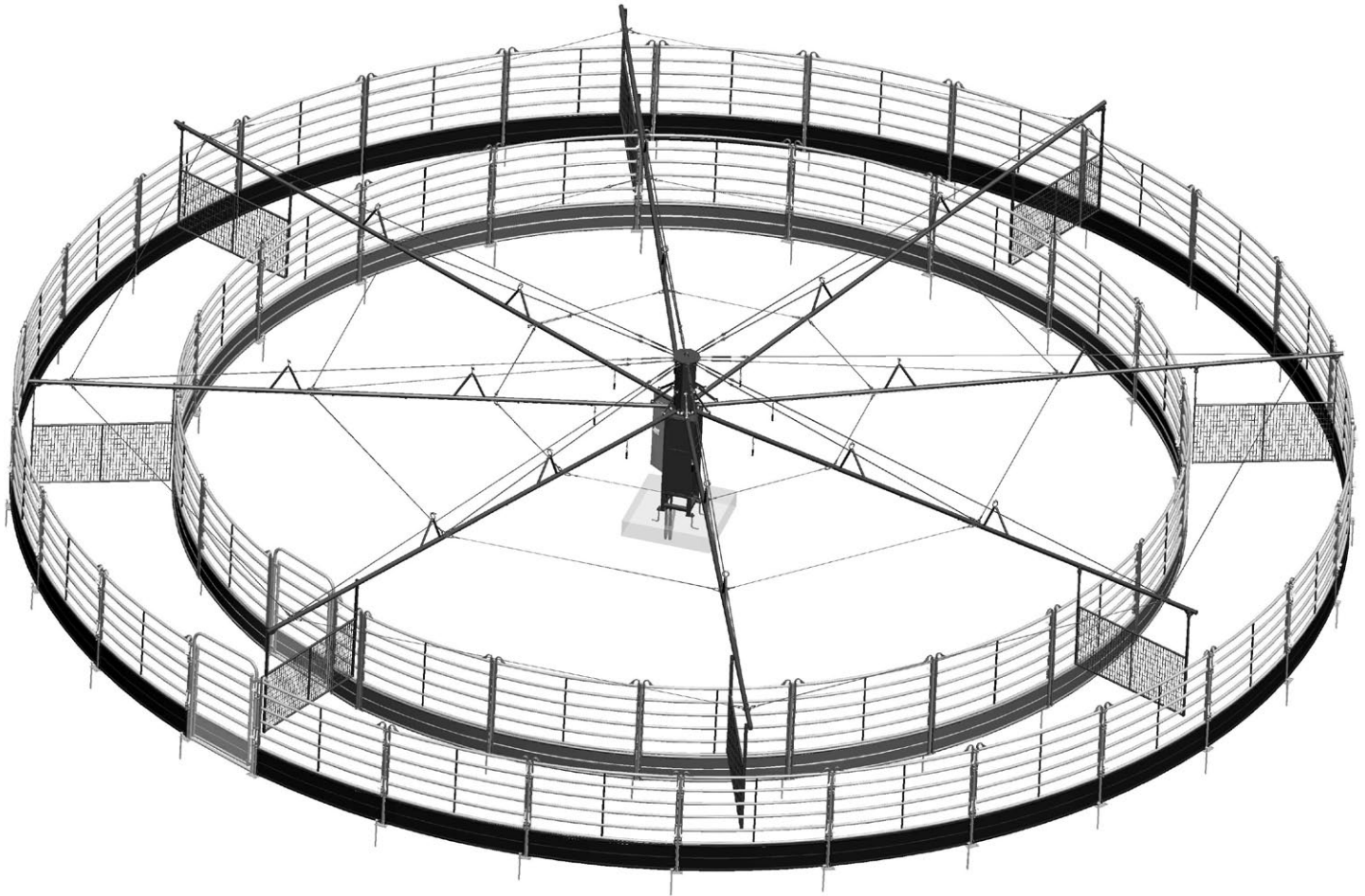


8-Horse Panel Walker

Installation Instructions

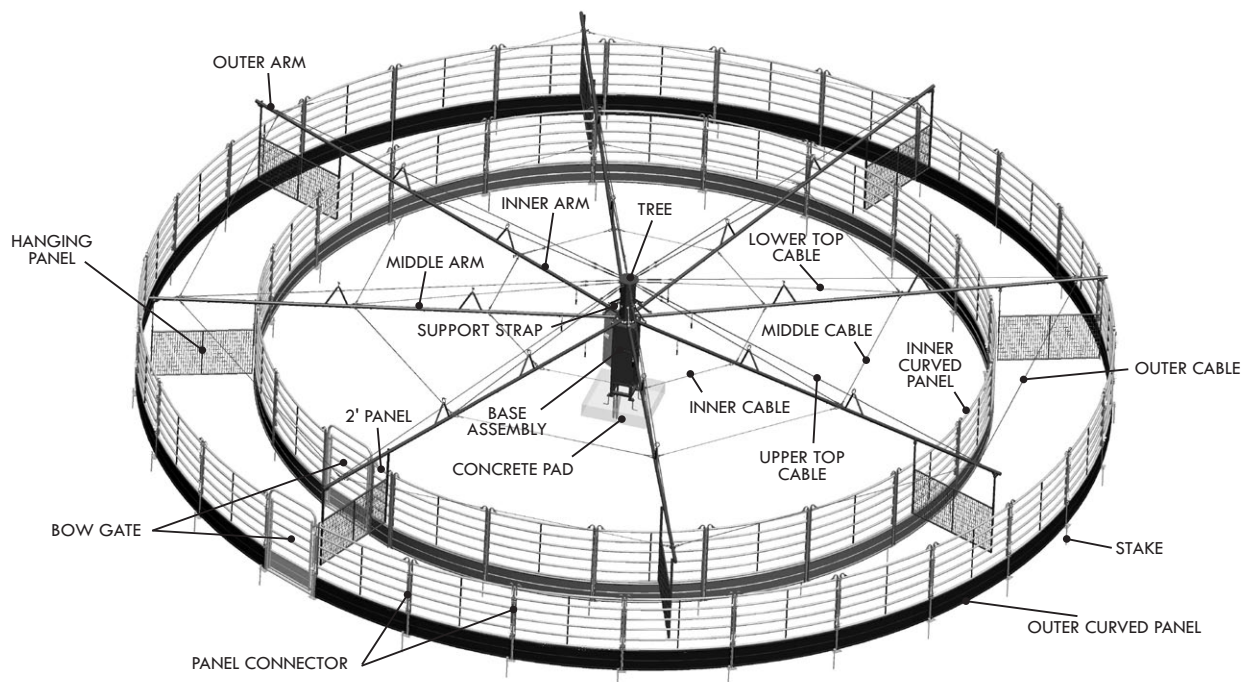


Priefert®
Ranch Equipment

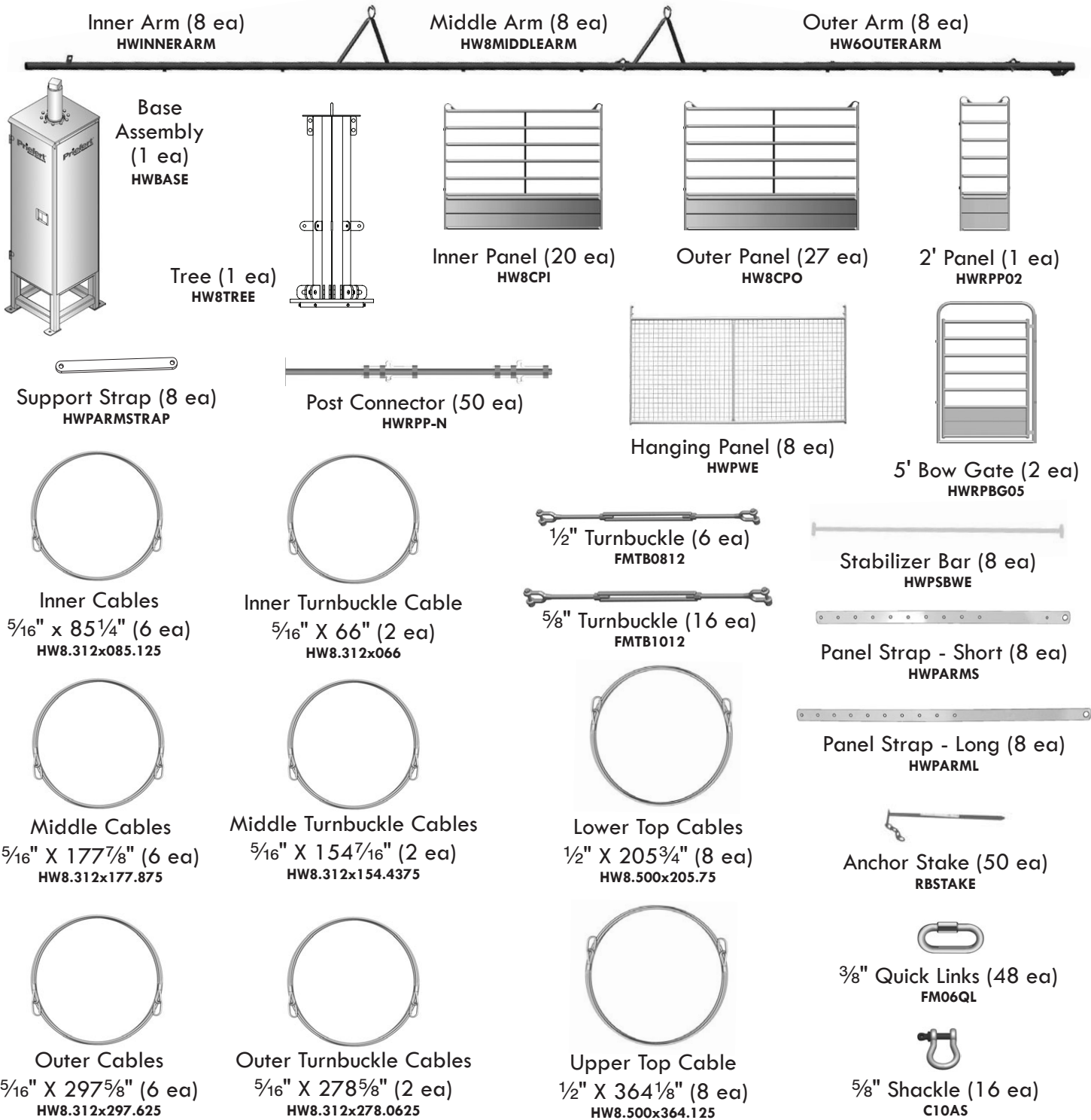
www.priefert.com 800-527-8616

Table Of Contents

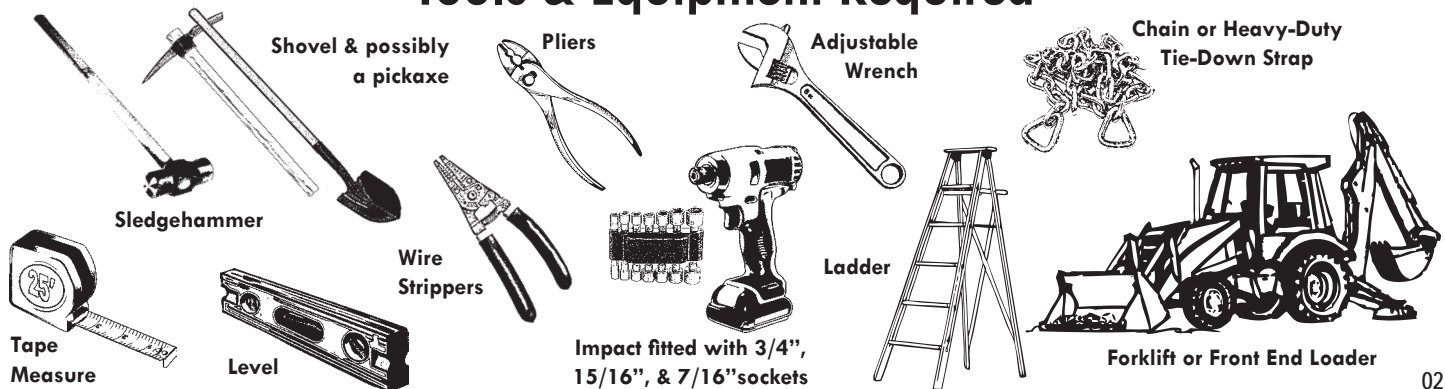
Part Identification	01
Parts Listing	02
Tools & Equipment Required	02
Concrete Pad Preparation.	03
Pad Dimensions	03
Structural Anchor Bolt Jig	03
Horse Walker Assembly	04
Important Breather Plug Information	04
Setting Walker Base	05
Attaching Tree	05
Installing Arms	05
Attaching Top Cables.	06
Attaching Inner & Outer Cables	07
Dimensions For Round Pens	08
Clearances	08
Critical Dimensions	09-10
Hanging Panel Assembly.	09
Hanging Panel Mechanical Connections.	09
Hanging Panel Electrical Connections	13
Critical Dimensions.	09-10
Round Pen Assembly.	11
Inner Ring Assembly.	11
Outer Ring Assembly	12
Horse Walker Electrical Instructions.	13
Panel Identification	13
Panel Contents Description	13
Basic Wiring Schematic.	14
Programming The Remote	15
Panel Description	15
Programming Directions.	16
Horse Walker Operation Instructions	17
Touch Screen Panel Functions	17
Screen Display Examples	17-20
Push Button Panel Functions	21



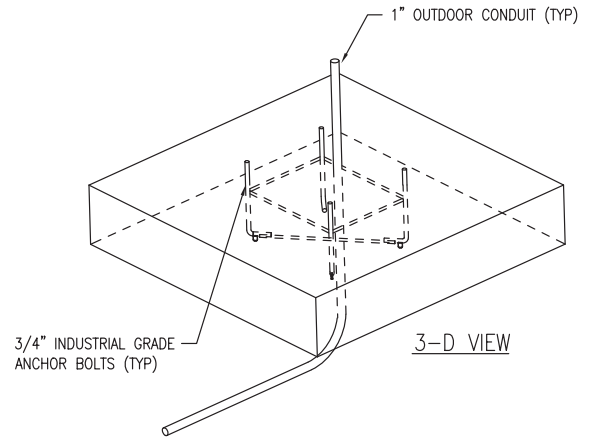
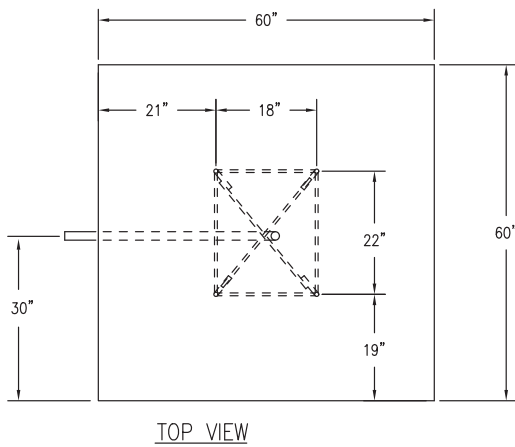
Parts List



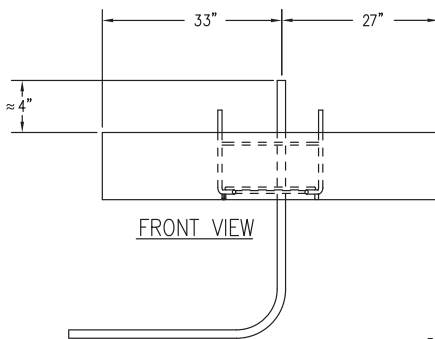
Tools & Equipment Required



Concrete Pad Preparation

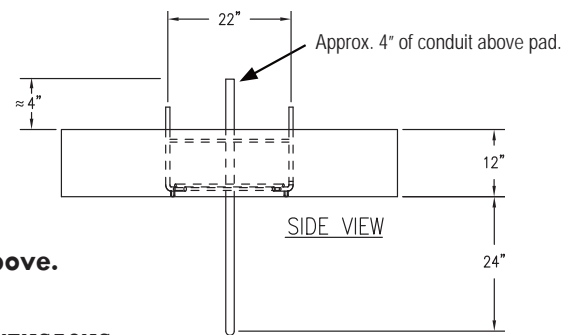


Both Lead Walker and Panel Walker Require 240 VAC 30 Amps.

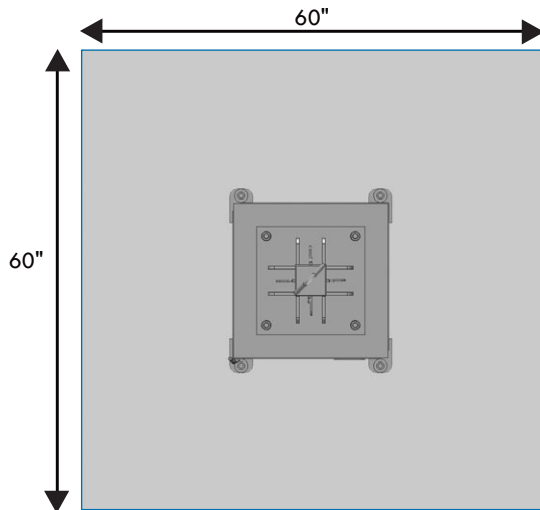


NOTE:
Top of pad should
be flush with ground or 1" above.

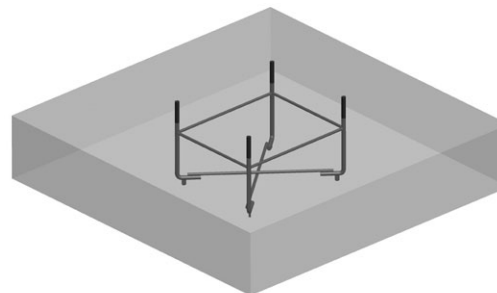
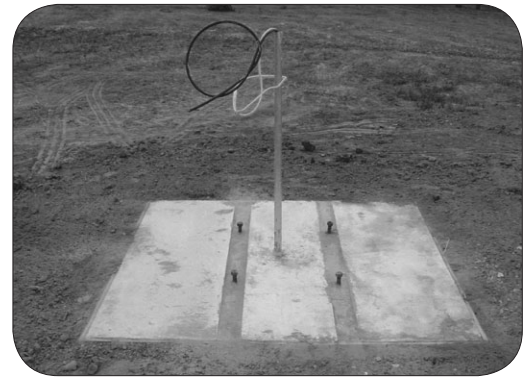
HORSE WALKER CONCRETE PAD DIMENSIONS
Not to Scale



1. Concrete pad should follow the above specifications.



**We Strongly Recommend using the included
Structural Anchor Bolt Jig**



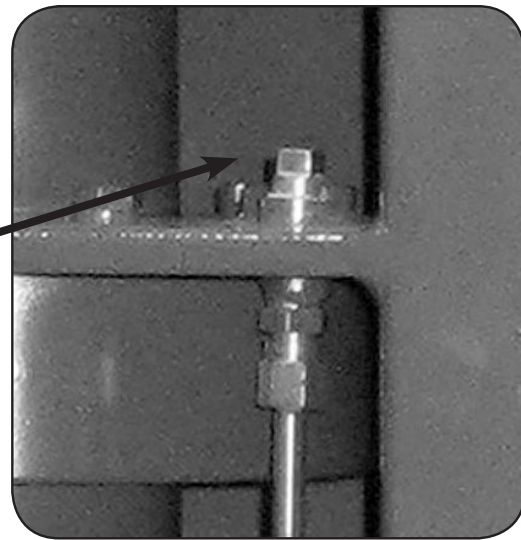
2. Walker Base Assembly will sit on an anchor bolt pattern of 18" x 22". The 18" side will be the front side with the door. Overall diameter of walker to the end of the arms is approx. 72' 4" (36' 2" Radius). When placing the walker, keep the end of the arms 10 to 12 feet from any obstruction.

IMPORTANT: IF factory provided Anchor Bolt Jig is NOT used in installation, use INDUSTRIAL GRADE 3/4" anchor bolts.

Horse Walker Assembly

VERY IMPORTANT!

3. After locating and leveling Walker Base, Plug must be taken out & breather installed before power is turned on. The breather is shipped inside the Control Panel with the Remote Control and Antenna. Open Control Panel Box, remove breather and install before turning on Horse Walker power.



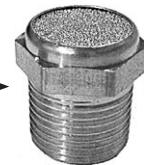
**After locating and leveling
Walker Base**

Replace
This



Shipping
Plug

With
This



Breather

The gearbox is pre-filled with oil. The oil type is Shell synthetic bearing & gear oil Omala RL150 or compatible.



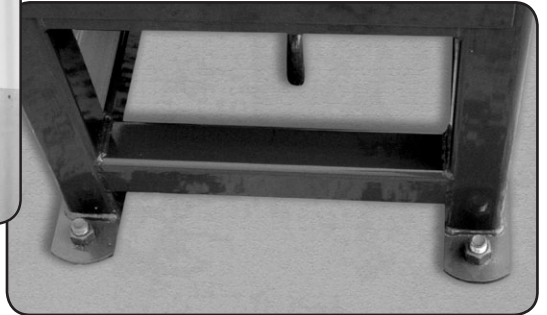
- 4.** To set the Base Assembly to the Concrete Pad, attach a chain or strap to the lifting eyes on each side at the top of the Walker Base and raise the walker with a forklift or front end loader.

NOTE: The Base weighs approximately 1200 lb.. Be sure the equipment used for lifting the Base is able to handle this working weight.



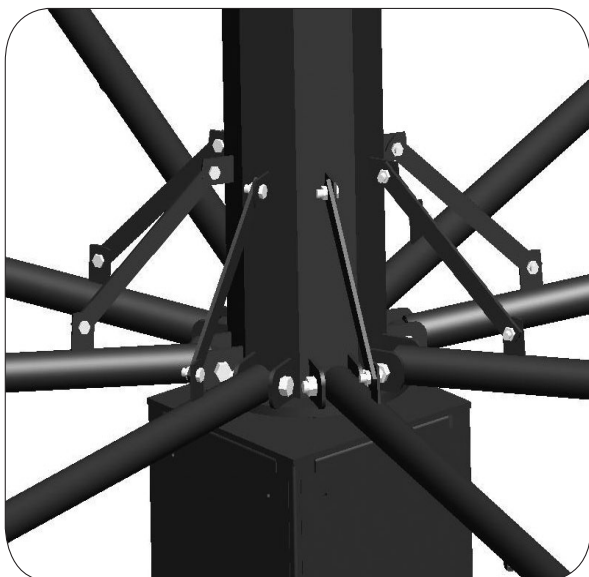
Make sure the walker is **level**, put anchor bolt nuts on and tighten.

Lifting Eye

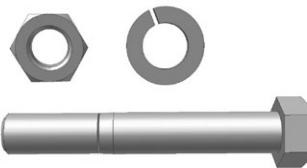


- 5a.** To attach tree, use a chain or strap to attach to the lifting eye at the top of the walker tree. Pick up the tree and slide it over the main shaft. When the tree is all the way down, rotate to make sure it slides down and locks in place on the main shaft.

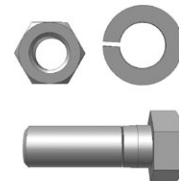
- 5b.** Bolt all support straps (use two $\frac{5}{8}$ " x $1\frac{1}{2}$ " bolts, nuts, and lock washers to the tree. Hand tighten. Turn support straps up against the tree.



- 6a.** To install the arms of the walker, attach the inner arms to the tree with the $\frac{7}{8}$ " x 5" bolts provided. Raise the inner arm and bolt it to the support strap with the $\frac{5}{8}$ " x $1\frac{1}{2}$ " bolts.

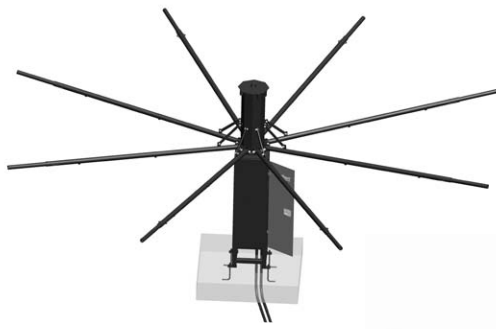


$\frac{7}{8}$ " x 5" Bolts used to attach inner arm to Horse Walker tree.

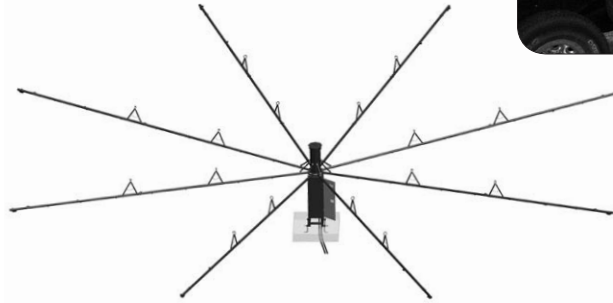


$\frac{5}{8}$ " x $1\frac{1}{2}$ " Bolts used to attach support strap from tree to inner arm.

Note: Do not install the nuts for the $\frac{7}{8}$ " x 5" bolts until all arms have been installed. This will allow bolts to slide out to allow the next arm bolt to be installed. Once all arms have been installed, then install and tightened all nuts.



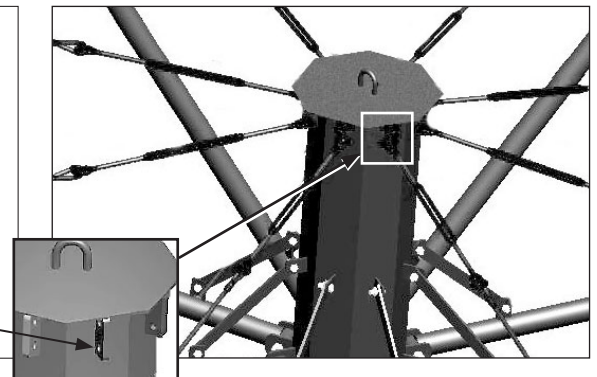
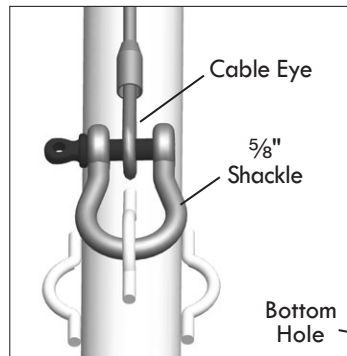
6b. Repeat to attach all eight inner arms to the tree.



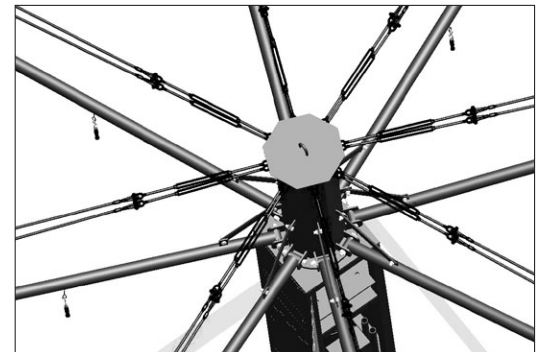
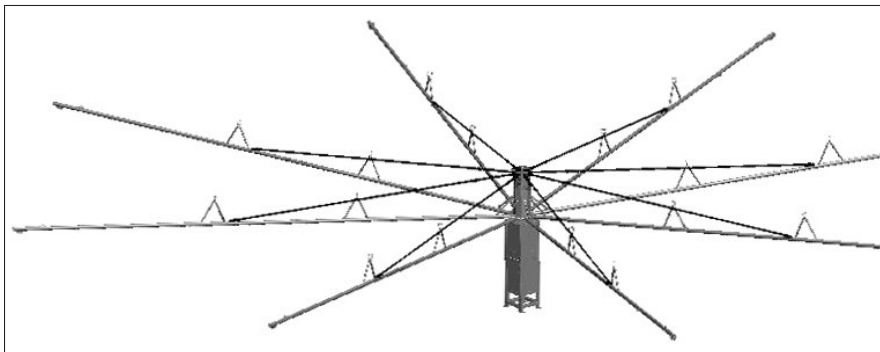
7. Slide the end of the middle arm over the end of the inner arm until the two pieces butt together.

Slide the outer arm over the end of the middle arm until those two pieces butt together.

8a. Attach the 205 $\frac{3}{4}$ " (1 $\frac{1}{2}$ ") lower top cables to the **middle** arm. To do this, attach the $\frac{5}{8}$ " shackle to the cable eye and the top loop at the end of the middle arm. Then, bolt one end of the $\frac{5}{8}$ " turnbuckle to the other end of the cable. Bolt the other end of the turnbuckle to the **bottom hole** on plate at the top of the tree.



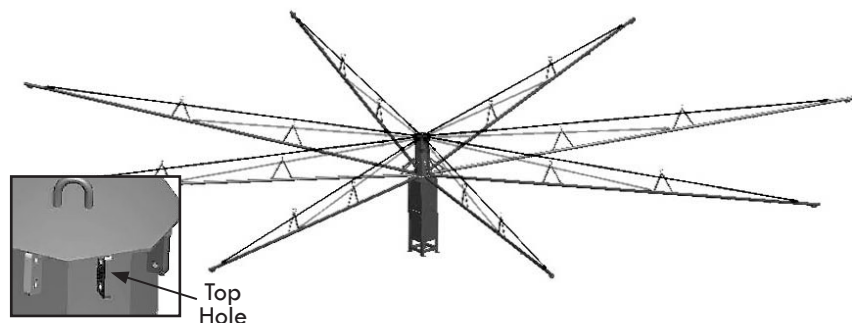
NOTE: This will require someone, or a lifting device, to raise the outer end of the arm to allow enough slack to bolt the turnbuckle to the tree. The turnbuckles need to be unscrewed all of the way out until there is a full thread left in the nuts.



8b. Continue to attach lower top cables until all eight arms are complete. Gently snug all of the lower top cables. Do Not fully tighten lower top cables before attaching upper top cables.

9. Repeat the previous procedure to attach the 364 $\frac{1}{8}$ " (1 $\frac{1}{2}$ ") upper top cables to the **outer** arm. Again, this will require someone, or a lifting device, to raise the outer end of the arm to allow enough slack to bolt the turnbuckle to the **top hole** on plate at the top of the tree.

Continue to attach upper top cables until all eight arms are complete. Tighten all of the top cables until there is a slight bow in the arm.



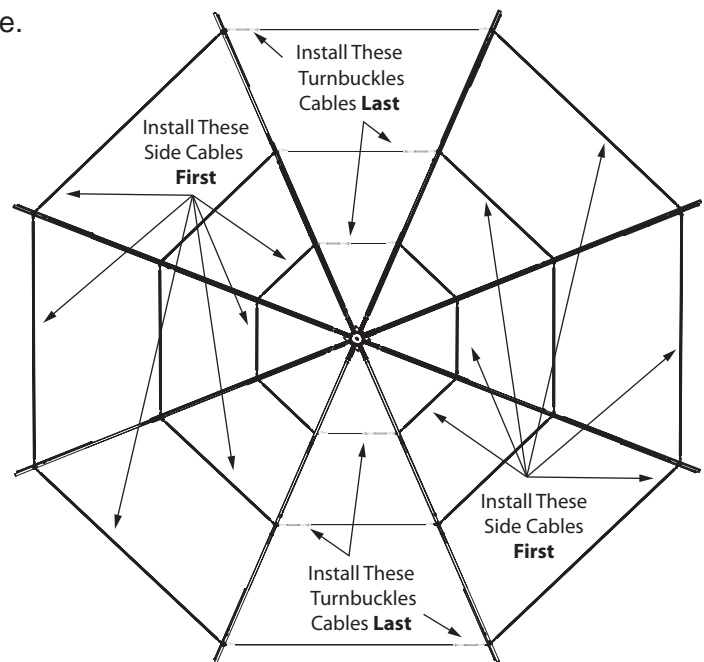
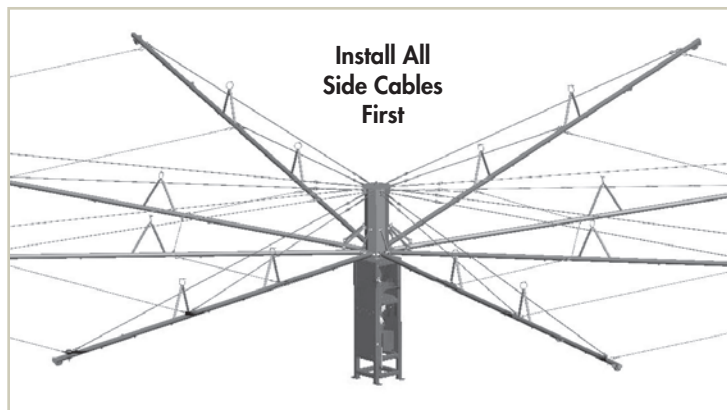
Check to be sure the cables are tightened uniformly without excessive tension on lower or upper top cables.

FIRST, Install side cables, one side of the Walker at a time.

THEN, install the Turnbuckle cables to pull the two sides together evenly to prevent the arms from bowing.

Turnbuckle cables should be installed last.

Overtightening will cause the arms to bow.

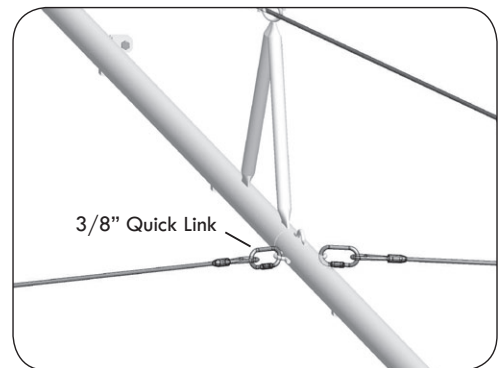


NOTE: DO NOT TIGHTEN ANY INNER, MIDDLE OR OUTER TURNBUCKLES UNTIL ALL CABLES ARE ATTACHED!

10a. Attach the six 85 1/4" (5/16") inner cables, half on either side, to the loops at the center of the inner arms by using the 3/8" Quick Links provided.

10b. Using the previous procedure, attach the six 177 7/8" (5/16") middle cables in the same manner as the inner cables. Attach at the centers of the arms by using the Quick Links to attach the cable ends to the loops on the side of the arm.

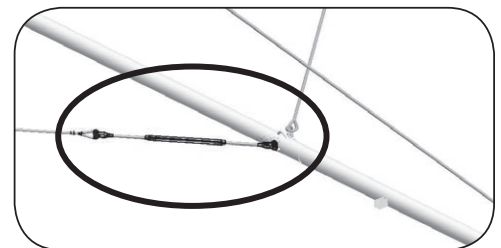
10c. Repeat procedure once again for the outer cables. Attach the six 297 5/8" (5/16") outer cables in the same manner as the inner cables. Attach at the ends of the arms using the quick links to attach the cable ends to the loops on the side of the arm.



11a. Attach one of the two 66" (5/16") inner cables at one end with Quick Link and the 1/2" turnbuckle at the other end. Attach the other on the opposite side of the walker, in the same location. Gently snug the turnbuckles until the slack is out of all eight inner cables.

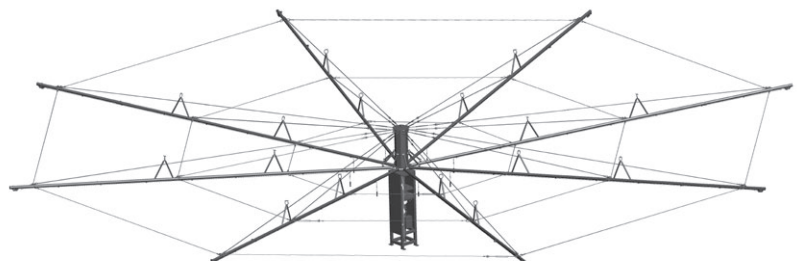
11b. As before, attach one of the two 154 7/16" (5/16") middle cables at one end with quick link and the 1/2" turnbuckle at the other end. Attach the other on the opposite side of the walker, in the same location. Position the turnbuckle opposite to the turnbuckle of the inner cables. Gently snug the turnbuckle until the slack is out of all eight center cables.

11c. As before, attach one of the two 278 5/8" (5/16") outer cables at one end with Quick Link and the 1/2" turnbuckle at the other end. Attach the other on the opposite side of the walker, in the same location. Position the turnbuckle opposite to the turnbuckle of the center cables. Gently snug the turnbuckle until the slack is out of all eight outer cables.

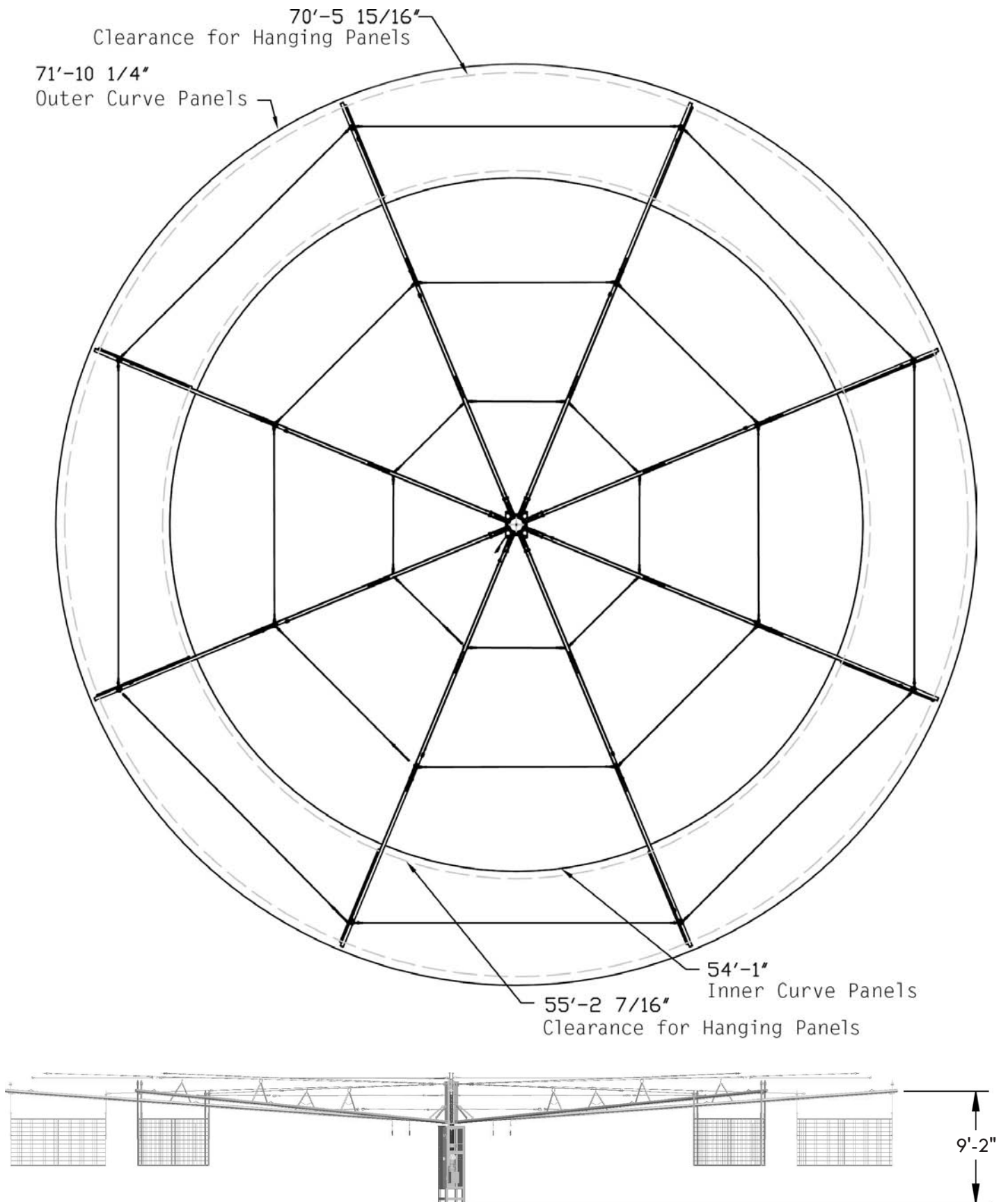


12. Tighten all the turnbuckles progressively until all of the slack is out of all 24 cables, taking up slack uniformly. This will prevent uneven arm alignment. After all of the cables are in place, the top turnbuckles may need to be tightened again.

NOTE: WHEN TIGHTENING CABLES, BE SURE TO TIGHTEN TURNBUCKLES UNIFORMLY TO PREVENT WARPING OR BOWING OF THE ARMS.



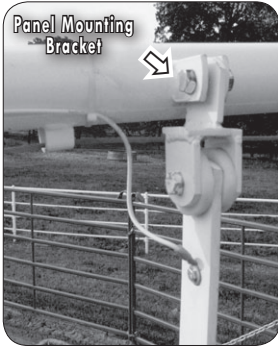
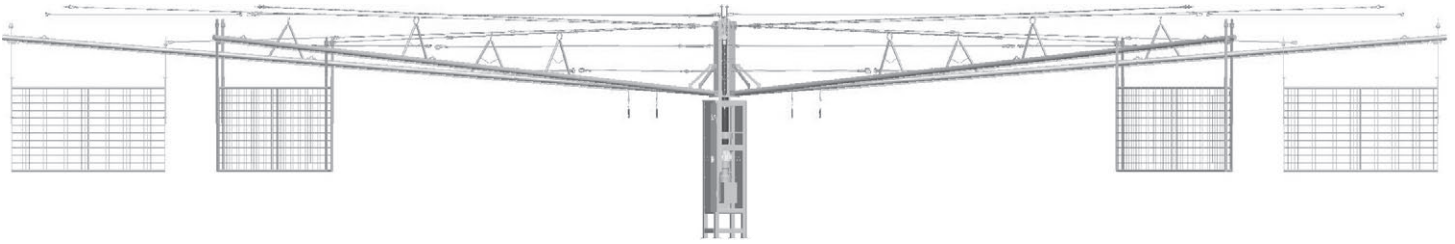
Dimensions for Inner & Outer Round Pens



Be sure to use the proper anchoring methods in the following pages to insure a quality, professional installation for your particular needs and requirements..

SEE CRITICAL DIMENSIONS ON PAGE 9-10

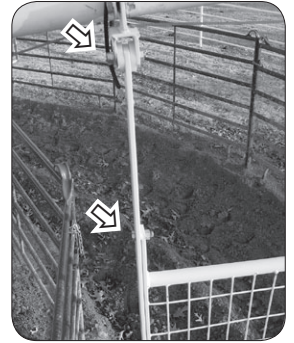
Hanging Panel Assembly



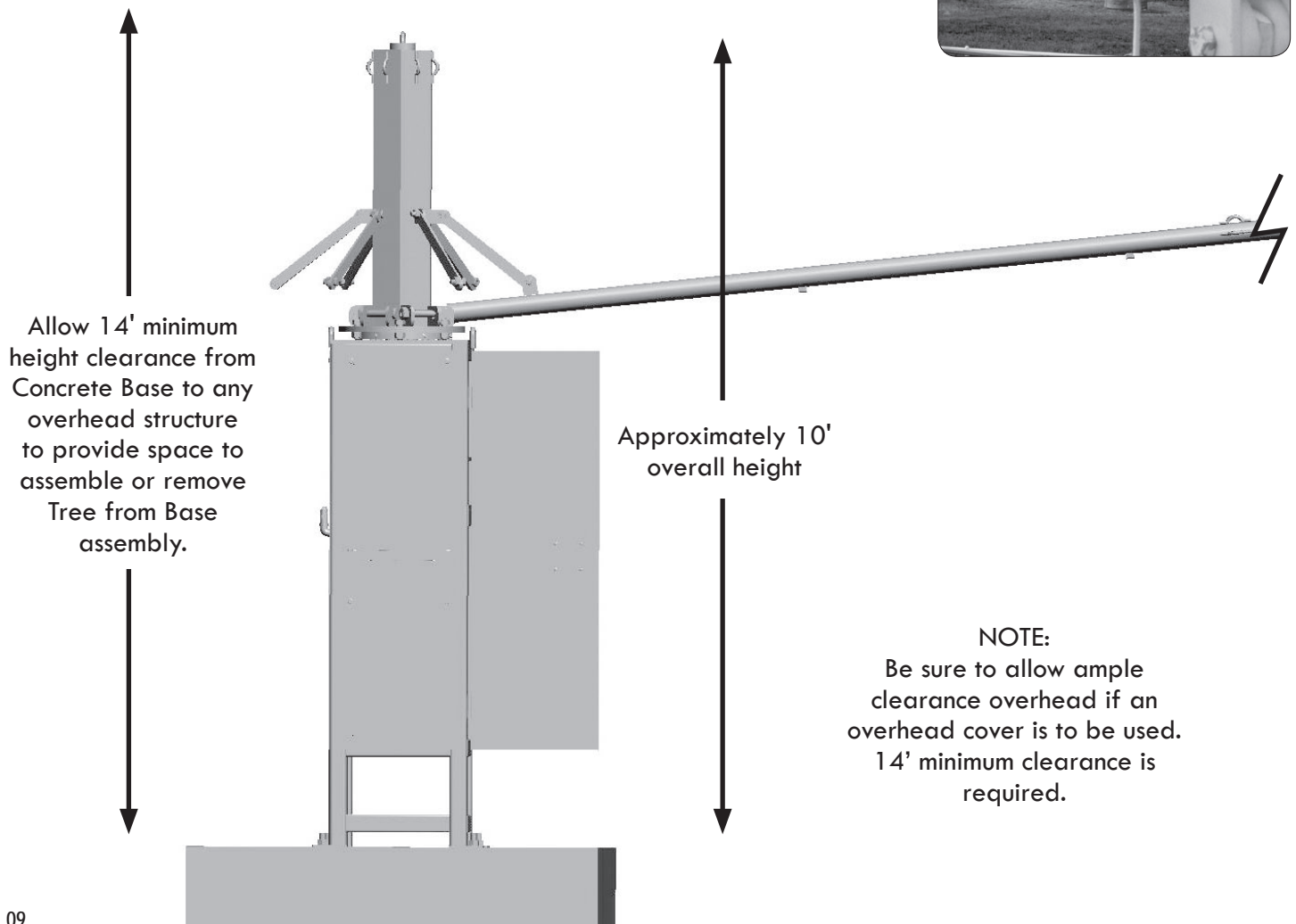
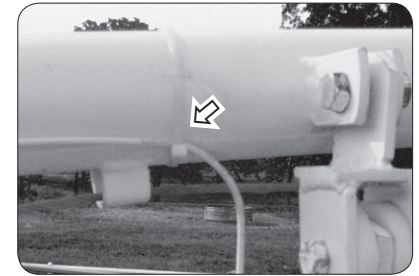
1. Bolt the Panel Mounting Bracket & Arm Attachments to the Horse Walker. Please note that the Long Arm Attachment attaches to the outer ear of the horse walker arm, and the Short Arm Attachment attaches to the inner ear. (See example pg. 10)

NOTE: Do NOT overtighten. Allow straps to pivot from bracket.

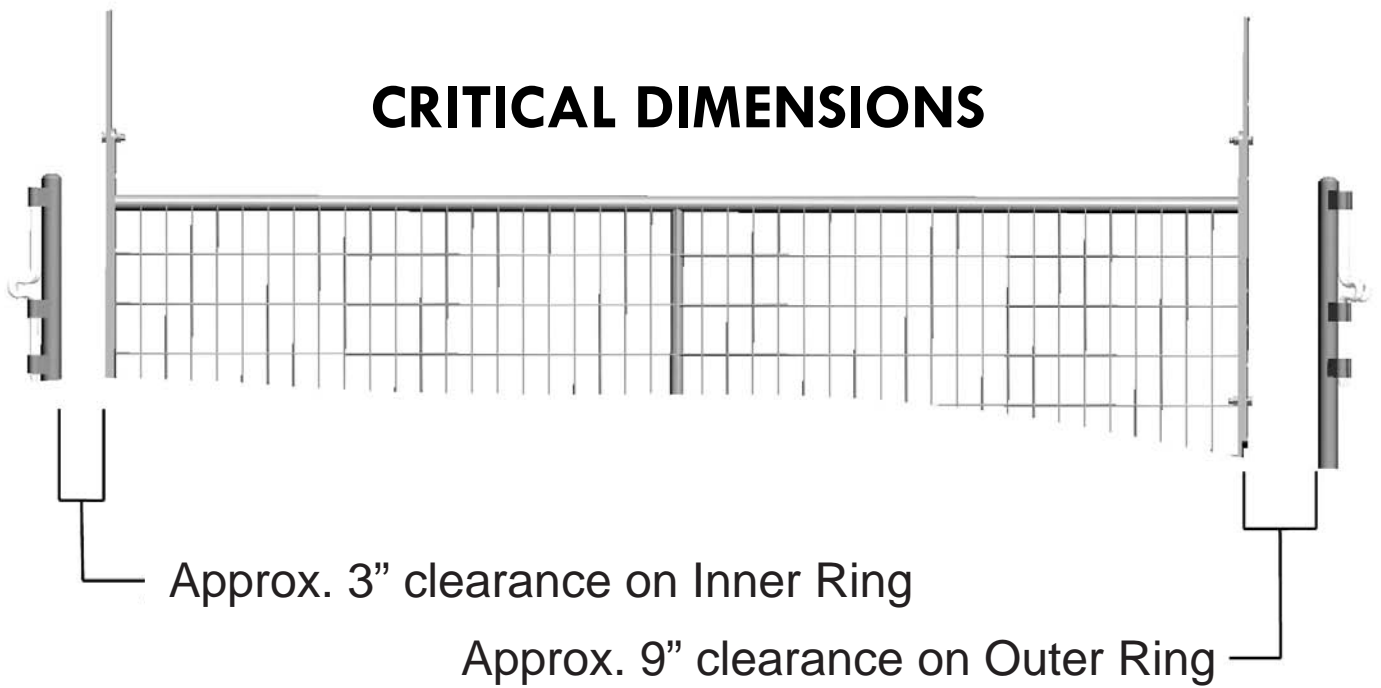
2. Make sure the panels are hanging level. (See detail at bottom of pg. 09-10). Height and Cable adjustments may be made by selecting different hole settings. The "warning" decal on the long hanging strap will go to the outside of the walker (See inset pg. 10).



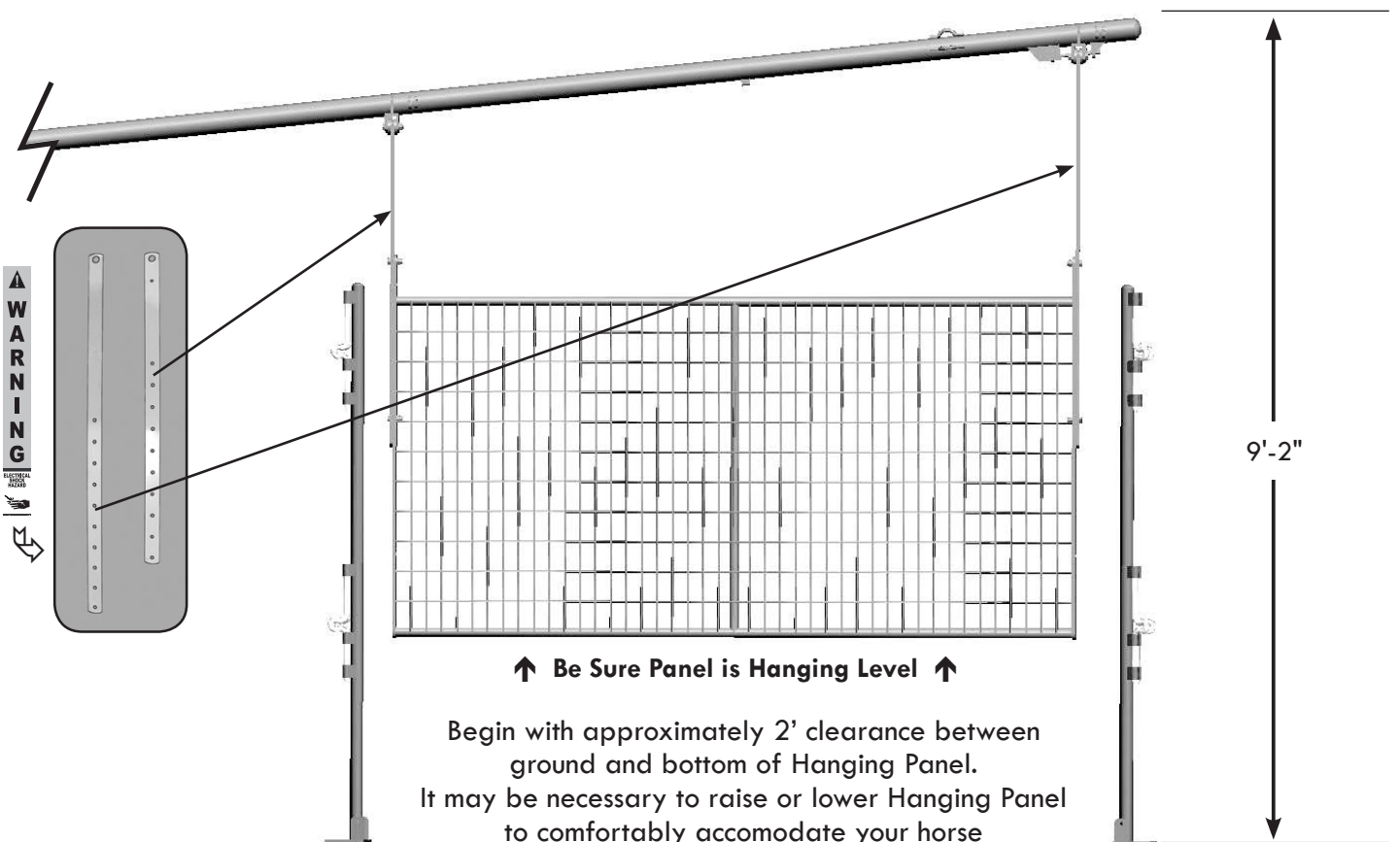
3. Run the panel charger wire along the arm securing it to the arm with the tie wraps provided. The wire should be connected to the nylatron ring located on the bottom side of the Horse Walker tree. The wire should be attached to the panel by crimping the wire loops provided, and attached to the nylatron ring by using the $\frac{1}{4}$ " x $\frac{1}{2}$ " bolts. **See Page 13 for Electrical Connections.**



CRITICAL DIMENSIONS



Make sure when assembling Round Pen (page 11) that ample clearance is provided to allow Hanging Panel to rotate freely inside. Location of Inner Ring and Outer Ring is very important for proper operation of the Panel Walker.



Round Pen Assembly

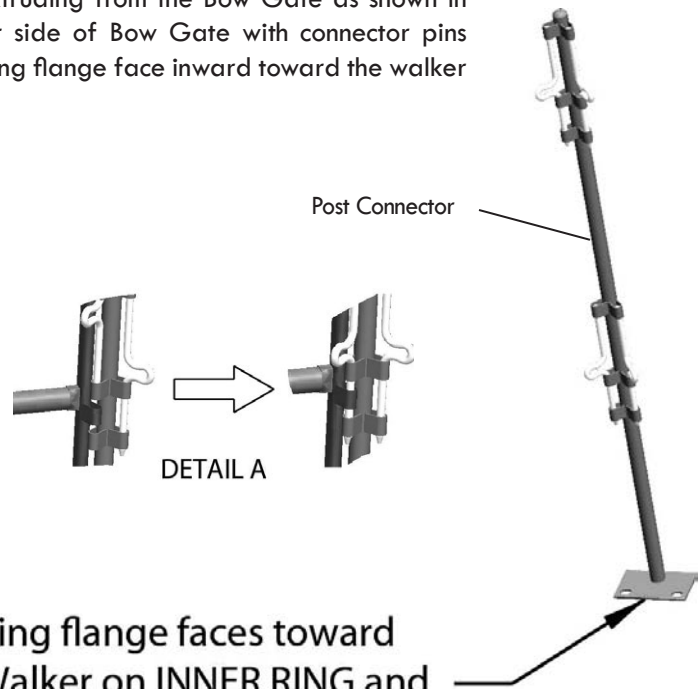
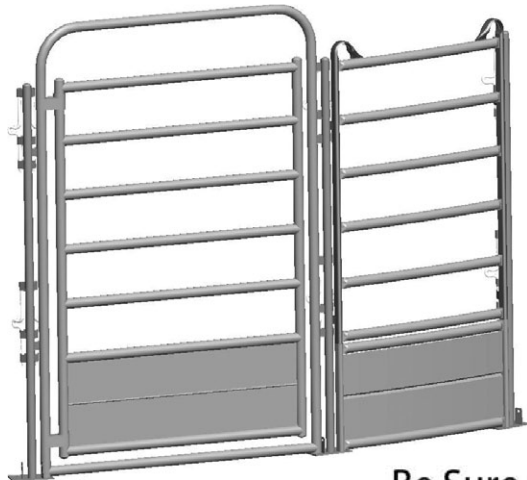
Before Beginning:

Rotate the Horse Walker Tree around until there is a hanging panel in-line with the first Post Connector. As you install the curve panels and gate, move the Round Pen panels around until there is approx. 3" of clearance between the hanging panel and Post Connector on the Inner Ring and approx. 7" on Outer Ring, as shown on page 9-10 under Critical Dimensions (you may have to remove previously driven stakes for adjustments). After the first Post Connector is in place, (re)drive (1) Stake halfway into the ground, going through the Anchor Holes of the Post Connector. Repeat as you work your way around with Curved Panels and Panel Connectors until you work all the way around to the first Post connector.

NOTE: Do not drive stakes completely into the ground until all panels are assembled and located to allow for adjustment if needed.

Inner Ring - First

1. Locate position for the 5' Bow Gate. Attach the Bow Gate to the Post Connector using the connector pins on the Post Connector and the clips extruding from the Bow Gate as shown in DETAIL A. Place another Post Connector on the other side of Bow Gate with connector pins attached to Bow Gate. Be sure the holes on the anchoring flange face inward toward the walker Base in the center of the ring.



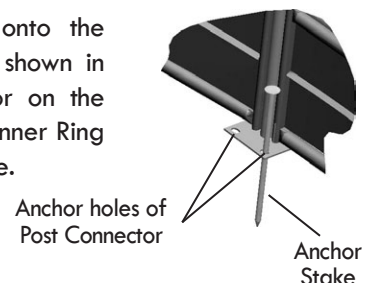
Be Sure anchoring flange faces toward center of Horse Walker on INNER RING and away from center on OUTER RING.

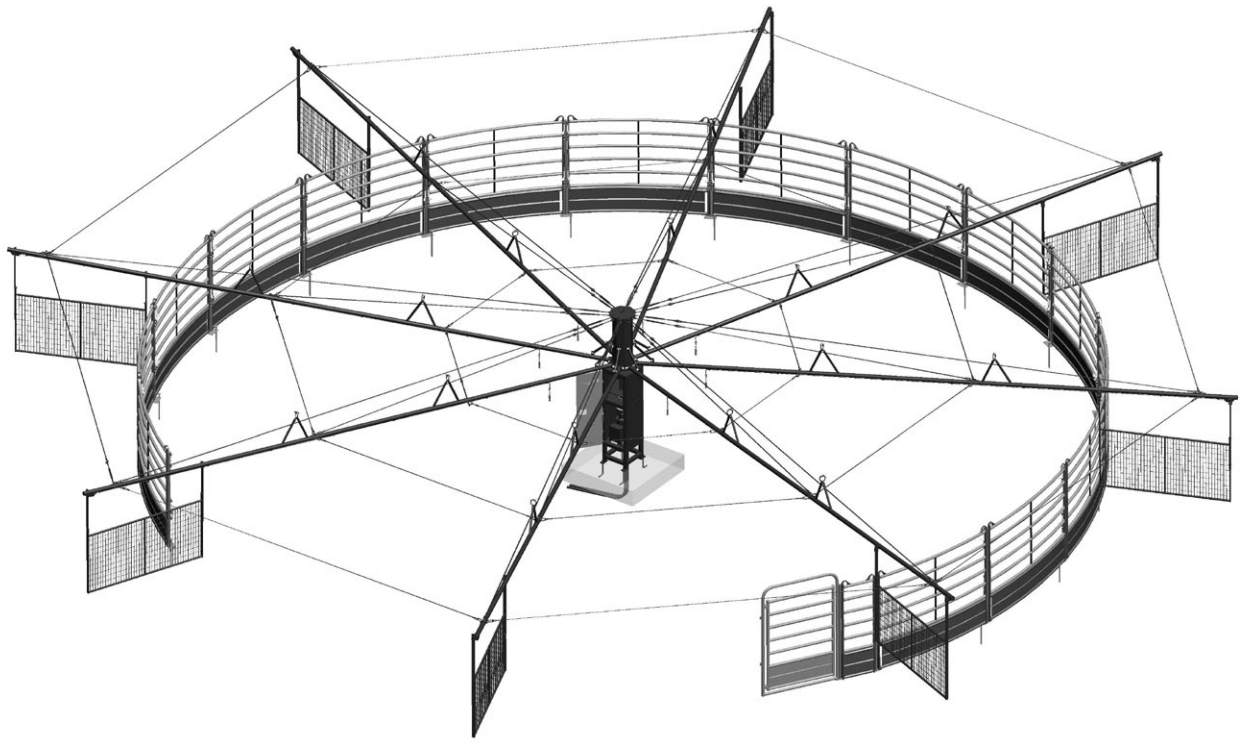
2. Locate the 2' Panel. Attach the panel on the Post Connector with connector pins as shown in DETAIL A. Place another Post Connector on the other side of the panel and attach as before. Slide all connector pins on the Post Connectors up and into clips extruding from the panel.



3. As you are installing the panels, manually turn the Horse Walker Hanging panel that is attached to the arm, rotating around to each panel to make sure you have the proper clearance. After clearance is achieved, drive (1) Anchor Stake, through hole on Post Connector half-way into ground as you work your way around.

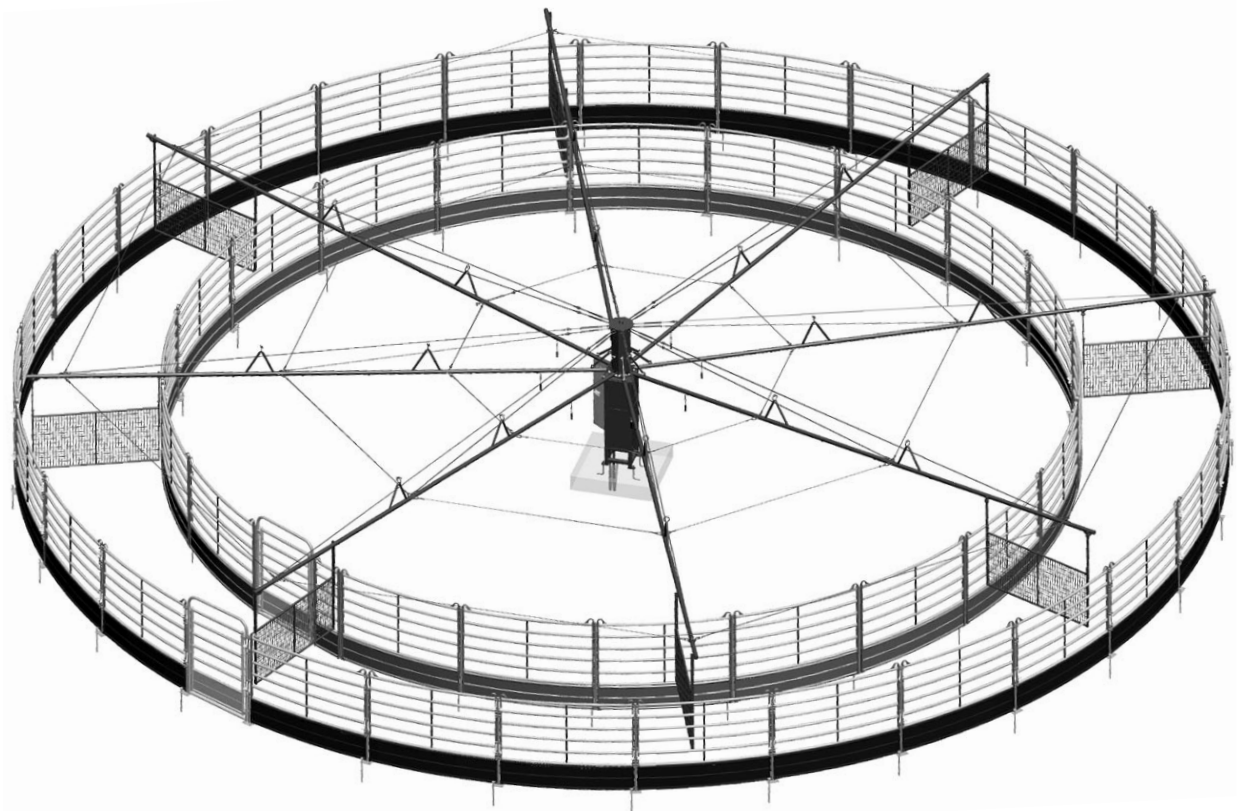
Take an Inner Ring Panel and slide onto the corresponding Panel Connector clips as shown in DETAIL A. Add another Panel Connector on the other end of the panel. Continue around Inner Ring to meet first Panel Connector on Bow Gate.





Outer Ring - Second

4. Following the procedure used for the Inner Ring, locate the Bow Gate for the Outer Ring, directly across from the Inner Bow Gate. Connect an Outer Panel as in step 1. Attach the Panel as before. Place another Panel and continue around Outer Ring. Be sure the holes on the anchoring flange face outward, away from the center of the ring.



Hanging Panel Electrical Connections

1. Attach each electric wire to each panel by placing the $\frac{1}{4}$ " x $\frac{3}{4}$ " bolts and nuts provided through the drilled hole on the Short Arm Attachment. (See Step 3 pg. 09)



NOTE:

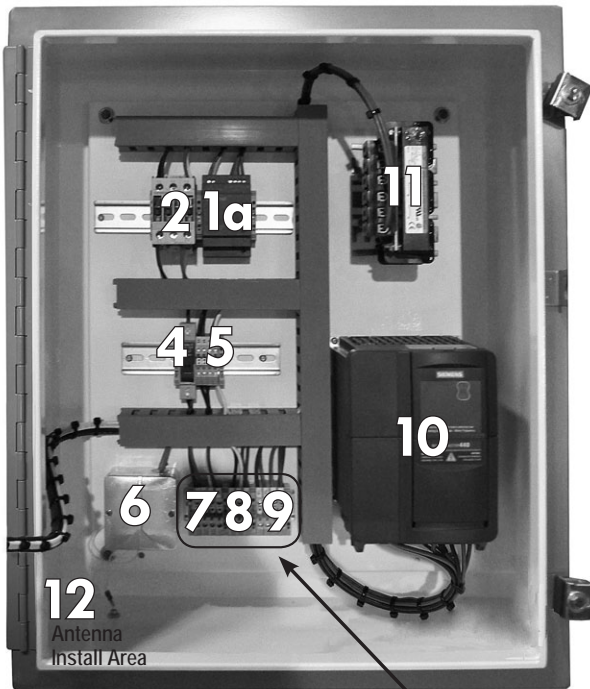
Be sure enough slack is given for panel movement.

Swing Panel several inches in each direction to be sure there is ample free-play in the wire.

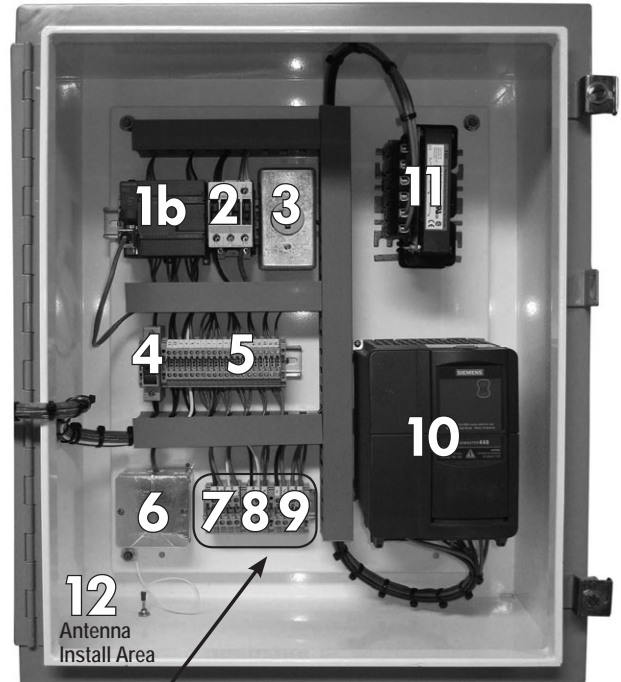


2. Drive a 6' ground rod beside the walker base and attach a #6 copper ground wire to the ground rod and to the charger.
3. To complete the installation, plug the charger into the 120VAC located in the base of the walker.

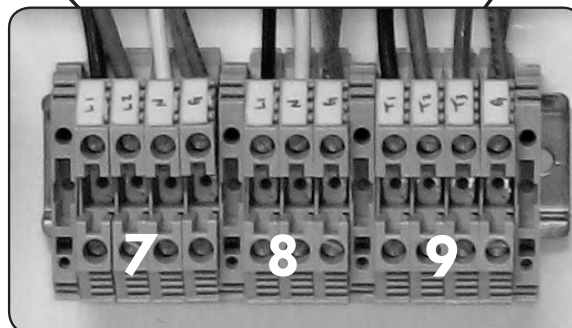
Horse Walker Electrical Connections



**Touch Screen
Control Panel**



**Push Button
Control Panel**



Terminal Strip

See following page for full object descriptions

Horse Walker Electrical Instructions (cont.)

A certified electrician must install wiring and wire motor control.

CONTROL PANEL

1a. Power Supply

(Touch Screen Control Panel Only)

1b. PLC - Program Logic Controller

(Push Button Control Panel Only)

2. Main Power Contactor

3. 110VAC Power Supply

(Push Button Control Panel Only)

4. Fuse Block with 10 Amp Fuse

5. Control Terminal Blocks

6. Receiver

7. Main Power Terminal Strip

Main Power Requirements:

240 volt AC 30 Amps

Use minimum of #10 gauge wire; from breaker box (Use Electrical Code for distance of circuit run & wire size)

Run main service to enclosure in electrical conduit 1" minimum.

Connect wires from 30 Amp double pole breaker to L1 and L2 on main power terminal strip.

Connect white wire from neutral bar in breaker box to N on Main power terminal strip.

Connect green ground wire from ground bar in breaker box to G on main power terminal strip.

8. Fence Charger Terminal Strip

(Panel Walker Only)

Output Power for Charger

120VAC for Charger Receptacle

9. Motor Terminal Strip

Motor Power Requirements:

Use #10 gauge wire black, red, blue, & green

Run 1" electrical conduit from the enclosure to the motor junction box.

Connect the black wire to T1 on motor terminal strip to the black wire in the motor junction box.

Connect the red wire to T2 on motor terminal strip to the red wire in the motor junction box.

Connect the blue wire to T3 on motor terminal strip to the blue wire in the motor junction box.

Connect the green ground wire to G on motor terminal strip to the green ground wire in the motor junction box.

10. Panel Walker ONLY

Fence Charger Requirements:

Black, white, and green #12 wires must be run from the control box to the walker base junction box.

(It is acceptable to run these wires in the same conduit as the motor power wires.) At the junction box, connect these wires to the #12 black, white, and green wires which are terminated at the 120VAC plug in the walker base.

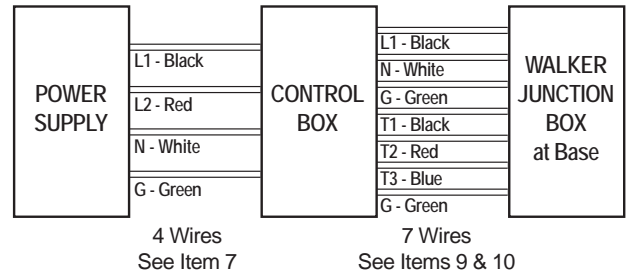
At the control box, terminate the #12 wires to the terminal blocks shown.

Black - L1 White - N Green - G

11. Line Reactor

12. Antenna Install Area

Basic Wiring Schematic





Priefert® Ranch Equipment



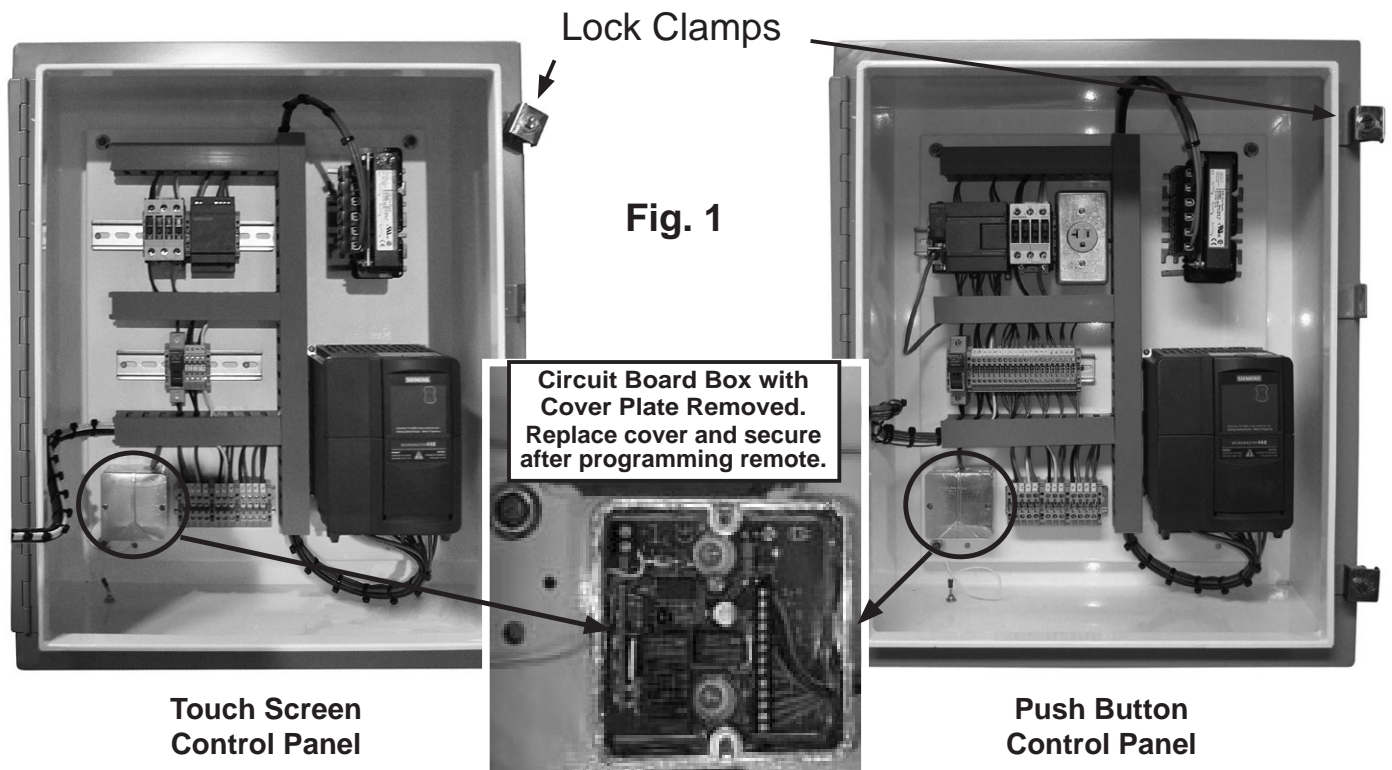
Programming the Remote Control for the Automatic Horse Walker

Read These Instructions Completely Before Beginning

Note: The circuit board allows for *4 seconds* between pressing the Programming Button to activate the function light, and pressing the corresponding button on the remote.

Tools required: Flat-head screwdriver and a $\frac{7}{16}$ " wrench.

Using a flat-head screw driver (or $\frac{7}{16}$ " wrench), remove the lock clamps to open the Control Panel Box. Set aside the locking clamps. Refer to Fig.1 for circuit board Box location.



Circuit Board Box (Fig. 1)

Using a flat-head screw driver, remove the cover from the Circuit Board Box.

Turn on the power to the Control Panel. Top left Green Light on Circuit Board will be on when power to Control Panel is ON.

Important: Do not attempt to remove the foil covering from outside the circuit board box!

See next page for Programming the Remote Control

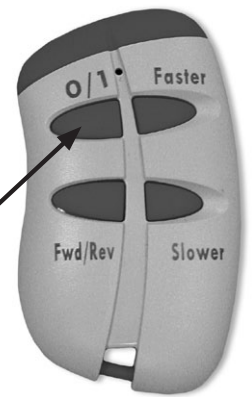
REMEMBER: The circuit board allows for 4 seconds between pressing the Red Programming Button to activate the LED function light, and pressing the corresponding button on the remote.

- 1** Press Red Programming Button
- Press and hold the red Programming Button until the 1st function light (Red LED) comes on. Immediately press the "0/1" button on the Remote. — the red LED light will blink.



This Function Light will appear (Red LED)

Then Press this button on the Remote

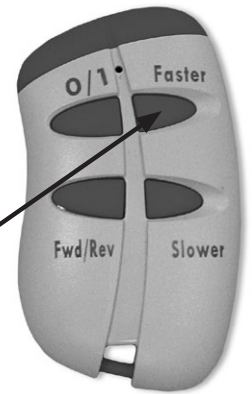


- 2** Press Red Programming Button
- Press the red Programming Button again, the 2nd function light (Red LED) will appear. Immediately press the "Faster" button on the Remote. —the red LED light will blink.



This Function Light will appear (Red LED)

Then Press this button on the Remote

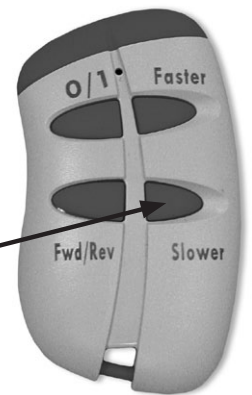


- 3** Press Red Programming Button
- Press the red Programming Button again, the 3rd function light (Red LED) will appear. Immediately press the "Slower" button on the Remote. — the red LED light will blink.

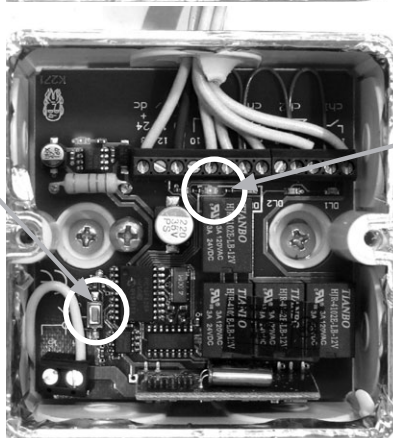


This Function Light will appear (Red LED)

Then Press this button on the Remote

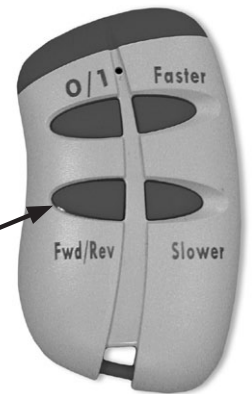


- 4** Press Red Programming Button
- Press the red Programming Button again, the 4th function light (Green LED) will appear. Immediately press the "Fwd/Rev" button on the Remote. — the green LED light will blink.



This Function Light will appear (Green LED)

Then Press this button on the Remote



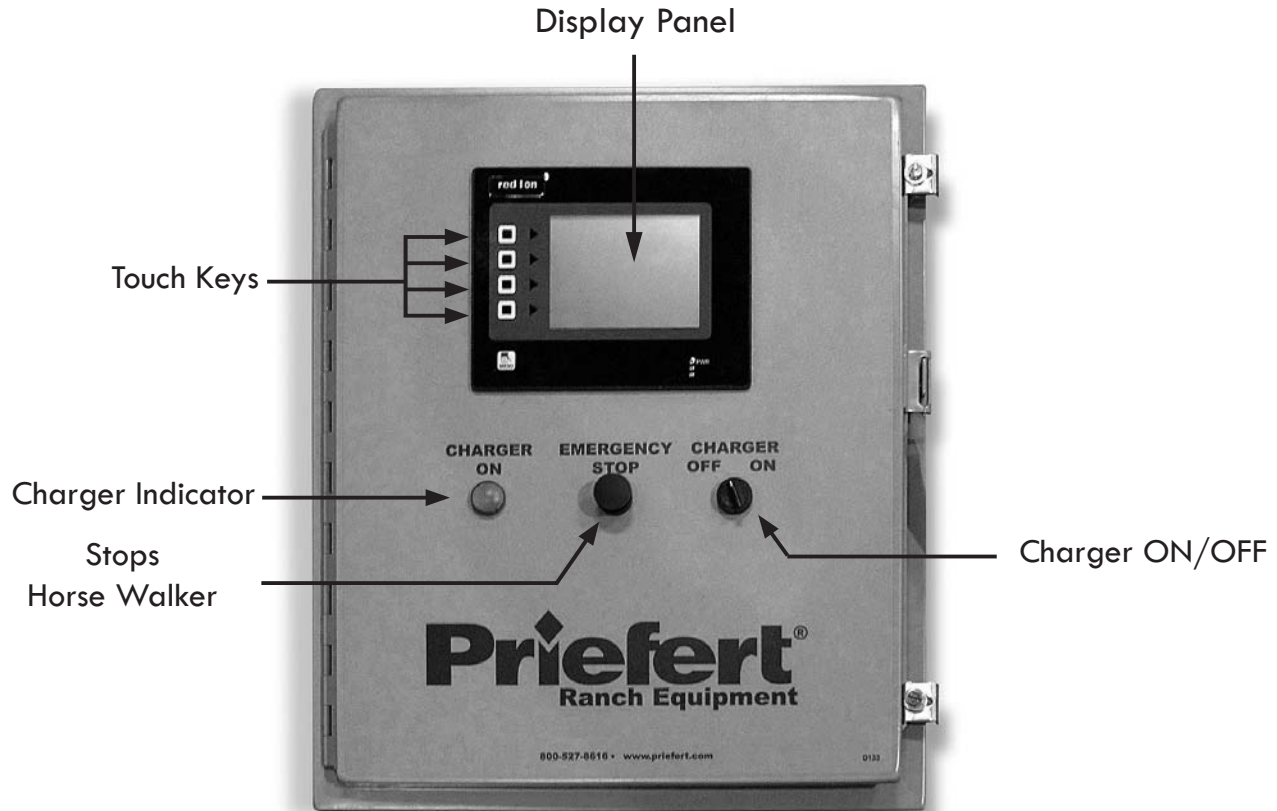
Your Remote is now programmed to operate.

Wait for the four function lights to shut off before powering off the Control Box.

Replace the cover on the Circuit Board Box and close the Control Panel Box. You may now begin using your Priefert Horse Walker.

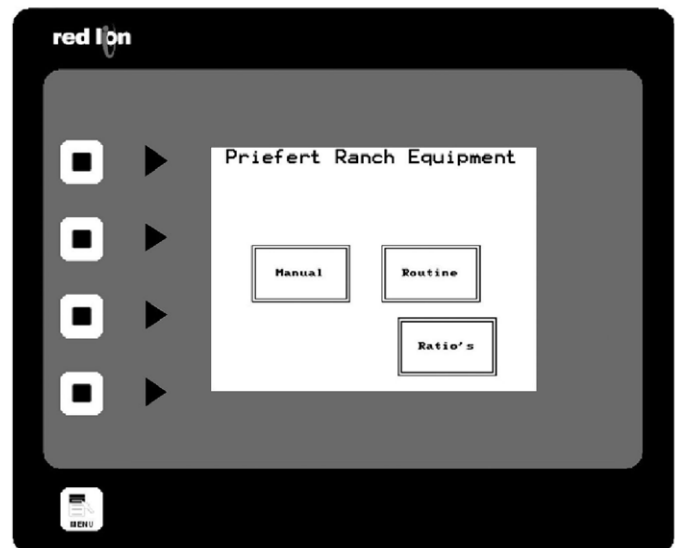
Horse Walker Operation Instructions

TOUCH SCREEN CONTROL PANEL



Key Features on the Touch Screen Control Panel:

- 25 second “ramp up” time from start to the desired speed setting helps ease horse into a walk.
- 35 second “ramp down” time from engage to full stop.
- Remote control that allows the operator to Start/Stop, change direction (Forward/Reverse), as well as increase or decrease speed; all with a push of a button.
- Convenient switch to allow low impedance electrical stimulus to drop panels, encouraging horses to keep pace, which can be turned off as horses become accustomed to routines.
- Customized programming for up to 20 automated exercise routines. Each routine can be programmed with up to 12 steps for changing pace, direction, etc.
- Flexibility to choose Programmed Routines or use the Manual option.



The Start-up menu will be the first screen that comes up after powering up the control panel.

Pressing the “**Manual**” block accesses the manual operating screen.

The “**Routine**” block changes to the routine run screen.

The “**Ratio**” Block is “Password protected”; the operator should never need to access this screen.

Note: After 5 minutes, the backlight for the display screen will go into auto-save mode to prolong backlight life. We recommend that you press the square or arrow blocks on the left to illuminate display the screen while the walker is operating. This will reduce the chances of inadvertently changing the current settings.

Section 1: Manual Operating Instructions:

This screen displays the options for manual operation.

There are three pre-programmed time selections for manual operation: 15 minutes, 30 minutes and 60 minutes. 15 minutes is the default time that will be active if the operator touches the start block without selecting operating time.

“Speed Set” may be selected by touching the “Faster” or “Slower” blocks or by adjusting using the remote control.

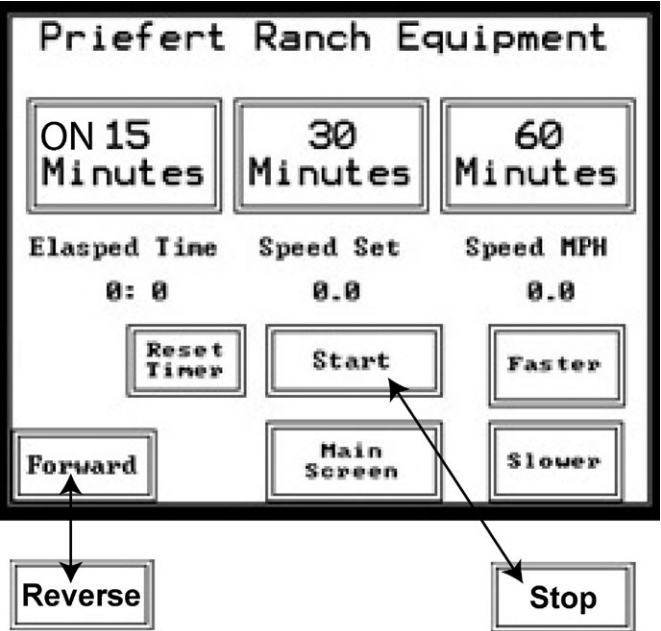
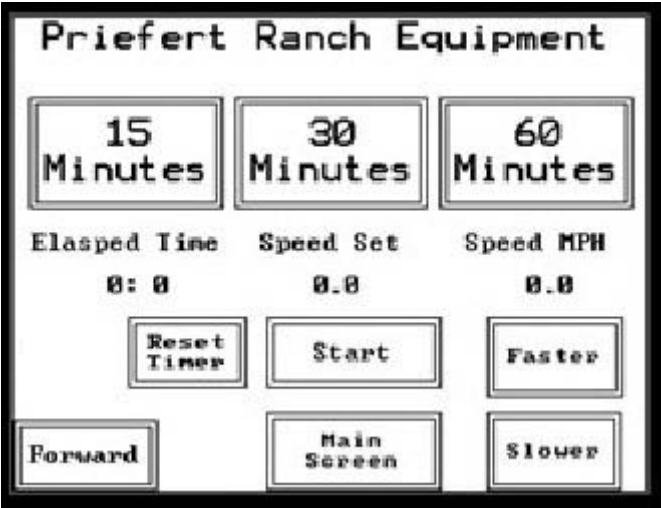
One of the time selection blocks will read “On” to indicate the currently selected exercise time period.

The “Reset Fault” Block will only be visible if the drive is tripped due to a load that prevents the horse walker from moving and will require the user to “Reset” .

Once “Start” is pushed, the block will change to “Stop”. “Reset Timer” and “Main Screen” will no longer be visible. When you change direction of the walker by touching the “Forward” display block, it will automatically change display to “Reverse”. The walker will take 35 seconds to “ramp down” from forward to stop and 25 seconds to ease the horses into change of direction and to “ramp up” to the programmed speed setting.

By using the “Reset Timer” you may to go back to zero minutes at any time during operation.

After operating in “Manual Mode” you may either shut down by using “Power Off” on the control panel or you may select “Main Screen” to reach the “Routine” option for pre-programmed settings.



Routine Setups are operated using 3 screens. Move between screens by using the touch pad to the left of the data. Touch the block that you would like to change; a data entry screen will pop up. Enter the data then press the Enter button to return to the setup screen. Enter the desired values for each step. All steps must have a time value. The first "0" time value ends the routine.

A "0" speed step = rest period for the Horse.

Power must stay on for 5 minutes after any data change or the changes will be lost.

Max speed values will be cap to the Walker limits.

MaxMPH:

0.0

Continue

Initial setup for Routine will display this page. This is the first of three routine setup screens

This is the first screen that will display after selecting “Routine” on the Main Menu. Press Continue block to proceed with Routine Setup.

Cancel

Step

Step

Save

Name:

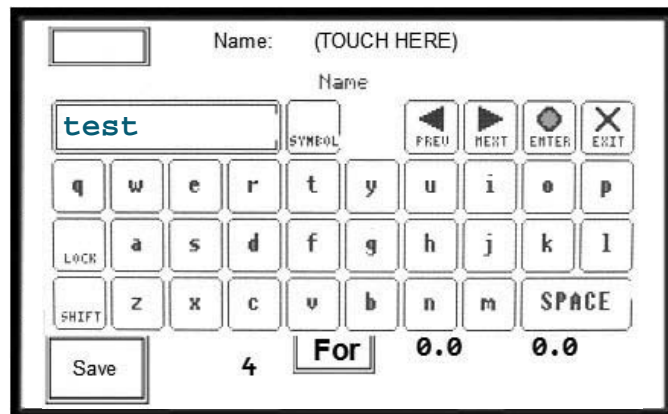
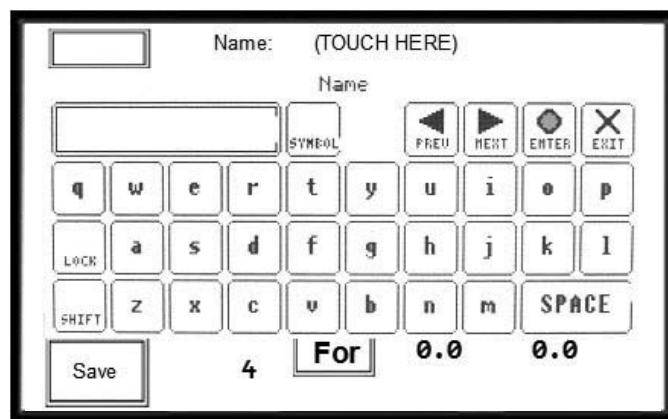
Step	DIR	Speed	Time
1	For	0.0	0.0
2	For	0.0	0.0
3	For	0.0	0.0
4	For	0.0	0.0

Section 2 - Programming Routine Settings

To Create a Name for a Routine:

Default Name is always Routine# (example Rt1, Rt2...)

1. Touch to the right of "Name" (Fig. 2-3) to create a name for the first routine.
2. A display will appear with an alphabetic keyboard with Lock, Shift and Space functions.
 - Pressing the lock key will switch the display from lower case to all upper case alpha keys and pressing lock again will default to displaying lower case.
 - Pressing the Shift key down will only Capitalize the first letter that is chosen and will default back to lower case on the display for the next key entry.
 - Pressing the Symbol key will switch screens from Alpha to Numerical including Symbols.
 - To capitalize press the Shift key (display will change to show uppercase letters) . Press shift key to toggle back to lower case. Or you may press on Lock to lock upper case choices while programming
 - There is a symbol key that will toggle the key board to display numeric and symbols that you may also include- within any given name. Name may include alphanumeric or symbol keystrokes and is limited to 20 characters.
3. Type in desired name and touch "Save" and then "Exit".



Programming Direction Speed and Time

The display screen allows you to program Steps 1-4

Under the "Dir" (Direction) column, the boxes toggle between For (Forward) and Rev (Reverse).

Select the step for which you would like to change directions and toggle the corresponding key. For example: To change the "Rev" in Step 3—touch the key and the display will toggle to "For".

The walker will take 35 seconds to "ramp down" from forward to stop and 25 seconds to ease the horses into change of direction and to "ramp up" to the programmed speed setting.

Note: If you program a step without a time designation, other programmed steps will fail to run.

Example: If you programmed Step 5 without a time and Steps 6-9 have times programmed, the routine will not continue to operate beyond the completion of Step 4.

Cancel	Step	Dir	Speed	Time
	1	For	1.5	5.0
Step 5-8	2	For	2.0	8.0
Step 9-12	3	Rev	2.0	8.0
Save	4	Rev	3.5	7.0

For

To Change Speed

Press **"Speed"** to display the Speed Change options of the Walker.

- Touch the 0.0 speed block for each of the steps shown on the display. A numeric keypad will display allowing you to program the precise speed for that particular step.
- Press Enter to save each setting.

Cancel	Step	Dir	Speed	Time
Step 1-4	1	For	0.0	0.0
	2	For	0.0	0.0
	3	For	0.0	0.0
	4	For	0.0	0.0
Step 5-8	5	For	0.0	0.0
	6	For	0.0	0.0
	7	For	0.0	0.0
	8	For	0.0	0.0
Save	9	For	0.0	0.0
	10	For	0.0	0.0
	11	For	0.0	0.0
	12	For	0.0	0.0

Changing Speed

To Change Time

Press **"Time"** to display the Time Change options of the Walker.

- Touch the 0.0 Time box for each of the steps shown on the display. A numeric keypad will display allowing you to program the desired time for that particular step.
- Press Enter to save each setting.

Cancel	Step	Dir	Speed	Time
Step 1-4	1	For	0.0	0.0
	2	For	0.0	0.0
	3	For	0.0	0.0
	4	For	0.0	0.0
Step 5-8	5	For	0.0	0.0
	6	For	0.0	0.0
	7	For	0.0	0.0
	8	For	0.0	0.0
Save	9	For	0.0	0.0
	10	For	0.0	0.0
	11	For	0.0	0.0
	12	For	0.0	0.0

Changing Time

Programming Steps 5-8 and Steps 9-12

After programming the last step on the visible display, touch the display box for Step 5-8; program the steps as previously described.

If you need to continue with additional steps, touch the keypad for Step 9-12 and repeat the steps.

Upon completion, touch the "Save" block on the display and allow a few minutes before you power down the control panel.

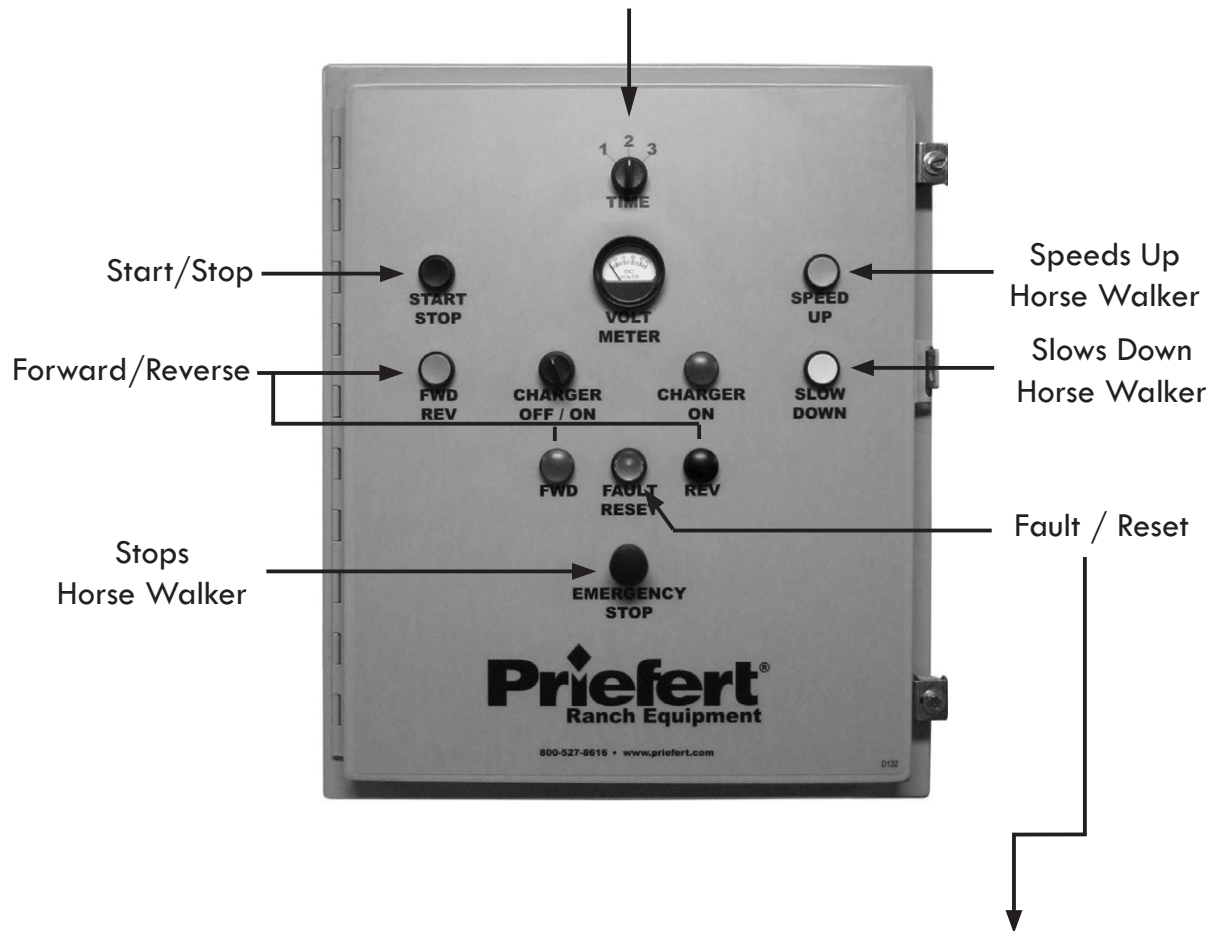
Cancel	Step	Dir	Speed	Time
Step 1-4	9	For	0.0	0.0
	10	For	0.0	0.0
	11	For	0.0	0.0
	12	For	0.0	0.0
Step 5-8	9	For	0.0	0.0
	10	For	0.0	0.0
	11	For	0.0	0.0
	12	For	0.0	0.0
Save	9	For	0.0	0.0
	10	For	0.0	0.0
	11	For	0.0	0.0
	12	For	0.0	0.0

Never leave horses unattended while using Horse Walker.

Horse Walker Operation Instructions

PUSH BUTTON CONTROL PANEL

15, 30, & 60 Minute Timer



Key Features

- 25 second “ramp up” time from start to desired speed setting to ease horse into walk.
- 35 second “ramp down” time from engaged to stop.
- Remote control that allows the operator to Start/Stop, change direction (Forward/Reverse), as well as increase or decrease speed; all with a push of a button.
- One of the more unique and outstanding features of this lead walker is the fact that if a horse balks and stops the walker, there is no stress wear on the drive train. The motor simply pauses for a few moments and then restarts. Horses soon respond to the “pressure and release” training and therefore adapt to the Priefert walker with less resistance and no negative impact on the walker itself.

Fault / Reset

Horse Walker is programmed to require “reset” if animals stop the walker more than 10 times within 60 seconds, or if the horse is able to stop the walker for a sustained 10 seconds.

When fault light is illuminated, press and hold FAULT button for a minimum of 2 seconds.

If you ever have any problems or difficulty, or have questions about the operation of your Horse Walker, please contact Priefert at 1-800-527-8616.

No Belts To Burn!

Never leave horses unattended while using Horse Walker.