

# Fisher Coin\$Strike

From **Lost Treasure Field Test** By *Joe Patrick*

From page 36 of the February 2003 issue of *Lost Treasure* magazine.  
Copyright ©2003 Lost Treasure, Inc.

---



## Introduction

Sometimes looks can deceive. It is a good business practice - and common sense - to design a product line that is consistent in appearance and styling. This builds visual brand recognition among consumers, who learn to recognize a particular company's products by their colors, shapes, and graphics--their overall appearance.

At first glance, Fisher's new Coin Strike metal detector may appear to be just another model 'spin' to Fisher's already excellent line of products. It visually looks like other Fisher models, which it should; but this similarity could cause some detectorists to not investigate further.

Take a closer look. You will find, as I have, that the Coin Strike is indeed a new offering from Fisher--A new and different kind of metal detector, incorporating unique and innovative features and design concepts.

**Features** The Fisher Coin Strike provides a elevated level of performance, features and user-control that includes fast automatic ground tracking, a precision auto ground balance system, four-tone audio target identification system, notch programmability and newly-developed D.P.A. (Digital Phase Analysis) technology, plus more.

In addition to the excellent 4-tone audio I.D., the Coin Strike provides a large visual numeric I.D. reading. Fast, automatic FisherTRAK© ground-tracking system provides automated ground tracking when required. Three modes of operation are available: true ALL-METAL motion mode, DISC mode, & all-metal PINPOINT mode (non-motion)



The Coin Strike provides a programmable interface with the ability to store last-settings used, three

(custom) favorite-settings, plus a factory preset program. Both an internal speaker and front-panel 1/4" headphone jack are provided. Powered by two drop-in 9-volt batteries, the Coin Strike operates for about 20-25 hours. An automatic low battery alert (LCD and audio) prompts the operator when the batteries are nearly exhausted. Controls The Coin Strike is controlled by the following nine front-panel tactile-response keypads:

POWER - Turns the detector On and Off.

LIGHT - Activates and deactivates the display backlight.

MENU - Press to adjust high-resolution IRON DISC level, MEMORY setting, THRESHOLD level, SENSITIVITY level, SALT mode, VOLUME level, or DISCRIMINATION NOTCHES.

UP/DOWN ARROWS - UP/DOWN arrows to adjust MENU controls.

AUTO Ground - Automatic ground balance - Quickly and easily automatically sets the ground balance. Find a clear piece of ground. Lower the search coil to the ground and press and hold the AUTO GROUND touch pad. While still holding it, lift the coil about six inches off the ground and release the touch pad.

P/P MEM - Push and release this button to exit the MENU adjustments and return to search mode. Push and hold this button for precision pinpointing. Also, use this button to save or recall a MEMORY setting while in MEMORY menu. Three user memory locations are available to store custom programs.

TRACK - Press to activate/deactivate precision automatic ground tracking.

ALL METAL/DISC - Push and release this button to alternate between a true all-metal mode or a discrimination mode of operation. Push and hold to engage the numeric I.D. averaging function which averages the I.D. readings of multiple passes over a target.

Unlike conventional metal detectors, the discrimination setting on the Coin Strike only affects ferrous metals (iron). The DISC control has a range from 0 to 99. At 99, most iron is eliminated. At lower settings, iron objects will be accepted according to the amount of DISC selected.

The only iron items that I observed causing a problem for the discrimination circuit of the Coin Strike were heavily rusted iron (steel) bottle caps and washers.

Even at the maximum 99 setting, they would occasionally produce a good signal. However, when pinpointing, they had a 'mushy' audio sound where as good targets were crisp and 'solid' sounding.

The notch settings on the Coin Strike are more like the discrimination setting on other metal detectors. Four discrimination notches are possible: FOIL, NICKEL, TABS and ZINC. I found the notches to work well and in combination with the iron discrimination I retrieved very little trash, hunting heavily littered parks.

Between the iron discrimination, notches, meter I.D., audio I.D. and audio overload signal the Coin Strike provides a lot of target control and information. For those who wish to search saltwater beaches, the Coin Strike provides a wet sand SALT mode of operation.



The Coin Strike has a four-tone audio identification system when operated in the discrimination mode. The four tones are: LOW for Iron objects (ferrous). LOW/MID for Foil, Nickel, Round Tabs. MID/HIGH for Square Tabs, Zinc Cents. HIGH TONE for Copper, Clad and Silver Coins. If a 'Bell Tone' is heard, accompanied by an 'OL' on the LCD, the coil has encountered a large or shallow target and the search coil must be lifted to avoid overload and inaccurate I.D.

When hunting in the ALL-Metal mode, a single tone will be heard for any metal object the coil is swept over. This mode responds much like the 'auto tune' mode of previous detectors.

The Coin Strike's meter I.D. works in both the ALL METAL and DISC modes. A target will produce a number between 0 and 99 indicating target type.

In addition, the - or + sign in front of the number indicates whether the target is ferrous in nature (an iron target) / or nonferrous (a non-iron target). The target I.D. numbers correspond to the following target types:

All negative (-) numbers: Iron  
+0 to +8: Foil  
+9 to +11: Nickels  
+17 to +18: Square Tabs  
+20 to +22: Zinc cents  
+28 to +30: Copper cents, dimes  
+30 to +34: Quarters  
+34 to +51: High conductivity coins (silver)  
+60 and up: Various hot rocks

### **Field Use**

My first time out, using the Coin Strike, began by experimenting with control settings a lot! I found that a certain amount of trial and error was required. I was uncertain as to what settings and combination of settings would perform best.

I had previously read the owner's manual several times and visited on-line 'Fisher' forums to read comments that other Coin Strike users had posted.

Based on all of this information I eventually arrived at a control-setting combination that seemed to work very well for the site I was searching ... I quickly saved my settings to the 'MEM 1' memory storage location, so that I would have them available at any future time needed.

I was searching an old city park - one that I had found hundreds of silver coins in over the past years. Lately, it's not been easy to pull silver from this location.

My first good find produced a solid +30 reading. Digging to a depth of about seven inches produced a



very darkly oxidized, 1936 Mercury dime.

It is worthwhile to note that this was a strong, solid, repeatable signal.

I located a total of twenty-two coins during this outing.

The following week found me at another old park. This time I chose to search the woods, using a low discrimination 'relic' mode of operation.

The fact that the Coin Strike can visually I.D. targets in its All Metal or Discrimination mode is outstanding.

I retrieved many targets during this hunt, including some trash items as a result of the lower disc' settings.

One noteworthy find was an old, very small, sterling silver ring that gave a strong +24 reading.

This ring was at a depth of about six inches and produced a 'Disc.' signal so strong that I thought it was near the top of the ground!

Also recovered later was a +15 signal that was a 1922 Pittsburgh Railways token.

During this hunt, I had the opportunity to use the display backlight and it worked very well! It is bright and evenly lit.

## **Summary**

At first, I was uncertain if the Coin Strike was 'my kind of detector'. It is somewhat different in its control and operation.

By the end of my field test, I had a different view of the Coin Strike ... I LIKE IT!

It really is quite simple to operate once you become familiar with it. Its discrimination works well. It has plenty of usable depth and its meter and audio I.D. systems work well.

At 3.5 pounds it is light enough to swing all day and you can choose to hip mount the control box if desired. Fisher's hip mount system is first rate! The Coin Strike comes with an 8-inch interchangeable and submersible Spider coil.

The display and I.D. numbers are large and the display 'knob icons' are a nice touch that lets you see, at-a-glance, approximately where your DISC, SENS, THRES. and VOLUME controls are set.

I am glad to see that the Coin Strike has a standard, non-V.C.O. pinpoint mode, as I am not a fan of V.C.O pinpointing.

The only Coin Strike 'drawback' for me is that I do not like touchpad (membrane) pinpoint switches. I strongly believe that the mechanical, pole-mounted, index-finger-activated, trigger-switch pinpoint method is the best there is! If that were not possible, then a better type of 'more tactile' panel-mounted pinpoint switch would help.

Fisher has done an admirable job with the Coin Strike. It is typical Fisher--High quality, great packaging, simple operation and high performance! All are hallmarks of Fisher products. The Coin Strike retails for \$1095.95 and is covered by a limited lifetime warranty.

Take a look, a close look, at the new Coin Strike. I think you are going to like what you see!

For additional information contact: Fisher Research Laboratory, 200 W. Willmott Rd., Los Banos, CA 93635-5501 Phone: (209) 826-3292 or visit their website at: [www.fisherlab.com](http://www.fisherlab.com).