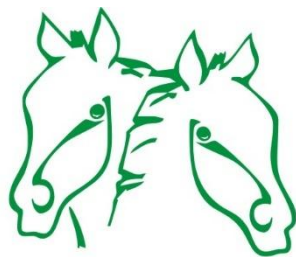
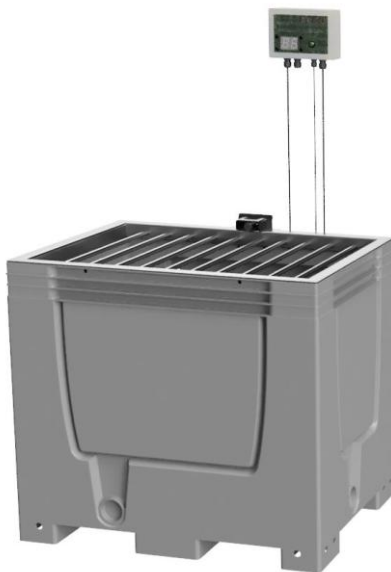


English



Valetudo Horse Products

User manual



Valetudo Horse Products BV

FeedingMaster Basic

Patents granted NL2015308 and NL20222392, patent pending EP3911151

The FeedingMaster Basic is produced by:

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Original operating instructions.

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Dear customer,

Congratulations on your purchase of the FeedingMaster Basic! We are confident that you and your horse will enjoy the FeedingMaster Basic. It is our goal to develop the most innovative products that promote the well-being of the horse and that of the owner, caretaker or rider.

We want to help you get the most out of your new FeedingMaster and use it safely. This manual explains how to do this, so please read the manual carefully. Please keep this manual carefully.

Pay extra attention to the chapter "Safety instructions" and to sentences preceded by one of the following words:

WARNING: If the indicated instructions are not followed, there is a risk of serious injury to you or your horse.

REMARK: Useful information to help you get the most out of your FeedingMaster, additions to special editions or additions to optional extensions.

We would like to see you satisfied. On our website www.VHProducts.eu you will find various instructional videos and tips that answer the most frequently asked questions. If you cannot find an answer to your question, feel free to contact us at Service@VHProducts.eu. We will do our best to answer your question within 24 hours.

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1. Safety Instructions

All users of the FeedingMaster must be aware of the risks associated with its use and must know all safety precautions to prevent accidents and injury to horses or human beings.

The following important safety precautions must be observed when working with the FeedingMaster:

- The FeedingMaster must be mounted in a dry environment.
- The FeedingMaster must not be mounted under obstacles.
- The FeedingMaster may only be connected to a grounded power outlet.
- The FeedingMaster may only be mounted on a stable wall or wall.
- The FeedingMaster must be placed on a dry, flat and hard surface.
- The distance between the FeedingMaster and a side wall is EITHER less than 50 mm OR more than 500 mm.
- The entire electrical installation must be out of reach of your horse or provided with proper protection.
- The FeedingMaster can start automatically, keep your distance from the drive unit.
- The FeedingMaster may only be used with hay with a maximum moisture content of 25%.
- Only use hay that is free of foreign materials.
- Never allow your horse to use the FeedingMaster with anything on its head, such as a halter, bridle or grazing mask.
- Never let your horse use the FeedingMaster with a long loose mane or a long braid.

(Continued safety instructions)

- Never let your horse use the FeedingMaster without a grid.
- Never let horses with a hoof width less than 7 cm use the FeedingMaster.
- Horses are flight animals and can react unpredictably to the FeedingMaster.
- The FeedingMaster can only be used by horses and for the purpose for which the FeedingMaster was designed.
- Never make any adjustments to the FeedingMaster other than described in this user manual.

The FeedingMaster has been developed to imitate the natural nutritional intake of your horse as closely as possible. The FeedingMaster is absolutely no substitute for 24-hour access to a pasture, horses also need exercise and social contacts in addition to hay.

The average values and settings do not apply to each individual horse. Every horse is different and will have to be viewed individually. So, keep a close eye on your horse and be alerted to changes in behavior and condition. If necessary, ask your vet or a nutritionist for advice on what might work best for your horse.

Horses are and remain flight animals, all changes and movements can lead to a sudden attempt to flee. Be aware that placing a FeedingMaster in the horse box and activating the FeedingMaster can lead to flight behavior with danger for horses and people. So, keep a close eye on your horse during the introduction and remove the FeedingMaster if your horse cannot get used to the presence of the FeedingMaster.

Horses are and remain living creatures, each with their own behavior. Deprivation of the hay can lead to aggressive behavior aimed at the FeedingMaster or the environment. The FeedingMaster has been developed to be as safe as possible, but anything can break with danger to horses and people. So, keep a close eye on your horse during the use of the FeedingMaster and remove the FeedingMaster if the horse shows persistent aggressive behavior.

2. Limited Warranty and Liability

We make every effort to ensure that our products are of the highest quality and meet service standards. We warrant the first purchaser of the FeedingMaster that each product will be free from defects in material and workmanship for a limited period of 12 months from the date of the invoice unless otherwise specified.

This warranty does not apply to defects or physical damage caused by direct or indirect misuse, neglect, accident, alterations not made by us or lack of maintenance. This warranty also does not apply to cosmetic defects or physical wear and tear of protective layers that do not adversely affect the functioning of the FeedingMaster.

Horses are flight animals and can react unpredictably to the FeedingMaster. In no event shall we be responsible for any death or injury to person or horse, special or consequential damages caused using the FeedingMaster such as (but not limited to) wear/damage to teeth, colic, cuts, bruises, broken bones or behavioral disorders.

We do not guarantee that the FeedingMaster can prevent or solve all gastrointestinal disorders. The FeedingMaster is only a tool that enables you to optimally care for your horse. You always remain responsible for your feed policy and the choice whether you continue to use the FeedingMaster based on the reactions of your horse.

3. Introduction

3.1 Dry matter

Hay such as hay consists of 2 parts: water and dry matter (the food). Depending on the breed, an adult horse needs about 1.5% of its weight in food. A horse of 500 kg therefore needs $(500/100)*1.5=7.5$ kg of food in normal circumstances. Normally in this case means that the horse can walk around on a pasture with grass almost all day long. If a horse is also ridden, this is not enough. Additional supplements like pellets can be added to the horse's diet that contain a very high percentage of nutrients.

Grass contains much more water than hay, about 75% is water and 25% is food. So, a horse that only eats grass must eat more kilograms to absorb the same amount of food as a horse that only eats hay.

To obtain the calculated 7.5 kg of feed, a horse must therefore eat $(100/25)*7.5=30$ kg of grass per 24 hours. Hay consists of approximately 10% water and 90% food. In this case, the horse receives all its nutrition when it eats one $(100/90)*7.5=8.5$ kg of hay.

3.2 Grass versus hay

While grazing on a pasture, horses cut small pieces of grass with their front teeth. Since grass is mostly water, they get relatively little nutrition. When horses temporarily do not have access to a pasture, hay is a good alternative. Since the hay is loose, a horse can no longer cut off small pieces with its front teeth. Instead, it grabs a tuft of hay with its lips.

This results in two problems: much more nutrition is absorbed by the same volume, since the water has largely been removed from the grass. Also, instead of cutting a small piece, only a tuft can be eaten, resulting in relatively even more nutrition being absorbed per bite.

Although dividing hay into 3 or 4 portions a day is a common practice, it goes against a horse's natural instincts and will eventually lead to digestive problems.

Horses have a relatively small stomach that cannot expand and their stomach acid and bile flow continuously. When horses consume hay in large chunks, it disrupts their natural chewing process and reduces saliva production, often leading to blockage of the esophagus.

The resulting blob of hay is squeezed through the small intestine. Only on the outside of the blob can nutrients be absorbed; inside the blob they remain and eventually enter the large intestine. Harmful bacteria thrive on these nutrients while beneficial bacteria die off. This imbalance makes the colon more acidic, leading to accumulation of lactic acid and gas. The swelling of the gut leads to colic, causing daily stress and discomfort for horses.

3.3 The FeedingMaster

The FeedingMaster is designed to mimic the horse's natural nutritional intake as closely as possible when the horse is stabled or in the paddock. That is, to offer as gently and as consistently as possible the optimal amount of food for the horse for 24 hours a day.

The FeedingMaster presses the hay against the grid with high force. This allows the horse to grab sprigs of hay with its lips without touching the grate with its teeth. The high pressure prevents the horse from processing large tufts of hay.

To prevent eating too quickly, the FeedingMaster inserts short breaks of a few minutes. By setting the length of these pauses, the daily amount of hay can thus be distributed over 24 hours. The break is a maximum of 15 minutes to prevent the stomach from becoming empty. In practice, most horses eat for 1 minute and need somewhere between 5 and 10 minutes of break time.

REMARK: A setting of 1 minute of eating and 4 minutes of not eating is a better setting than 2 minutes of eating and 8 minutes of not eating. In both cases, the horse eats the same, but the first setting distributes the hay even more evenly.

The FeedingMaster can be filled with 10 kg of hay. You determine how much of this amount is distributed over 24 hours, so it is not the case that everything you fill in the FeedingMaster can be eaten in 24 hours. In fact, you determine the rate at which it can be eaten.

The recommendation is to fully fill the FeedingMaster daily, even if your horse is allowed to eat less than 10 kg per 24 hours. The remaining amount of hay will then still be available in the FeedingMaster daily when you refill it completely. However, if you arrive at the stable later than normal then your horse can continue to eat from this reserve, the stomach will never become empty, and the intestines will continue to work optimally.

4. Installation

The instructions in this user manual have been written down in as much detail as possible to enable you to properly install the FeedingMaster. You may also wish to contact a local technical installation company. No special tools or installation materials are required.

WARNING: The FeedingMaster weighs 35 kg, lift it with two people or use a trolley for moving.

4.1 Installation Requirements

The FeedingMaster must be mounted dry. The FeedingMaster may be placed outside under a roof provided it is large enough to prevent it from getting wet or snowing under. The FeedingMaster should not be mounted in full sun to avoid heating.

WARNING: The FeedingMaster should not be mounted in full sunlight. The steel can become so hot that your horse will burn its lips.

WARNING: Never clean the FeedingMaster with water or high pressure.

The FeedingMaster must be mounted against a wall. The wall must be sturdy and made of a hard material such as stone, concrete or hardwood. The wall must be at least 1 meter wide and 1 meter high. The walls should be tight and flat, nothing should hang or protrude such as a feed or drinking trough. The floor must be paved, dry and level.

If the side of the FeedingMaster is placed against a side wall, position it 10 mm to a maximum of 50 mm away from the side wall. This will allow easier removal and placement of the grid.

WARNING: Place the FeedingMaster either less than 50 mm OR more than 500 mm away from a side wall or a gap will be created in which your horse's leg could get caught.

REMARK: Preferably place the FeedingMaster against the front wall of the horsebox where the door is also located. Your horse will then stand with its head towards you during feeding, which is safer when you enter the horsebox.

WARNING: If your horse is startled while feeding, your horse may throw its head up. Therefore, never place the FeedingMaster under protruding objects such as feeding or drinking troughs to prevent your horse from hitting its head.

4.2 Electrical installation

The FeedingMaster is connected to a grounded outlet. If a grounded outlet is not available, it should be installed by an installation company according to local laws and regulations.

WARNING: The electrical outlet must be mounted out of the horse's reach and the connecting cable must be routed through an impact-resistant installation pipe in places where the horse can reach the connecting cable. If the horse can gnaw on the installation, the horse may become energized.

WARNING: Do not use metal tube to route the connecting cable to the electrical outlet. In case of damage to the connecting cable, this tube may become electrified.

4.3 Removing the grid

The grid of the FeedingMaster can be removed as follows:

- With your left hand, grasp a bar as far from the back of the grid as possible.
- With your right hand, pull the black locking pin toward you and at the same time, with your left hand, lift up the grid at the back a little.



- Grab a second bar with your right hand and push the entire grid diagonally upward away from you.
- Once the locking pins on the front are pulled out of the FeedingMaster, you can set the entire grid aside.



Remove the controller, mount brackets and box of mounting hardware from the FeedingMaster. Remove the protective film from the controller and mounting brackets.

4.4 Preparing the controller

To mount the controller on the wall, remove the front of the controller.

WARNING: Never open the controller when the FeedingMaster is plugged in. Various parts of the controller carry high voltage which can cause serious personal injury.

Loosen the four gray screws located at the corners of the control housing. Remove the front panel and place it next to the controller.



To make it easier to mount the controller, the front panel can be temporarily disconnected from the controller. To do this, carefully pull the black plug out of the front panel.



The chapters below are only applicable if an extended power cord is used or if the FeedingMaster should offer synchronized feeding cycles with other FeedingMasters. If this is not the case, these chapters can be skipped, and the installation can be continued in Chapter 4.5.

4.4.1 Extended power cord (optional)

By default, the FeedingMaster comes with a power cord with a length of 5 meters. If this length is not sufficient for connecting the FeedingMaster, a 10-meter power cord is available.

WARNING: Do not connect the FeedingMaster with an extension cord. The plug connections may cause a short circuit with the risk of fire hazard.

To install the 10-meter power cord, remove the standard power cord. Loosen the swivel from the strain relief through which the power cord is fed. Loosen the three terminals of the connector on the controller which is marked CN4 (In) two turns. Remove the fork cable lugs by sliding them out from under the connectors.



Remove the power cord by pulling all three fork cord lugs out of the swivel one after another.

Insert the 10-meter power cord by inserting all three fork cable lugs through the swivel one after the other. Slide the fork cable lugs into the terminals of the connector on the controller which is marked CN4 (In). The third connector marked "Slave" In is not used.

Connect the wires as follows:

- The brown wire is connected to the leftmost terminal marked “230VAC-L”.
- The blue wire is connected to the terminal marked “230VAC-N.”
- The green/yellow wire is connected to the last terminal marked “Ground.”

Hand tighten the connections, then turn them clockwise 1/8 turn.

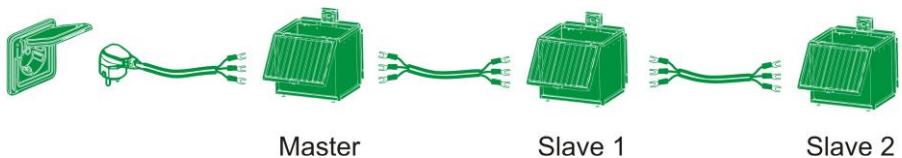


Pull the wires up a bit while sliding the power cord into the swivel. Slide it just until about 5 mm of the black jacket comes out of the swivel. Then tighten the swivel firmly by hand. Check that the power cord is secure by pulling it out of the control, it should not slide out of the gland.



4.4.2 Synchronization cable (optional)

If several FeedingMasters are placed in a paddock, they can offer hay synchronously. The FeedingMaster are connected in series, only the first FeedingMaster is connected to the grounded socket. This FeedingMaster (hereinafter the “Master”) determines when hay is offered and when a break is taken. The first FeedingMaster that is connected to the Master (hereinafter the “Slave”) follows the supply of hay. A second Slave can be reconnected to the first Slave. Up to 4 Slave FeedingMasters can be connected to one Master.



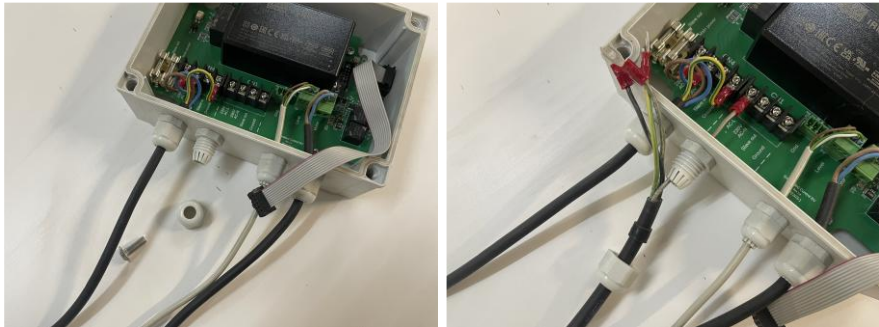
WARNING: Never connect more than 4 Slave FeedingMasters to a Master. The Master will then be overloaded with the risk of fire hazard.

A special synchronization cable is required to connect a Slave. This cable replaces the power cord and the power plug of the Slave and is connected between the Master and the Slave. The Master is therefore provided with two cables: the standard power cord with power plug and the synchronization cable to which the first Slave is connected.

If a second Slave is connected to the first Slave, the first Slave also has two cables: the synchronization which replaces the power cord and connects it to the Master and the second synchronization cable where the next Slave is connected.

4.4.3 Connecting to the Master

In addition to the gland through which the power cord is fed, a second gland is present for the synchronization cable. It is fitted with an M6 flange bolt to seal it, unscrew the swivel and remove the flange bolt.



To make passing the synchronization cable easier, the swivel can be unscrewed completely. Slide it over the synchronization cable. You can also remove the black rubber ring from the gland that is still screwed into the housing. Slide the rubber ring over the synchronization cable as well.

Loosen all four connections of the connector on the controller which is marked CN1 (OUT) two turns. Now feed one wire at a time through the swivel in the controller and connect the forked cable lug to the connector. Both sides of the synchronization cable are the same, so it does not matter which side is used. Then connect the next wire.

Connect the wires as follows:

- The brown wire is connected to the leftmost terminal marked “230VAC-L”.
- The gray wire is connected to the terminal marked “230VAC-N”.
- The black wire is connected to the terminal marked “Slave Out.”
- Connect the green/yellow wire to the last terminal marked “Ground.”

Tighten the connections hand-tight, then turn them clockwise 1/8 turn. Pull the wires up slightly while sliding the synchronization cable and rubber washer into the gland. Slide it until about 5 mm of the black sheath comes out of the gland.



Then tighten the swivel firmly by hand. Check that the synchronization cable is secure by pulling it out of the controller, it should not slide out of the swivel.

4.4.4 Connecting the Slave

If there are places between the Master and the Slave where your horse can reach the synchronization cable, the synchronization cable must be protected by an impact-resistant installation tube with a diameter of 16 mm. Then first place the Master in place as described later in this chapter. Feed the synchronization cable through the impact-resistant installation tube until it is available at the place where the Slave will be placed.

WARNING: Do not connect the Master's power cord to a grounded power outlet while installing the Slave. Several wires of the synchronization cable carry high voltage which can cause serious injury.

To connect the Slave to the synchronization cable, the standard power cord must be removed. Unscrew the swivel from the strain relief through which the power cord is fed.

Loosen all four connections of the connector on the controller marked CN4 (In) two turns, including the third connection which is not in use. Remove the forked cable lugs by sliding them out from under the connectors. Remove the power cord by pulling all three fork cable lugs out of the swivel one after the other.



To make passing the synchronization cable easier, the swivel can be unscrewed completely. Slide it over the synchronization cable. You can also remove the black rubber ring from the gland that is still screwed into the housing. Slide the rubber ring over the synchronization cable as well.



Now feed one wire at a time through the swivel in the controller and connect the fork cable lug to the connector. Both sides of the synchronization cable are the same, so it does not matter which side is used. Then connect the next wire.

Connect the wires as follows:

- The brown wire is connected to the leftmost terminal marked “230VAC-L”.
- The gray wire is connected to the terminal marked “230VAC-N”.
- The black wire is connected to the terminal marked “Slave In.”
- The green/yellow wire is connected to the last terminal marked “Ground.”

Tighten the connections hand-tight, then turn them clockwise 1/8 turn.



Pull the wires up a bit while sliding the sync cable into the swivel. Slide it just until about 5 mm of the black sheath comes out of the swivel. Then tighten the swivel firmly by hand. Check that the synchronization cable is secure by pulling it out of the controller, it should not slide out of the swivel.



On the Slave, a subsequent FeedingMaster can be synchronized using a synchronization cable connected to the terminals of the connector on the control marked CN1 (Out). In this case, follow the instructions indicated in the “Connecting to the Master” section to connect the synchronization cable to the subsequent FeedingMaster.

4.5 Mounting the controller

In addition to the power cord, the controller is equipped with two connecting cables: one for driving the motor and one for the sensor which determines the height of the feeding base. The length of these connecting cables is limited and determines the maximum distance between the controller and the back of the FeedingMaster.

There is a hole in the back of the FeedingMaster where both connection cables are fed through in a later step. The maximum distance between this point and the bottom of the controller is 130 cm. This distance is the **total length** of the (possible) passage of the connection cables through the wall **and** the height at which the controller is mounted in relation to the hole in the back of the FeedingMaster.

To check that the controls are not mounted too high, both connecting cables can be inserted through the wall into the horsebox. The available length in the horsebox should be at least 100 cm.



WARNING: Do not exceed the maximum distance between the FeedingMaster and the controller. During the movement of the feeding base, the connecting cables are pulled into the FeedingMaster. If they do not have enough space to move, the drive can pull them apart which can lead to permanent damage.

The controller should be mounted dry and out of the horse's reach.

WARNING: Place the controller out of reach of your horse. If your horse puts its teeth into the controller or connecting cables, permanent damage may result.

4.5.1 Mounting to a stone wall

Stick supplied drilling template level to where the controller will be mounted. Try to place the mounting holes in the bricks instead of the cement. This will ensure that the controller can be mounted securely.

Drill the holes with an impact drill fitted with a 6 mm stone drill bit. Drill the hole 40 mm deep and blow dust well out of the hole. Insert the supplied SX-6 plugs into the holes and use a hammer to drive them completely into the hole. The collar of the plug should be smooth with the wall.

Place the controller over the drilled holes and secure it with the 4 supplied 4.2x38 mm sheet metal screws.

4.5.2 Mounting to a wooden wall

Stick the supplied drilling template level to the place where the controller will hang. Drill the holes with a drill fitted with a 3 mm wood drill bit. Drill the hole 40 mm deep and blow dust well out of the hole.

Place the controller over the drilled holes and secure it with the 4 supplied 4.2x38 mm sheet metal screws.

4.5.3 Mounting to the bars of the horsebox (optional)

With the optional trellis mounting set, it is possible to easily attach the controller to the bars of the horsebox. Please note that even in this case the horse should not be able to reach the controller and/or the connecting cables.

WARNING: Place the controller out of reach of your horse. If your horse puts its teeth into the controller or connecting cables, permanent damage may result.

Included in the mounting kit are 3 different lengths of bolts to secure the controller. The thickness of the bars ultimately determines which length bolt to use.

Insert one of the longest bolts through the mounting hole in the upper left of the controller. Place the controller against the bars, the holes in the controller should be free between the bars. On the other side of the bars, place the mounting plate over the bolt. Screw a cap nut onto the bolt a little bit so that the controller is gently released and sticks to the bars.



Determine the proper length of bolts to use. Starting with the shortest bolt, insert it through the mounting hole in the lower right corner of the control through the bars. Place the mounting plate over the bolt and measure the distance how much it extends.

If this is less than 4 mm, remove the bolt and insert the middle length bolt and again measure the distance how much it protrudes. Repeat for the longest bolt if necessary. The correct bolt has been found if it protrudes a minimum of 4 mm, a maximum of 9 mm.

Place a washer over the bolt and screw a cap nut hand tight on the bolt. Place the same length bolts in the remaining 2 mounting holes. Place the washers and screw the cap nuts hand tight.

Now replace the longest bolt placed first (if necessary). Insert the washer and screw the cap nut hand tight. Slide the controller into place and tighten the cap nuts.

4.6 Closing the controller

Push the black plug into the front panel.



Place the front panel in front of the controller. Push the front panel cable in the direction of the right lower corner of the housing. Place the front panel on the controller. Check that it connects smoothly with the housing on all sides. The front panel should touch the housing without resistance, never press it if it does not. In this case, check that there are no cables between the front panel and the controller.



Hand tighten the four gray screws which are at the corners of the control housing. Then tighten them 1/8 turn clockwise.

WARNING: Never place the front panel crookedly on the controller. The controller will then no longer be waterproof, which can lead to malfunctions and damage.

WARNING: Do not overtighten the four gray screws located at the corners of the controller housing. The controller will no longer be waterproof, which can lead to malfunction and damage.

4.7 Assemble the mounting brackets

The mounting brackets are attached to the FeedingMaster with the 4 supplied M8x20 mm flange bolts. The mounting bracket has threaded bushings on one side (see red circles in the picture below), place them against the back of the FeedingMaster. Make sure that the flange of the mounting bracket which is screwed against the horsebox wall points outwards.



Insert the flange bolts from the inside through the smallest holes in the back wall of the FeedingMaster. Screw the bolts into the bushings of the mounting bracket and tighten.

WARNING: The flange bolts must be fully tightened by hand. If this is not possible, do not use a wrench to tighten the flange bolts. If you do, there is a good chance that the flange bolts will catch in the bushings of the mounting brackets and cannot be removed. If the flange bolt cannot be tightened by hand, it is skewed or not centered in the bushing of the mounting bracket. Loosen and adjust the mounting bracket.

4.8 Leveling

The floor under the FeedingMaster must be level, clean and dry. It is not yet necessary to feed the connection cables into the FeedingMaster since it must be removed again before drilling the mounting holes. Slide the FeedingMaster into place so that the mounting brackets sit against the wall. Make sure that the connection cables do not get trapped anywhere.



Check that the FeedingMaster is level in both depth and width. To level the FeedingMaster, adjustment plates can be placed under the legs of the FeedingMaster provided they are no more than 5 mm thick.

REMARK: Proper leveling of the FeedingMaster is very important. The feeding base is mounted suspended, if the FeedingMaster is at an angle the feeding base will rub against the housing which can make noise.

WARNING: Never place adjusting plates under the legs of the FeedingMaster that are thicker than 5 mm. Doing so will create a gap between the floor and the bottom of the FeedingMaster in which your horse's leg could get stuck.

4.9 Drilling holes

Next to the flange bolts are larger holes. Insert a felt-tip pen or pencil through the hole and mark the holes in the mounting brackets on the wall.



If the hole for the connecting cables is not drilled yet through the wall it can be marked now. Flip the feeding base toward you so that this hole in the lower right rear of the FeedingMaster becomes visible. Insert a felt-tip pen or pencil through the hole and mark the hole on the wall. Gently lower the bottom again.

4.9.1 Mounting to a stone wall

Drill the holes for the mounting brackets. Use an impact drill fitted with a 12 mm drill bit. Drill the hole 80 mm deep and blow the dust well out of the hole. Insert the supplied SX-12 plugs into the holes and use a hammer to knock them completely into the hole. The collar of the plug should be smooth with the wall. Later, use the supplied 8x50 mm wood threaded bolts for wall mounting.

Drill the hole to feed the control connection cables through. Use an impact drill fitted with a 20 mm drill bit.

4.9.2 Mounting to a wooden wall

Drill the holes for the mounting brackets. Use a drill fitted with a 6 mm wood drill bit and drill the hole 25 mm deep. Later use the supplied 8x25 mm wood threaded bolts for wall mounting.

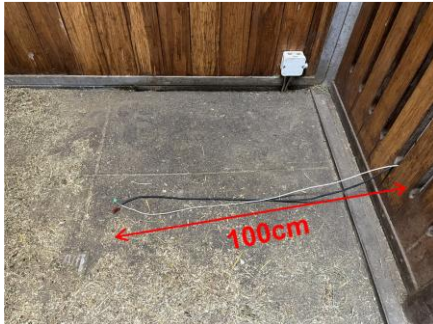
Drill the hole to feed the controller connection cables through. Use a drill fitted with a 20 mm wing drill bit.

REMARK: Before drilling, check that the wood threaded bolts are shorter than the thickness of the wall. Stick a piece of tape around the drill bit at the required depth relative to the tip of the drill bit. While drilling you can then see how far you need to drill, this will prevent you from drilling too deep and possibly drilling through the wall.

WARNING: If the wall is thinner than the length of the supplied wood threaded bolts, do not use shorter wood threaded bolts, there is a chance that the FeedingMaster will come loose from the wall if your horse pulls on the FeedingMaster. If the wall is thinner, drill the hole through the entire wall and attach the mounting brackets with longer hex bolts that have a washer and locknut on the back of the wall.

4.10 Mounting the FeedingMaster

Insert both connection cables through the hole in the wall toward the FeedingMaster. Pull them gently as far as possible. Check that both connection cables are at least 100 cm through the wall.



WARNING: Do not exceed the maximum distance between the FeedingMaster and the controller. During the movement of the feeding base, the connecting cables are pulled into the FeedingMaster. If they do not have enough space to move, the drive can pull them apart which can lead to permanent damage.



Fold the feeding base toward you so that the holes in the back wall become visible. If necessary, secure it with a clamp so that it stays upright. Insert both connection cables into the FeedingMaster through the hole in the bottom right-hand corner of the back wall.

Pull it gently as far as possible while sliding the FeedingMaster toward the wall until the mounting brackets are the against the wall.

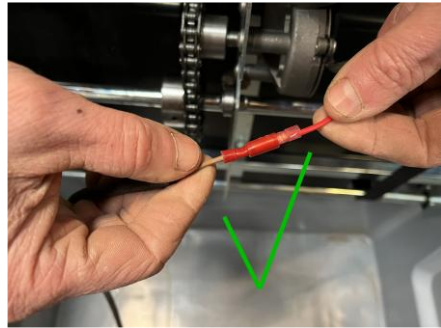
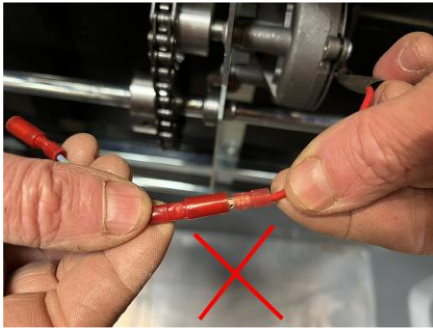


Pull it gently as far as possible while sliding the FeedingMaster toward the wall until the mounting brackets are the against the wall.

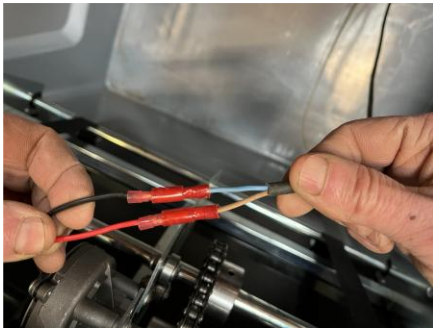
Insert the wood threaded bolts for the mounting brackets through the holes next to the flange bolts and secure the FeedingMaster to the wall.

4.11 Connecting cabling

On the thicker black connecting cable are two red sockets. This connecting cable is for the drive motor, the motor has two red plugs. Insert the plug of the red motor wire into the socket of the brown wire. Push it as far as possible, no metal of the plug should be visible.

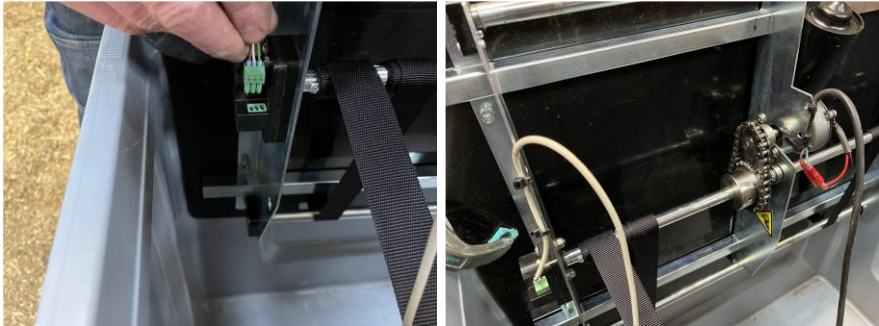


Insert the plug of the black motor wire into the socket of the blue wire. Push it in as far as possible, there should be no metal visible from the plug.



Place the black connection cable against the metal of the feeding base, it should point away from the motor. Insert a cable tie through the hole in the metal of the feeding base and tighten it. Place a second cable tie through the second hole in the metal of the feeding base and tighten it. Cut off the excess parts of both cable ties.

The thinner gray cable has a green plug. This connection cable is for the sensor that determines the position of the feeding base. Insert the plug into the green socket of the sensor until it clicks into place.



Place the grey connection cable against the metal of the feeding base, it should point away from the sensor. Insert a cable tie through the hole in the metal of the feeding base and tighten it. Insert a second cable tie through the second hole in the metal of the feeding base and tighten it. Cut off the excess parts of both cable ties.



Gently lower the feeding base back into place. Now fold it away from you. Check that both connection cables can move freely and are not stuck between the suspension straps and the drive. Both connection cables must run under the front suspension straps. Gently lower the feeding base back into place.

4.12 Placing the grid

Place the grid on the FeedingMaster, this requires a few steps:

- Grab the grid by the bars with both hands.



- Place the grid at an angle on the FeedingMaster with the bottom two locking pins of the grid facing you.
- Slide the grid towards you, the bottom two locking pins slide into the front of the FeedingMaster.



- Press the grid down at the back, the locking pin will lock the grid with an audible click.
- Check that the grid is properly secured by pulling it up firmly. The locking pin must be fully inserted through the locking plate.

5. First usage

Before using the FeedingMaster, it is wise to carefully read the following general explanation of the operating system.

5.1 The programs

The FeedingMaster has 4 programs which can be selected for use. The active program is shown on the display with a 'P' in front of the program number. If the FeedingMaster is connected as a Slave with a synchronization cable, the active program will be shown with a 'C' on the display as soon as the Master starts executing P1 or P2.

The following programs are available:

- P1/C1, feeding takes place during the set time.
- P2/C2, waiting for the set time.
- P3, the FeedingMaster can be filled.
- P4, settings.

P1 and P2 will be the most used programs to feed the horse as evenly and calmly as possible. The FeedingMaster cycles automatically between the two programs.

P3 is used to fill the FeedingMaster. After selecting this program, the feeding base will drop to the filling position. After filling the FeedingMaster select P1 (or P2) to start feeding again.

P4 does not perform any function. This program is only used to make various settings available.

5.2 The controller

The selection of the program or the making of settings is done by means of a button on the control of the FeedingMaster. This button is placed to the right of the display.



5.2.1 Selecting a program

If the FeedingMaster can accept a new command, the dot behind the active program will flash. By briefly pressing the button you switch between the different programs.

When the desired program is shown in the display, stop pressing the button. After a short while the program will be executed.

As an example, P4 is the active program, and you want to select P1:

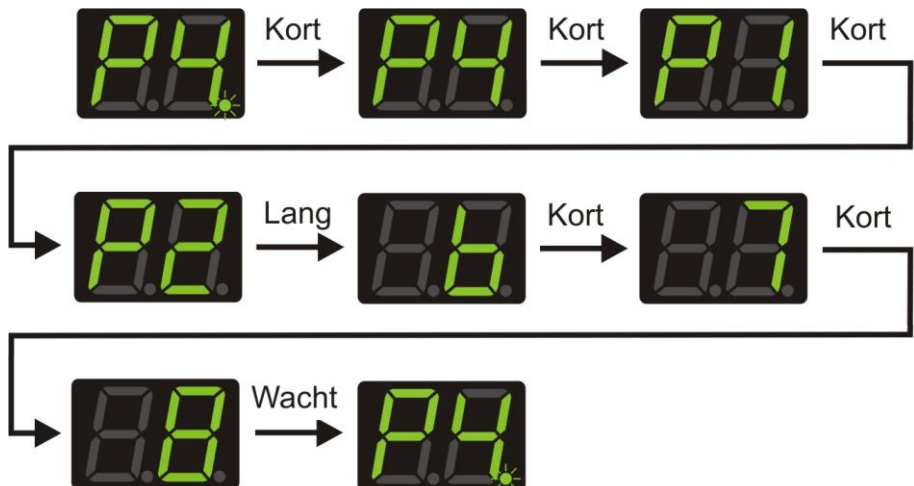


5.2.2 Adjusting settings

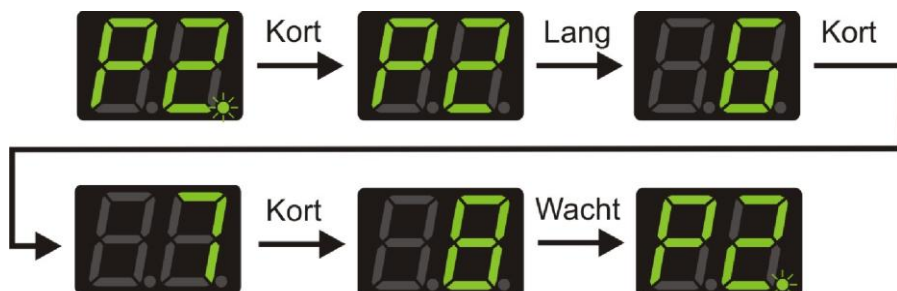
To change or read the setting of a program, press and hold the button. After 2 seconds the current set value is shown on the display, you can then release the button.

The setting can be changed by briefly pressing the button. Holding the button automatically increases the value in small increments. When the desired setting is reached, release the button or stop pressing the button. After 2 seconds the setting is saved and the current program is displayed again.

For example, you want to change the time your horse has to wait before eating again from 6 to 8 minutes. The currently selected program is P4 (no action):



In the same example, if the active program is P2, activate the settings by pressing briefly and then holding the button:



5.3 Settings

5.3.1 P1

In P1 you can set the time for how long your horse can eat. This can be set from 0.5 to 5 minutes with a resolution of 0.1 minute (6 seconds).

For horses that use a FeedingMaster in a closed space such as a horse box, it is advisable to set this time to 1 minute. If your horse has a free range, for example in a paddock, it is advisable to set this time to 1.5 minutes so that there is some time to walk to the FeedingMaster.

5.3.2 P2

In P2 you can set the time that your horse must wait until it is allowed to eat again. This can be set from 1 to 15 minutes with a resolution of 0.1 minute (6 seconds) between 1 and 10 minutes and a resolution of 1 minute between 10 and 15 minutes.

For most horses, a good starting point is 7 minutes. Depending on whether your horse eats too little or too much, this time can be shortened or extended.

5.3.3 P4

In P4, various settings can be made that influence the operation of your FeedingMaster. There are also several service programs in P4 that can be executed during maintenance of your FeedingMaster. The active setting or the service program to be executed is shown on the display with an 'S'. The following choices are available:

- S1, which program is executed when the FeedingMaster is powered.
- S2, display diagnosis data.
- S3, for calibrating the feeding base height sensor after maintenance.

5.3.3.1 P4, S1: Startup program

S1 is used to set which program the FeedingMaster executes as soon as the mains power is present. This can be if you put the mains power plug in a grounded socket yourself, but also if the mains power is present again after a power failure.

Due to safety requirements, this is set to P4 (no action) by default. We recommend setting this to P1 so that feeding resumes when the mains power is restored.

WARNING: If you select program P1, P2 or P3 to be executed after a power failure, the FeedingMaster drive unit can be switched on automatically as soon as the power failure is restored. This can lead to dangerous situations if you are carrying out maintenance on the FeedingMaster at that time.

5.3.3.2 P4, S5: Display diagnostic data

When you contact us for support, it is useful if we know some data and settings of your FeedingMaster. To make this easy, this service program can be started, which displays the necessary information in succession on the display. If you send us a film recording of this, we can answer your questions faster and better. This is not necessary for every question, if it is necessary, we will ask for it.

5.3.3.3 P4, S2: Feeding base height sensor calibration

After replacing the height sensor of the feeding base during maintenance, the FeedingMaster must be recalibrated to determine the lowest and the highest position of the feeding base. This calibration routine is explained in detail in the Service Manual that comes with the height sensor.

To prevent accidental activation of the calibration routine, it must be confirmed after selection. After selection, a 0 will be shown in the display. If you do not change this, the routine will be aborted after 2 seconds, and no changes will be made.

5.4 Powering the FeedingMaster

As soon as the mains power plug is placed in a grounded socket, the FeedingMaster will switch on. When the FeedingMaster starts up, the installed software version is displayed which consists of two numbers separated by a dot. Once the FeedingMaster is operational, the current active program will be displayed. When you power up the FeedingMaster for the first time this will be P4 (no action).

REMARK: In case of a service request you may need to have this version number at hand, it is advisable to write this number down in this manual.

5.5 Filling the FeedingMaster

Before you start to fill the FeedingMaster, select program P3 on the controller. The feeding base om will then start moving towards the filling position. Wait until the feeding base has stopped and you can remove the grid.

WARNING: Keep clear of the feeding base while it is moving to avoid serious injury from pinching hazard.

WARNING: Always select P3 when filling the FeedingMaster. The drive may suddenly start if the FeedingMaster starts or stops a feeding cycle in P1 or P2.

It is important that you shake the hay loose before placing it in the FeedingMaster. By shaking the hay loose, you can immediately check whether it is free of materials that your horse cannot or may not eat. Press the hay with both hands. For optimal filling, press the hay mainly towards the corners of the FeedingMaster. The FeedingMaster is maximally filled when, after pressing, the hay is up to the top edge of the FeedingMaster.

WARNING: Never fill the FeedingMaster when your horse is in the horse box, in which case the grid is removed. There is a chance that your horse will get stuck in the FeedingMaster with the risk of panic reactions and injury.

WARNING: The hay must be free of foreign materials such as stones, wood, cans, sharp branches, etc. If this material is placed in the FeedingMaster, it will be pressed against the grid during feeding. This can result in serious injury to your horse's lips.

WARNING: Only use hay or silage with a maximum moisture percentage of 25%.

REMARK: If after filling the hay rises above the top edge of the FeedingMaster, it is wise to remove some hay. You can press down the excess hay with the grid, but in that case the FeedingMaster cannot pause if your horse eats too quickly.

REMARK: Even if your horse is allowed to eat less than 10 kg of hay per 24 hours, it is wise to fill the FeedingMaster completely every day. After all, you can set the maximum amount your horse can eat. By filling the FeedingMaster to the maximum, you can be sure that your horse will never run out of hay, even if you suddenly arrive at the stable a little later than usual.

Remove any hay from the edges. Place the grid, press it down until you hear a clear 'click' from the locking pin. Check that the grid is properly secured by pulling it upwards. Select P1 or P2 on the controller to continue feeding.

5.6 The acquaintance

Set P1 to the maximum time of 5.0 minutes, set P2 to the minimum time of 1.0 minutes. As a result, the feeding base moves the least and your horse has the most time to get used to the FeedingMaster. Cover the grid with a thin layer of loosely shaken hay, most horses cannot resist this and will quickly become interested.

Please read the warnings below carefully before placing your horse in the horse box with the FeedingMaster.

WARNING: Never allow your horse to use the FeedingMaster with a halter or bridle. There is a chance that the halter or bridle will get caught on something with the risk of panic reactions and injury.

WARNING: Never let your horse use the FeedingMaster with a loose, long mane or long braid. There is a chance that the mane or braid will become entangled in something with the risk of panic reactions and injury. If your horse has a long mane, braid it in such a way that it does not hang loose in the FeedingMaster.

WARNING: Never allow your horse to use the FeedingMaster without a grid. There is a chance that your horse will get stuck in the FeedingMaster with the risk of panic reactions and injury.

WARNING: Never let horses with a hoof width less than 7 cm use the FeedingMaster. There is a chance that your horse's hoof will get stuck in the FeedingMaster, causing panic reactions and injury.

WARNING: Be aware that the change by placing the FeedingMaster in the horse box can lead to flight behavior of your horse with danger for horses and persons.

WARNING: Be aware that the sound and the movement of the feeding base can lead to flight behavior of the horse with danger for horses and people.

WARNING: Never grab the grid with your hand(s) when the drive unit is in operation, in that case your fingers could become trapped between the grid and the feeding base.

WARNING: Never stay with your horse in the horse box, any movement of the FeedingMaster can startle your horse, which can lead to flight behavior of your horse, endangering horses and persons.

WARNING: Keep observing your horse until your horse independently eats hay from or from the FeedingMaster and he is not startled by the noise the FeedingMaster makes while moving the feeding base.

Then place your horse in the horse box, be prepared that usually your horse's first reaction is a startle reaction. If your horse doesn't want to go into the stable, give your horse time to make the right choice. Reward him as soon as he enters the horse box, take off his halter and leave the horse box.

Observe your horse's behavior outside the horse box. Most horses quickly make the connection between the FeedingMaster and food. In general, horses fully accept the FeedingMaster within a few hours. In case your horse needs more time, you can continue to offer hay on top of the grid.

As soon as your horse starts to eat calmly when the FeedingMaster offers the hay, set P1 to 1.0 minute. If your horse has a free range to, for example, a paddock, set P1 to 1.5 minutes to give your horse time to walk to the FeedingMaster when hay is offered.

Set P2 to 7.0 minutes, for most horses this is a good starting point.

REMARK: In the first days it is possible that your horse shows restless behavior when the hay is removed. Then do not set P2 shorter, this prevents your horse from being rewarded with food for his restless behavior. Only when your horse remains calm during the lowering of the feeding base can you set P2 shorter if necessary.

5.7 The first days

In the first days of use, try to top up the FeedingMaster with hay every 24 hours. This gives you the best insight into what your horse eats per 24 hours and what the correct setting of the FeedingMaster is.

Carry out daily maintenance according to chapter 7.1. Fill the FeedingMaster when your horse is out of the horse box. Shake the remaining hay loose and distribute it evenly over the feeding base. Then fill the FeedingMaster completely with fresh hay and replace the grid. Always check that the grid is secure by pulling it up firmly after the locking pin has clicked into the strike plate. The locking pin must lock with a clear click.

WARNING: Never fill the FeedingMaster when your horse is in the horse box, in that case the grid has been removed. There is a chance that your horse will get stuck in the FeedingMaster with the risk of panic reactions and injury.

Adjust P2 as follows:

- If your horse has eaten too little in the past 24 hours, shorten the waiting time by 1 minute.
- If your horse has eaten too much in the past 24 hours, extend the waiting time by 1 minute.

Repeat this every 24 hour until the correct amount of hay has been eaten.

5.8 Daily use

Carry out daily maintenance according to chapter 7.1. Shake off the remaining hay and distribute it evenly over the feeding base. Then fill the FeedingMaster completely with fresh hay and replace the grid. Always check that the grid is secure by pulling it up firmly after the locking pin has clicked into the strike plate. The locking pin must lock with a clear click.

WARNING: Each horse is different and will have to be viewed individually. Keep a close eye on your horse and adjust the settings to suit the behavior and condition of your horse.

5.9 Empty Detection

If the FeedingMaster is empty, no more waiting time will be executed, the FeedingMaster will continue to execute P1. This will prevent your horse from encountering an empty FeedingMaster when your horse reacts to the feeding base rising.

You can fill the FeedingMaster to the maximum, even if your horse is only allowed to eat a few kilograms per 24 hours, after all, you regulate the quantity supplied yourself. This prevents an empty FeedingMaster, an empty stomach and the stopping of your horse's digestion.

5.10 Synchronous feeding

If multiple FeedingMasters are linked together to offer hay synchronously, the FeedingMaster which one is connected to mains power determines when the hay is offered (the Master).

To adjust the correct amount of hay during the first days of use, it is therefore not necessary to update P1 and/or P2 on all connected FeedingMasters (the Slaves).

However, once the correct feeding and non-feeding times have been found, it is advisable to copy these settings in all FeedingMasters. The reason for this is that each FeedingMaster can take over the task as Master if a malfunction occurs with another FeedingMaster. By copying the settings, the hay dosage remains the same.

6. Faults

If an error occurs during any FeedingMaster action, this will be shown on the display with an 'E' followed by a number. The error message is displayed alternately with the active program (e.g. P2 -> E1 -> P2 -> E1, etc.). The FeedingMaster automatically retries the action after some time. If it is possible at that time, the error message will still be displayed.

The automatic repair is nice for your horse, but it may be an indication that your FeedingMaster needs to be serviced soon, especially if the error repeats itself more often. If the FeedingMaster has been able to repair itself, the error message can be removed by briefly pressing the controller button.

If an error message is displayed, try to solve the error according to the chapter below. If it is not possible to solve the malfunction, please contact us via Service@VHProducts.eu. Please state the error code that is displayed on your FeedingMaster. We will then contact you as soon as possible to solve the problem.

WARNING: While troubleshooting possible malfunctions, the correct operation of the FeedingMaster cannot be guaranteed. Therefore, be extra alert to sudden movements of the drive unit! Remove the mains power plug from the grounded socket if you do not want to take any risks.

WARNING: If a fault cannot be rectified, switch off the FeedingMaster by removing the mains power plug from the grounded socket. Leave the grid on the FeedingMaster and feed your horse hay by placing it on or next to the FeedingMaster. Never let your horse eat from a FeedingMaster without a grid.

6.1 Error messages

Message	Cause	Solution
E1	The current for the drive unit is too low.	Remove the hay from the FeedingMaster, tilt the feeding base upwards.
E2	An object has been detected while the feeding base is lowering.	Check that all cabling is undamaged and that all connections are still tight. Check whether there is any material between the drive unit.
E3	The execution of the selected program takes too long.	Check the temperature of the electric motor, it should be no more than hand warm.
E4	The feeding base sensor gives incorrect measurements.	
E5	The feeding base sensor does not give any measurements.	
E6	The FeedingMaster is not calibrated.	Contact Valetudo Horse Products.

(Continued error messages)

Message	Cause	Solution
E7	No connection to the previous FeedingMaster during synchronous feeding.	<p>Check the correct operation of the previous FeedingMaster.</p> <p>Check whether the cable to the previous FeedingMaster is undamaged.</p> <p>Check whether the feeding behavior sensor of the previous FeedingMaster is disabled.</p>
E9	The settings cannot be saved.	Contact Valetudo Horse Products.
E10	The drive unit turns reversed.	Check the connections to the drive unit.
	The feeding base height sensor turns reversed.	Check the connections to the feeding base height sensor.
No display	The mains power is not present.	Check the mains power of the socket.
	Power cable is defective.	Check that the power cable is not damaged.
	Fuse is defective.	Check or replace the fuse with the same type.

7. Maintenance

7.1 Daily Maintenance

Check daily that the FeedingMaster is not damaged after use by your horse. Check that:

- The controller is mounted securely.
- The grid or the bars in the grid are not bent.
- The spring in the locking pin works.
- The FeedingMaster has no visible damage.
- All 4 suspension straps are tight.
- The FeedingMaster is firmly attached to the wall.

WARNING: If there is any damage to the FeedingMaster, take it out of use in such a way that your horse cannot be injured. If this is not possible, place your horse in another horse box. Always contact Service@VHProducts.eu so that your FeedingMaster can be repaired as soon as possible.

7.2 Weekly Maintenance

The small parts of the hay collect on and under the feeding base, these should be removed from the FeedingMaster weekly.

Select P3 on the controller. Wait until the feeding base has reached the filling position and the drive has stopped completely. Slide all sand and other fine parts to the middle of the feeding base, use two hands to then remove this from the FeedingMaster.

WARNING: Always select P3 when cleaning the FeedingMaster. The drive can suddenly be activated if the FeedingMaster starts or stops a feeding cycle in P1 or P2.

Tilt the feeding base away from you by pulling it up at the front by a suspension strap. Hold the feeding base with one hand and scoop all the fine parts out of the FeedingMaster with your other hand. Then let the feeding base slowly lower back into its original position by the suspension strap.



WARNING: Never tilt the feeding base from back to front. This can cause the drive cables to get caught in the drive, causing permanent damage.

7.3 Annual Maintenance

The motor of the drive unit may require lubrication every year. Remove all hay from the FeedingMaster and clean it as described in 'Weekly maintenance'.

Place the grid and perform P1 so that the feeding base rises completely. When the feeding base has reached the top position, switch off the FeedingMaster by removing the mains power plug from the grounded socket.

WARNING: Always remove the power plug from the earthed socket when working on the feeding base. The drive can suddenly be set in motion when the FeedingMaster starts a feeding cycle.

Tilt the FeedingMaster grid forward. The feeding base must be removed to carry out maintenance on the drive unit. To do this, the six M6x16 flange bolts must be loosened with a 4 mm Allen key. Dust has collected in the head of the flange bolt, which means that the Allen key usually cannot be inserted. Use a small screwdriver to loosen the dust in the head, then blow the head clean. Loosen the six flange bolts and remove the feeding base.

Remove the two Phillips screws from the black cap on the motor.



Pull the black cap out of the motor to expose the gears. If there is plenty of grease that has been pressed against the wall of the motor, this can be scraped off the wall with a fine screwdriver and lubricated over and between the teeth of the gears. If no grease is visible, place a teaspoon of White Grease or Vaseline over and between the gears.



Place the black cap back in the motor and secure it with the two screws, the longest screw goes into the top hole. Spray some White Grease between the axles and the black bearing blocks. Rotate the turning shafts a few times to spread the grease.

7.4 Replace fuse

The fuse of the FeedingMaster is in the controller behind the front panel. Switch off the FeedingMaster by removing the mains plug from the earthed socket. Wait until the display has completely extinguished.

WARNING: Never open the control when the FeedingMaster is connected to the socket. Various parts of the control carry high voltage which can cause serious bodily injury.

Loosen the four grey screws located on the corners of the control housing and remove the front panel.



In the lower left corner of the control two fuses are visible. The left fuse is to protect the Slave input, the right fuse is the main fuse of the control. Remove it by flipping the fuse out of the holder. Check if the fuse is defective. If so, replace it with the same type (250 VAC, 1A, slow, 5x20 mm).



Place the front panel in front of the controller. Push the front panel cable towards the bottom right corner of the housing. Place the front panel on the controller. Check that it fits smoothly with the housing on all sides. The front panel must touch the housing without resistance, never press it if this is not the case. In that case, check that there are no cables between the front panel and the control.

WARNING: Never place the front panel crooked on the controller. The control is no longer waterproof, which can lead to malfunctions and damage.

Tighten the four gray screws on the corners of the controller housing by hand. Then tighten them 1/8 turn clockwise.

WARNING: Do not overtighten the four gray screws on the corners of the control housing. The control is no longer waterproof, which can lead to malfunctions and damage.

Switch the FeedingMaster back on by inserting the power plug into the earthed socket.

7.5 Decommissioning

The FeedingMaster does not contain any materials that need to be disposed of chemically. The FeedingMaster does contain valuable materials that can be reused to produce other devices.

Follow local regulations and never dispose of the FeedingMaster with normal household waste. Hand it in at a municipal collection depot for electrical and electronic equipment.



WARNING: Remove the mains power plug from the grounded socket before removing the FeedingMaster.

WARNING: Remove all installation material from the horse box after the FeedingMaster has been removed.

8. Technical Information

8.1 Specifications

Model	FeedingMaster Basic
Construction year	2025
Width	800 mm
Depth	625 mm
Height	759 mm
Volume for hay	180 liters
Weight	35 kg
Maximum fill weight	10 kg
Maximum sound	45 dB
Mains power	120..230 VAC
Fuse	250 VAC, 1AT, 5x20 mm
Power consumption at rest	5W
Maximum power consumption	40W

8.2 EU Declaration of Conformity

EC Declaration of Conformity for Machines according to directive 2006/42/EC

(Original Statement)

Valetudo Horse Products BV
Lage Scheiddijk 4
7261 RL Ruurlo
The Netherlands

Telefoon: +31 65 588 3925
E-mail: Info@VHPproducts.eu

hereby declares:

Name: FeedingMaster
Function: Horse feeding device
Model/type: FeedingMaster Basic
Serialnumber: See type plate
Year: See type plate



complies with all applicable provisions of the following directive(s):

DIRECTIVE 2006/42/EC (Machinery Directive)

The following (harmonised) standards have been used, where applicable:

NEN-EN-ISO 12100 (Safety of machines)
NEN-EN-IEC 60204-1 (Electrical safety of machines)

Valetudo Horse Products

Place: Ruurlo
Date: February 4th, 2025

Name: Jan van de Kamer
Function: CEO

Signature:

A handwritten signature in blue ink, consisting of a stylized 'J' and 'v' followed by a horizontal line.

