



**THE BOUNTY HUNTER TIME RANGER**  
**introduces new features and innovations**  
**to Metal Detecting Technology**

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**Bounty Hunter® Technical Support**

This page contains technical information about the Bounty Hunter Time Ranger Metal Detector. This page focuses on the

Time Ranger...you can email our [Technical Support](#) department if you have any questions or need help using your Bounty Hunter Time Ranger...or you may also email us with what you'd like to see on this Technical Support page.

## TIME RANGER INFORMATION

(Units in inches)

Time Ranger

(Max) Height: 5 «

Width: 6

Length: 5 1/4

8" coil

Height: «

Diameter: 8 3/8

Length: 50 (cord)

Shaft (adjustable)

(Max) Height: 6 1/4

Width: 4 «

Length: 45-51

### \*Battery Life

The Time Ranger uses two 9-Volt batteries Maximum battery life expectancy is 20 hours, with average-use life expectancy falling in ~16 hrs.

### \*Target Depth

Though the LCD displays a maximum depth of 10 (inches), depending on target size, soil conditions, etc. much deeper targets may be detected. Large coins may be detected at depths of 14 inches. The 'Deep Target' indicator is active for deep targets.

### \*Weight

Rugged plastic case and design makes the 3.5# Time Ranger easy for longtime use.

## TIME RANGER DISCRIMINATION TIPS

The following are some suggestions for using the Time Ranger in Discriminate mode. In Discriminate mode the unit responds to a target with an audible tone based on the type of target.

Some of the following settings may enhance discrimination by reducing the sensitivity of the unit.

Mineralized/trashy ground hits can be reduced by programming out different levels of iron.

Iron

levels Ir1 through Ir4 reduce the size of Iron sensitivity progressively. Ir1 will eliminate small

iron content. Ir2 will blank out small pieces of iron. Ir3 will ignore larger iron hits. And Ir4 will blank out all iron signal.

The operator must keep in mind that apparent size is reduced by depth. A large iron object a foot down may have the same signal as a small piece of iron only an inch down. Also, programming out iron is not a complete solution to iron hits, as some iron can cause a fringe hit in another 'window' in the Time Ranger. For example, a rusted nail may sometimes be detected in the silver dollar range.

Also, the operator can use the Sniff mode to mask certain types of objects that appear frequently.

If, for example, a certain type of pull tab is found frequently in the area, then the sniff mode can be set to Reject that type of pull tab. This creates a small 'window' of rejection around that type of object. Some indirect sweeps over that target may cause a false ID, but detection of this object is greatly reduced using Sniff Reject.

And the blank mode is useful for ignoring everything on the surface. This can be selected at 2 or 4 inches and is often useful in high trash areas. The operator can, at any time, lift the coil slightly higher to investigate a suspect good target areas.

With the Time Ranger's extended ranges of detection, combined with its built in sensitivity, it is often a good practice to reduce the range of discrimination where 'false hits' occur. One 'catch-all' practice that can limit the number of hits is to Reject Ir2 and \$1. This blanks many of the noise-causing signals.

## **TIME RANGER GROUND-BALANCE TIPS**

The following are some suggested methods for ground balancing the Time Ranger. The Ground Monitor will indicate the status of the ground balance, as some ground conditions may require special ground balancing.

After first turning on the machine, and holding it in the air (until after "Ar" is displayed), the unit can be placed on the ground for ground balancing by pressing the All Metal/Smart Trac button. After the unit displays "Ry, the unit should be ground balanced.

Ground balance can be verified by lifting the coil in the air and checking the Ground Monitor. If the ground monitor moves more than 1 count from the center (zero) position then another ground balance may be necessary.

If another ground balance is necessary, then the Time Ranger coil may be held in the air again, the All/Metal Smart Trac button pressed and returned to the ground

for another ground balance. The Ground Monitor can be used to check the progress of the ground balance.

If the Ground Monitor moves  $\pm 2$  or more, then soil conditions are considered extreme. This can be highly mineralized soil, salt water, black sand, or other ground condition. The Time Ranger can compensate for this by using an alternative method of ground balancing.

## Alternative Ground Balancing Techniques

### I.

For most conditions which prevent the Time Ranger from ground balancing correctly, the machine may be ground balanced by not placing the coil directly on the ground (as the user would normally be swinging the coil ~1inch over the ground). The normal ground balance procedure is followed with the exception of keeping the coil above the ground when balancing, then checking ground monitor for error.

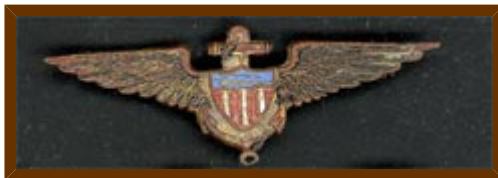
### II.

For "hot" soils, the Time Ranger may readjust itself if the ground balance system is not overdriven by extreme conditions. An alternative ground balance technique is as follows;

1. Turn unit on.
2. Hold coil in air until after "Ar" is displayed.
3. Hold coil above ground level (3-6 inches depending on soil).
4. Press the All/Metal Smart Trac button and wait for "Ry" on display.
5. Pull coil up into air and check Ground Monitor. The Ground Monitor should stay within  $\pm 1$  from the center (0) on display.
6. Repeat steps 2 thru 5 while decreasing distance from coil to ground while ground balancing. After a successive rebalances Time Ranger should be adjusted to the extreme soil condition.

### [Go to Time Ranger Manual](#)

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A rectangular button with a metallic, brushed metal texture and the word "HOME" in bold, black, sans-serif capital letters.

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