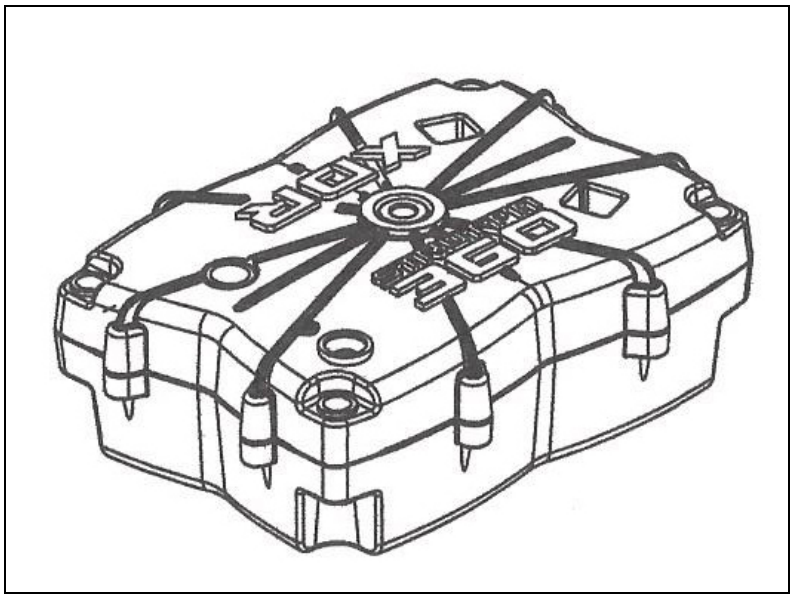
RJ DUNKIN CO. LLC

STRUTT'N 360 XDR

INSTRUCTION MANUAL



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IMPORTANT USAGE INSTRUCTIONS

Important Usage Instructions:

COPYRIGHT WARNING:
Unauthorized recording of copyrighted materials may infringe on the rights of copyright owners and be contrary to copyright laws.

STRUTT'N 360 XDR™:

THIS DEVICE HAS BEEN TESTED AND COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT USED IN ACCORDANCE WITH THE INSTRUCTIONS CONTAINED HEREIN, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS.

NOTE: DO NOT MAKE ANY MODIFICATIONS TO THE EQUIPMENT UNLESS OTHERWISE SPECIFIED TO DO SO IN THIS MANUAL. THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

RJ DUNKIN COMPANY, LLC
424 STONECREST DRIVE, BIRMINGHAM, ALABAMA 35242
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BIRMINGHAM, ALABAMA 35242

IMPORTANT SAFETY INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS:

1. Read the Instructions: All operating instructions should be read before operating the equipment.

2. Retain the Instructions: The safety and operating instructions should be retained for future use.

3. Heed Warnings: All warnings on the product and in the operating instructions should be adhered to at all times.

4. Follow Instructions: All operating and maintenance instructions should be followed.

5. Disassembly: Do not disassemble the product unless instructed to do so by an authorized factory representative.

6. Cleaning: Do not use liquid or aerosol cleaners. The product should be cleaned only as recommended in this manual or by an authorized factory representative.

7. Accessories: Do not use accessories not recommended in this manual as they may be hazardous to either the operator or the product.

8. Servicing: Do not try to service this product yourself. Refer service to the factory. In some instances, a factory authorized representative may walk you through trouble shooting steps which may entail some disassembly.

About this Manual

Thank you for purchasing the STRUTT'N 360 XDR™. Please read the manual in its entirety before you use the 360. Retain this manual for future use. Should your 360 fail to operate properly, refer to the troubleshooting section of this manual. For additional help, phone the factory at (205) 405-7223.

ANY USE OF THIS PRODUCT OTHER THAN CONSUMER PERSONAL USE FOR WHICH IT IS INTENDED IS EXPRESSLY PROHIBITED WITHOUT A LICENSE WITH THE MANUFACTURER.

THIS PRODUCT IS PATENTED AND PROTECTED ACCORDING TO THE PATENT LAWS OF THE UNITED STATES OF AMERICA.

U.S. PATENT NUMBER: 8245436 B2
ISSUED: AUGUST 21, 2012

Supplied Components

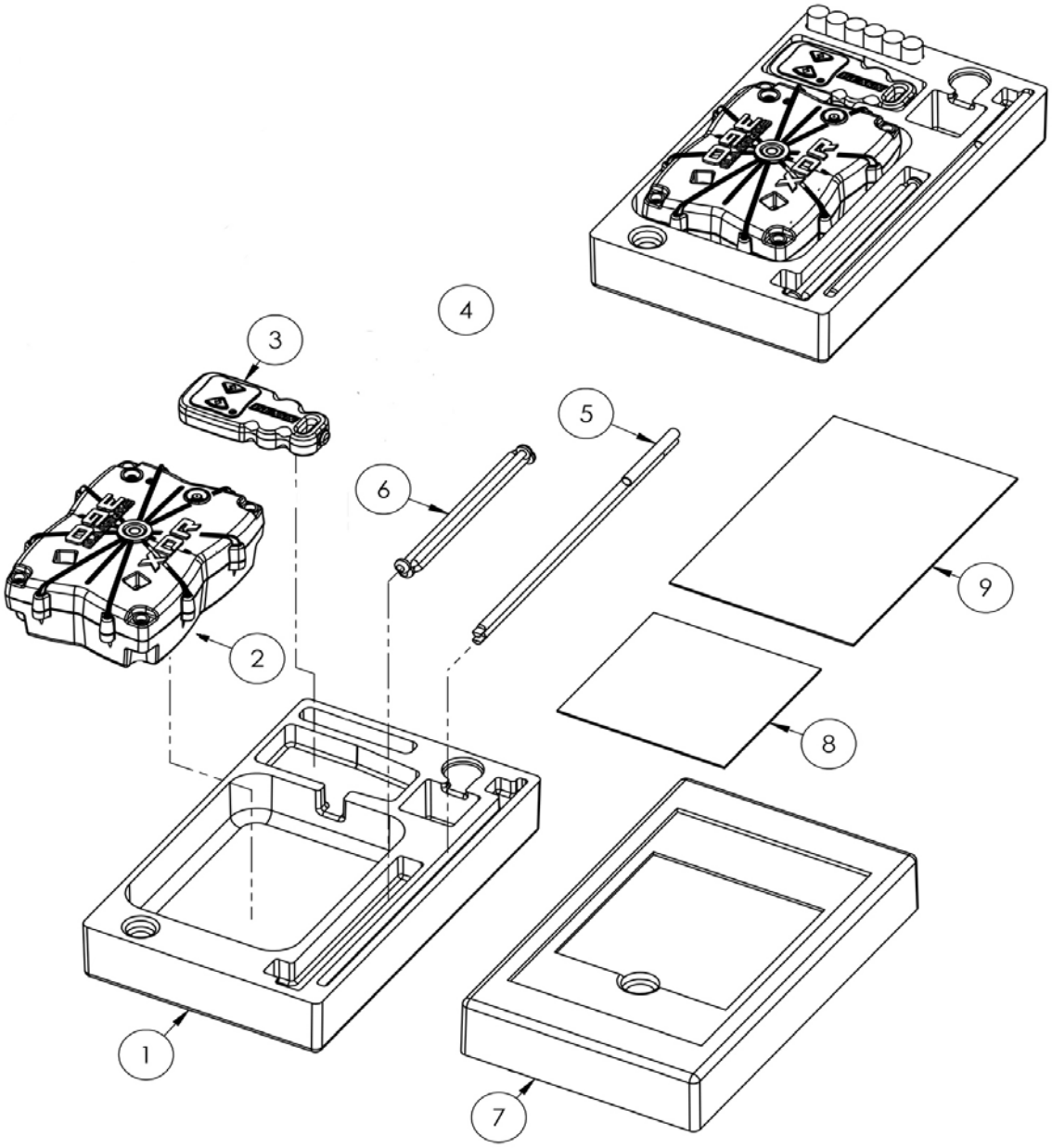
Your STRUTT'N 360 XDR shipping box should contain the following components (see Figure 1):

Item #	Quantity	Description
1.	(1)	Styrofoam Bottom
2.	(1)	The STRUTT'N 360 XDR
3.	(1)	STRUTT'N Transmitter
4.		Omitted
5.	(1)	STRUTT'N Post – 2 Pieces
6.	(4)	STRUTT'N Stakes
7.	(1)	Styrofoam Top
8.	(1)	Instructional DVD
9.	(1)	Instruction Manual
10.	(1)	¼-20 Plastic Thumb Nuts (Not Shown)
11.	(2)	¼ I.D. Plastic Washers (Not Shown)
12.	(1)	STRUTT'N 360 XDR Window Decal (Not Shown)

This container has been packed by: _____

If you find that items are missing from your package, phone RJ DUNKIN Co. LLC at (205) 405-7223.

Figure 1.



AA Batteries Not Included

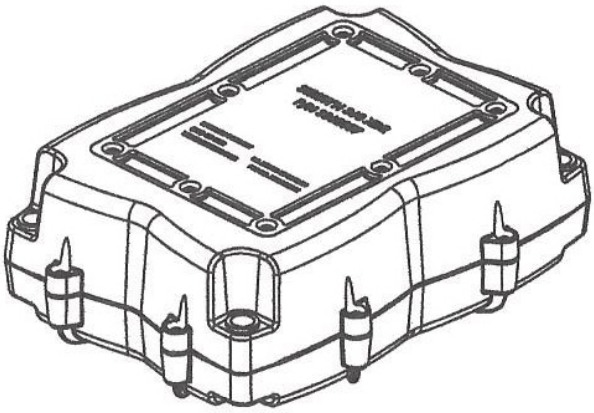
This packaging box does not come with (6) AA Batteries to power your STRUTT'N 360 XDR. AA Batteries can be acquired from most convenience stores, grocery stores, pharmacies, etc.

AA Battery Installation

Tools Required: (1) Small Phillips Screw Driver

1. Remove your 360 from its location in the Styrofoam insert (see Figure 1).
2. Flip the 360 over so it is laying on its top [STRUTT'N 360 XDR lettering facing downward toward the table top (see Figure 2)].

Figure 2.

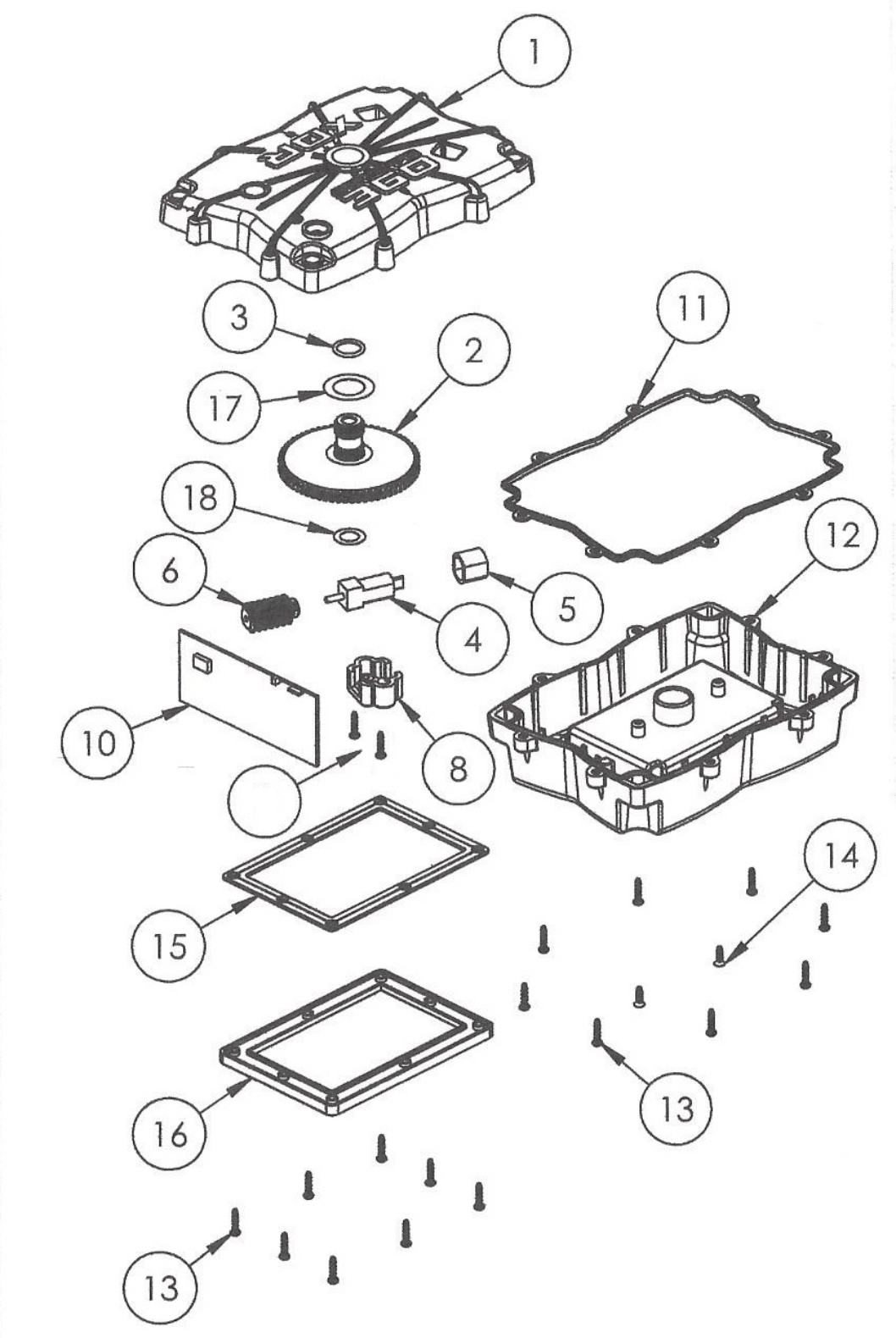


3. Using the Small Phillips Screw Driver, remove the (8) small Phillips head screws (shown as Item 13, Figure 3) from the Battery Cover (shown as Item 16, Figure 3) and place them in a small cup or can.
4. Gently remove the Battery Cover. Note that the Battery Cover Gasket (shown as Item 15, Figure 3) should remain on the Battery Cover, but it is ok if the gasket remains in the Battery Cover cavity.

5. Insert each of the (6) AA Batteries into their respective pockets. Note the orientation for each battery as denoted in the Battery Pack (not shown as Item 19, Figure 3) shell. Each battery will have an alternating pattern (+ positive to – negative).
6. Make sure that each battery is seated into its pocket.
7. Reposition the Battery Cover Gasket in the battery cavity or on the Battery Cover.
8. Place the Battery Cover / Gasket into its resting place in the 360 Base.
9. Reinstall each of the (8) small Phillips head screws through the Battery Cover and Battery Cover Gasket and into the 360 until they are snug. Do not over tighten the screws.

Your 360 is now ready for use!

Figure 3.



Now that you have the (6) batteries installed in the 360, you're ready for a test drive.

You will notice that the 360 does not have a conventional "On/Off" switch. Notice that on the top of the 360 has a round recess that contains the letter "S". This recess is located near the "R" in "XDR". This is referred to as the "Switch Pocket".

You will also notice that on the end of the STRUTT'N Transmitter is a small round boss (see Figure 4). This boss sticks out approximately 3/16".

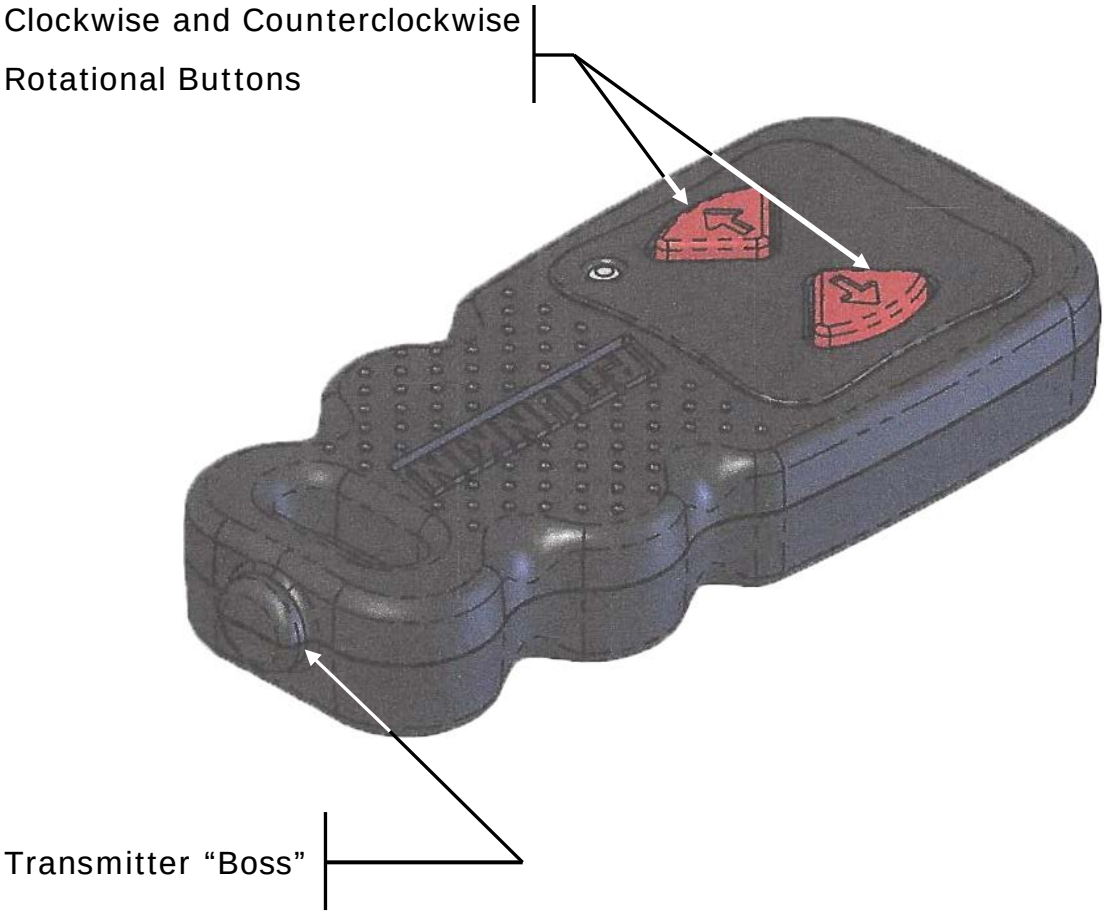
Now your are ready to turn on the 360:

1. Place the boss located on the end of the STRUTT'N Transmitter into the Switch Pocket for approximately (2) seconds.
2. The L.E.D. light (located next to the Switch Pocket) will turn Green for two seconds. After the two second period has elapsed, the L.E.D. will turn orange. The L.E.D. remains orange until one of the buttons is pressed on the transmitter.
3. Press one of the buttons on the STRUTT'N Transmitter. The L.E.D. will flash Green four times then go out for two seconds. From that point forward, the L.E.D. will flash Green every two seconds as long as the unit is powered up.
4. To test the 360, press and hold one of the STRUTT'N Transmitter buttons for 5 to 10 seconds. Touch the spindle (located in the center of the 360 lid) to make sure the 360 rotates. The spindle will continue to rotate while you have the button pressed. Release the button and the rotation stops.
5. Release the button, the spindle will stop.

6. Press and hold the other button for 5 to 10 seconds. Again, touch the spindle (located in the center of the 360 lid) to make sure the 360 rotates the opposite direction.

Figure 4.

STRUTT'N TRANSMITTER



Getting Your Decoy Ready

1. You are supplied with the 2-piece STRUTT'N Post; an Upper Post and a Lower Post. The Upper Post has one end that is threaded of which, is inserted into the hole located in the top of your decoy.
2. The Lower Post has a "Flat" on one end of which, goes into the spindle of the 360. The other end includes a sleeve which accepts the unthreaded end of the 360.
3. Remove the outer-most thumb knob and one plastic washer from the treaded end of the Upper Post. Leave one plastic washer and one thumb knob on the threaded end of the 360.
4. Insert the Upper Post into your decoy (hole located at the top of your decoy). If a hole is not located in the top of the decoy, call the factory for instructions on how to create a hole in the proper location.
5. Insert the plastic washer you previously removed from the Upper Post.
6. Screw on the Plastic Thumb Knob with the large end facing the decoy. Tighten the thumb knob down until it is snug against the washer and decoy.
7. Connect the Upper Post and Lower Post by inserting the Upper Post into the sleeve of the Lower Post.
8. Rotate the Lower Post until the flat on the Upper Post is aligned with the flat located inside the Lower Post sleeve. Push the Upper Post down ¼" until the two pieces are locked together.
9. Test the connection by attempting to rotate one post against the other.

Now that you have the Upper Post installed in your decoy and the Lower Post and Upper Post adjoined, you are ready to set your decoy in place to hunt.

HUNTING Set-up for the STRUTT'N 360 XDR

1. Set the 360 on a level surface and within visual sight of your hunting location (i.e. 20 yards from the tree you will be sitting next to or blind you will be sitting in).
2. Using each the four (4) STRUTT'N Stakes and one (1) stake at a time, insert each of the four (4) stakes into each of the four (4) corners of the 360.
3. Place the boss located on the end of the STRUTT'N Transmitter into the Switch Pocket of the 360 for approximately (2) seconds.
4. The L.E.D. light (located next to the Switch Pocket) will turn Green for two seconds. After the two second period has elapsed, the L.E.D. will turn orange. The L.E.D. remains orange until one of the buttons is pressed on the transmitter.
5. Press one of the buttons on the STRUTT'N Transmitter. The L.E.D. will flash Green four times then go out for two seconds.
6. Place your decoy on top of the 360 by inserting the Lower Post (end with Flat) into the spindle of the 360.
7. Gently rotate the decoy until the flat of the Lower Post and flat in the 360 spindle are aligned. The decoy should drop into place.
8. Test the 360 with your decoy in place by pressing and holding one of the STRUTT'N Transmitter buttons for 5 to 10 seconds. Remember, the spindle will continue to rotate as long as you have the button pressed. Release the button and the rotation stops.
9. Test rotation the other way by pressing and holding the other button for 5 to 10 seconds.
10. Return to your hunting location, you are now ready to hunt.

Frequently asked questions

1. *Is the STRUTT'N 360 XDR Waterproof?*

   The new STRUTT'N 360 XDR has been designed with every opening and leak path to the inside of the enclosure being sealed with a soft silicone gasket. Unless the 360's seals have been cut or compromised, the 360 will withstand any rain mother nature can throw at it. If you do hunt in wet conditions, remove the 360 from your hunting vest once you're home and sit it out to dry for a few days. It should be ready for your next hunt.

2. *Can I use real mounted decoys with the STRUTT'N 360 XDR?*

   Yes: The new STRUTT'N 360 XDR has been designed to accommodate heavier decoys which include real mounted Toms. The average real mounted Tom will weigh somewhere in the neighborhood of 11 pounds. Given that the 360 is in a solid flat location, real mounts should not be a problem. It may take some ingenuity to get the real mount to accommodate the STRUTT'N Post; consult with your taxidermist.

   The new worm gear design and motor selection produces more torque than previous models. You even have the option to Special order a 360 with twice the torque. Call the factory to inquire about our new "Dual Drive" technology.

3. *Can I use inflatable decoys with the STRUTT'N 360 XDR?*

   Yes: The new STRUTT'N 360 XDR has been designed to accommodate inflatable decoys. Phone the factory for details.

4. *Can I add "Dual Drive" Technology to my existing STRUTT'N 360 XDR?*

   Yes: The STRUTT'N 360 XDR has been designed to accommodate the addition of the "Dual Drive" system. The is a charge to add this system to your existing 360. Phone the factory for details on adding this feature.

5. *How far out will the STRUTT'N 360 XDR work?*

   The STRUTT'N 360 XDR has been designed to work reliably with clear "line-of-sight" out to 40 yards. In many hunting situations with line-of-sight clearly visible, distances can be much greater.

6. *Can I use more than one STRUTT'N 360 XDR with one STRUTT'N Transmitter?*

   Yes: Due to advanced RF programming technology, you can set up to five (5) separate 360s; each with its own decoy. The five separate units must be in close proximity to each other with the same line of sight.

7. *Does the STRUTT'N 360 XDR come with a Warranty?*

   Yes: The STRUTT'N 360 XDR comes with a full one (1) year Warranty, from date of purchase, against manufacturer's defects. Note: If you purchased the 360 from a local sporting goods dealer and you have a warranty claim, do not return your unit back to your local dealer, phone the factory.

8. *Does RJ DUNKN Co, LLC have a Field, Pro or Elite Staff Team that I might join?*

   Yes: RJ DUNKIN Co. LLC does have Field, Pro and Elite Staff opportunities. For more information on how you can join the team, contact the factory or inquire on the web (see the "Contact" section of the instruction manual).

9. *Will the STRUTT'N 360 XDR withstand the impact of shotgun shot?*

   The 360 has been design using the most advanced engineering and manufacturing available, but it will not withstand the impact of a direct shotgun blast. It is always best to know what you are shooting at before you pull the trigger, be aware and hunt consciously.

10. *How long will the STRUTT'N 360 XDR batteries last?*

    The STRUTT'N 360 XDR electronics package has been designed to maximize battery life which provides you with the confidence that you can hunt all day, all season for that matter.

    The average hunter should experience battery life that exceeds one complete season and then some.

    Note: It is highly recommended that you remove the batteries from the 360 at the end of your hunting season. Commercial batteries have been known to prematurely expire and corrode which will have detrimental effects on the 360. Battery failure corrosion is not covered under the warranty.

11. How do I know when the STRUTT'N 360 XDR batteries are getting low?

The STRUTT'N 360 XDR electronics package has been designed with an L.E.D. light which flashed green under normal operating conditions. As the batteries begin to fade and loose power, the flashing green light will slowly turn from Green to Red; the close you Red you get, the closer the battery is to being completely dead.

It is recommended that you always have a spare set of batteries available. If not in your vest while out on the hunt, at least in your hunting vehicle.

12. If I forget to turn off my STRUTT'N 360 XDR, will it run down the batteries?

No: The STRUTT'N 360 XDR's electronic system is designed to automatically shut down after a "non-use" period of two hours. This conserves battery life if you forget to power down the unit at the end of your hunt.

While your are hunting, the 360 goes into a sleep mode when not operated for more than two minutes. The 360 wakes up when you press one of the control buttons on the STRUTT'N Transmitter.

Note: While hunting, you must press one of the control buttons on the STRUTT'N Transmitter at least once every two hours. If this requirement is not met, the 360 will shut down. In order to continue hunting, simply go to the 360 and follow the start-up instructions included earlier in this manual.

13. *Can I swap parts between the new STRUTT'N 360 XDR and my old 360?*

No: None of the parts from the new STRUTT'N 360 XDR will work as replacement parts for your old STRUTT'N 360 and vice versa.

14. *Will the new STRUTT'N Transmitter control my original STRUTT'N 360?*

No: The new STRUTT'N Transmitter will not operate your old STRUTT'N 360 and vice versa.

If you any other questions, do not hesitate to phone the factory.

Contact Information

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On the internet at: www.rjdunkin.com