, and screw caps are automatically eliminated.

In addition, you can turn the Disc/Notch control to selectively eliminate more items beyond the pre-programmed ones. The Disc/Notch control operates in this mode in the same manner as outlined in the NOTCH mode instructions, except that AUTO NOTCH does not eliminate the more valuable nickels.

Use AUTO NOTCH for press-and-go treasure hunting in applications like coin-shooting, and jewelry hunting.

AUDIO TARGET ID

Depending on the operating mode and Disc/Notch control setting, the Quick Draw II emits three distinct tones which classify metal objects into categories.

IRON & STEEL:

In the DISCRIMINATION mode most iron and steel objects will induce a low tone. Highly oxidized iron can induce a high tone, depending on the Disc/Notch control setting. For instance, some rusted bottle caps will induce a high tone and indicate to the right of the LCD target display.

GOLD:

Gold objects will induce a low or medium tone, depending on their sizes. Very small gold objects will indicate on the left-most segment. Large gold objects will read under the Zinc segment. If you are gold prospecting, you will usually be looking for natural gold in an area which it does not contain much trash, and can therefore ignore the specific segment descriptions.

PULL TABS:

Pull tabs are the most bothersome trash items for detectorist. Most will induce a medium tone. Most will be eliminated automatically in the AUTO NOTCH mode, or alternatively be manually “notched out” in NOTCH mode with the Disc/Notch control. The older pull tabs (those not attached to the can after opening) are sometimes broken in half; these broken tabs can induce low tones. Highly oxidized pull tabs can also induce high tones.

It can be very difficult to differentiate pull tabs from gold rings. When they both induce medium tones, you might notice a “double beep” from a gold ring but a “single beep” from pull tabs. To achieve this distinction, sweep the search coil very slowly, and at different angles. Two tones might signal as the detector passes over each side of the round ring.

COPPER, SILVER & BRASS:

Most valuable coins are composed of these metals and will usually induce a high tone. Valuable objects other than coinage can also be composed of copper, silver and brass.

LOW TONE



Nails & Bottle Caps,
Gold & Nickel

MEDIUM TONE



Old & New Pull Tabs, Zinc
Pennies (Post 1982)

HIGH TONE



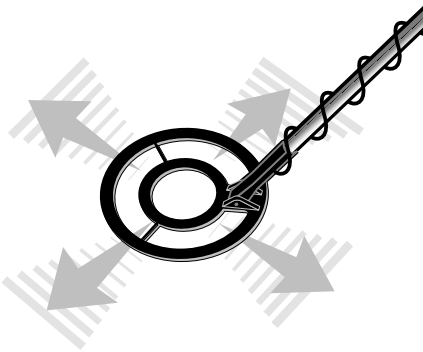
Copper, Silver & Brass
Copper Pennies (Pre 1982)

IN THE FIELD TECHNIQUES

PINPOINTING

Accurate pinpointing takes practice and is best accomplished by “X-ing” the target area.

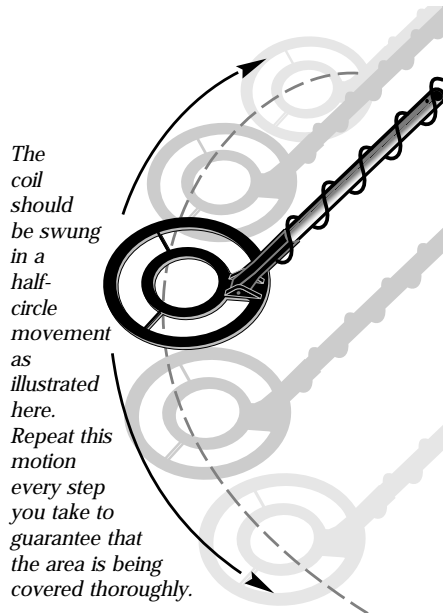
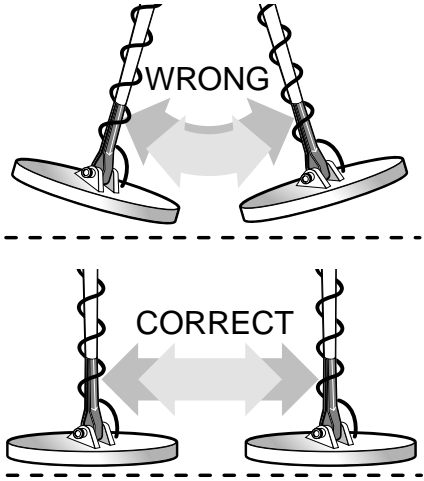
1. Once a buried target is indicated by a good tone response, continue sweeping the coil over the target in a narrowing side-to-side pattern.
2. Take visual note of the place on the ground where the “beep” sounds.
3. Stop the coil directly over this spot on the ground.
4. Now move the coil straight forward and straight back towards you a couple of times.
5. Again make visual note of the spot on the ground at which the “beep” sounds.
6. If needed, “X” the target at different angles to “zero in” on the exact spot on the ground at which the “beep” sounds.



When pinpointing a target, try drawing an “X”, as illustrated, over where the tone is induced.

COIL MOVEMENT

When swinging the coil, be careful to keep it level with the ground about one inch from the surface. Never swing the coil like a pendulum.



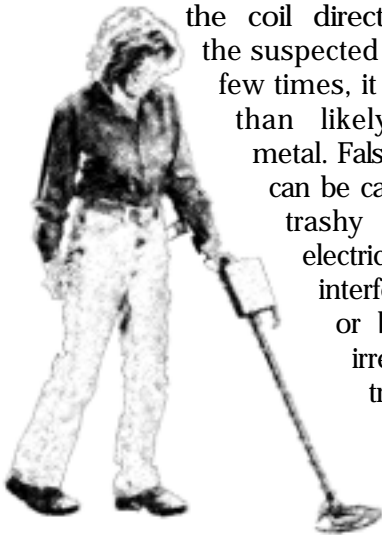
The coil should be swung in a half-circle movement as illustrated here. Repeat this motion every step you take to guarantee that the area is being covered thoroughly.

IN THE FIELD TECHNIQUES

After selecting your operating mode, swing the search coil gently side-to-side, slightly overlapping each sweep as you move forward. Make sure you keep your search coil approximately 1 inch above the ground as you search. Raising it in the sweep, or at the ends of your sweep, will cause false readings. Move slowly; hurrying will only cause you to miss targets.

Most good objects will respond with a good repeatable signal.

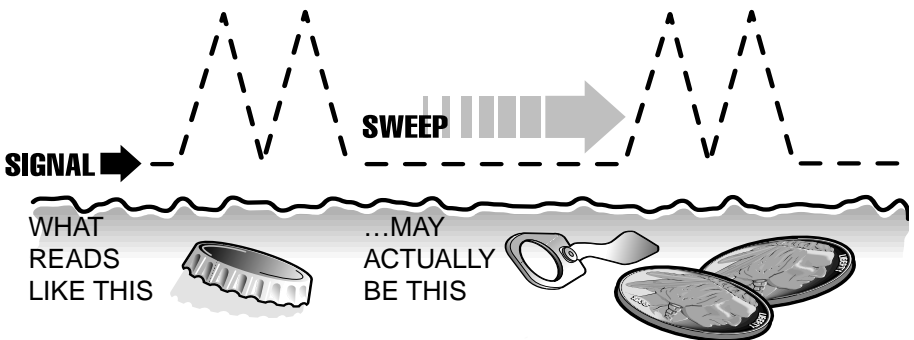
If a signal does not repeat after swinging the coil directly over the suspected target a few times, it is more than likely trash metal. False signals can be caused by trashy ground, electrical interference, or by large irregular trash



objects. These signals are easily recognized by their often broken or non-repeatable nature.

The Quick Draw II is a very sensitive and deep-seeking detector. It will respond loudly to many targets that other detectors would only detect with a weak signal. Because of this, trash-induced signals and other sources of interference may cause signals that seem confusing. The key to managing these false signals is to dig only those targets that emit a strong repeatable signal. As you sweep the search coil back and forth over the ground, learn to recognize the difference between the signals that occur at random and signals that are stable and repeatable.

When searching very trashy ground, it is best to scan small areas with slow, short overlapping sweeps. To prevent erratic signals and difficult pinpointing in trashy areas, consider purchasing the Bounty Hunter 4-Inch Gold Nugget Coil System.



METAL DETECTING APPLICATIONS

COINSHOOTING:

The most popular metal detecting application. When coinshooting, you want to discriminate out pull tabs, screw caps, and iron objects. Beware that highly oxidized steel may also be detected.

Control settings required.

- 1) Press DISC/ALL METAL touch pad.
- 2) Turn the Disc/Notch Knob to the 3:00 position.

RELIC HUNTING:

A relic is a historical object, sometimes of great value. Relics can be found in abandoned homes, plowed fields or even your own backyard. Research the local library to learn of historical events or places in the area. You can then target your search to a specific area and gain valuable insight into your local history.

Control settings required.

- 1) Press DISC/ALL METAL touchpad.
 - 2) Turn the DISC/NOTCH knob 100% counterclockwise.
- Many relics are iron, so you do not want to discriminate.

CACHE HUNTING:

A cache, pronounced “cash” is a buried or hidden valuable stored inside a case, strong box, or bag. A cache can be hidden in the floor or walls of a house, or buried nearby. Operate in the ALL METAL mode.

Control settings required.

- 1) Press DISC/ALL METAL touchpad.
- 2) Turn the DISC/NOTCH knob 100% counterclockwise.

JEWELRY HUNTING:

Jewelry can be found wherever people congregate. Beaches, parks, school yards and fair grounds are all littered with lost jewelry. Your greatest challenge is the interference from pull tabs and cans. You must use a discrimination mode: AUTO NOTCH is best.

Control settings required.

- 1) Press the AUTO NOTCH touchpad.
- 2) Set Disc/Notch knob at 2:00. Dig only the repeatable low and high tones, avoid the broken or non-repeatable tones.

OTHER APPLICATIONS:

Use your Quick Draw II to find property markers, machine parts, and lost keys. Keep your detector in ALL-METAL mode for these tasks.

Gold prospecting also requires the ALL-METAL mode.

ACCESSORIES

MAXIMIZE YOUR METAL DETECTING EXPERIENCE WITH THESE BOUNTY HUNTER ACCESSORIES



4 INCH COIL

Great for searching in trashy areas with its smaller target area. Also perfect for gold prospecting and fitting into tight spaces.

10 INCH COIL

For maximum depth detection.

HEADPHONES

Increase battery life and find more deeply buried objects, evidenced by faint signals sometimes undetected with the standard speaker.

CARRY BAG

Custom-sized to carry your Quick Draw II.

COIL COVERS

Protect your coil from wear & tear. 4 inch, 8 inch, 10 inch.

www.detecting.com

TROUBLESHOOTING

TROUBLE SHOOTING GUIDE

SYMPTOM	CAUSE	SOLUTION
Detector chatters or beeps erratically	<ul style="list-style-type: none">• Using detector indoors• Using detector near power lines• Using 2 detectors in close proximity• Highly oxidized buried object • Environmental electromagnetic interference	<ul style="list-style-type: none">• Use detector outdoors only• Move away from power lines• Keep 2 detectors at least 20' apart• Only dig up repeatable signals• Reduce sensitivity until erratic signals cease
Constant low tone or constant repeating tones	<ul style="list-style-type: none">• Discharged batteries • Wrong type of batteries	<ul style="list-style-type: none">• Replace batteries • Use only 9V alkaline batteries
LCD does not lock on to one target ID or emits multiple tones	<ul style="list-style-type: none">• Multiple targets present• Highly oxidized target• Sensitivity set too high	<ul style="list-style-type: none">• Move coil slowly at different angles • Reduce sensitivity
No power, no sounds	<ul style="list-style-type: none">• Dead batteries• Batteries connected improperly• Cord not connected securely	<ul style="list-style-type: none">• Replace batteries • Check connections

CARE AND MAINTENANCE

Your Quick Draw II Metal Detector is an example of superior design and craftsmanship. The following suggestions will help you care for your metal detector so you can enjoy it for years to come.



Handle the metal detector carefully. Dropping it can damage circuit boards and cases.



Use and store the metal detector in normal temperature environments. Temperature extremes can shorten the life of electronic devices and distort or melt plastic parts.



Wipe the metal detector with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the metal detector.

The coil is waterproof and may be submerged in either fresh or saltwater. Be careful to prevent water from entering the chassis. After using the coil in saltwater, rinse it with fresh water to prevent corrosion of the metal parts.

Modifying or tampering with the detector's internal components can cause a malfunction and will invalidate your detector's warranty.



TREASURE HUNTER'S CODE OF ETHICS:

1. Respect the rights and property of others.
2. Observe all laws, whether national, state or local.
3. Never destroy historical or archaeological treasures.
4. Leave the land and vegetation as it was. Fill in your holes.
5. All treasure hunters may be judged by the example you set. Always obtain permission before searching any site. Be extremely careful while probing, picking up, or discarding trash items. And ALWAYS COVER YOUR HOLES!

FIRST TEXAS PRODUCTS, LP 5-YEAR LIMITED WARRANTY

Bounty Hunter Metal Detectors are warranted against defects in workmanship or materials under normal use for five years from date of purchase to the original user. Liability in all events is limited to the purchase price paid. Liability under this Warranty is limited to replacing or repairing, at our option, any Bounty Hunter Detector returned, shipping cost prepaid, to First Texas Products, LP. Damage due to neglect, accidental damage or misuse of this product is not covered by this warranty.

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