



## System Features:

Target positions can be moved up and down the lane, shifted left or right, and raised or lowered by making fast mechanical adjustments via stainless steel pins.

Targets can be raised or lowered using hit counts  
*(Example: Lower target #7 after 3 bullet strikes).*

Targets can be raised or lowered using timers  
*(Example: Raise target #12 after 6 seconds).*

Targets can be triggered by other targets  
*(Example: Raise target #9 when target #3 is hit).*

Quick “Random” feature allows users to train with targets randomly popping up and down.

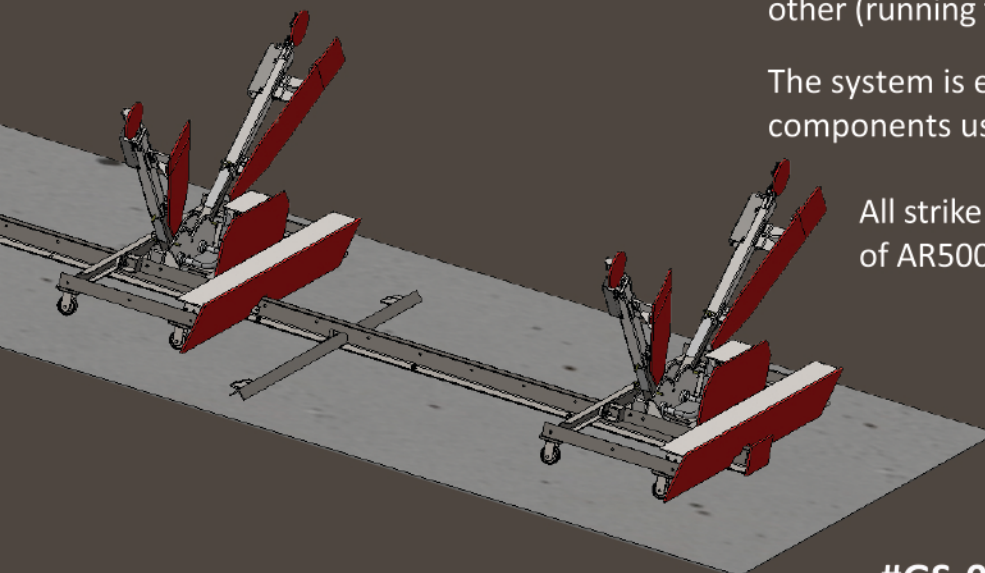
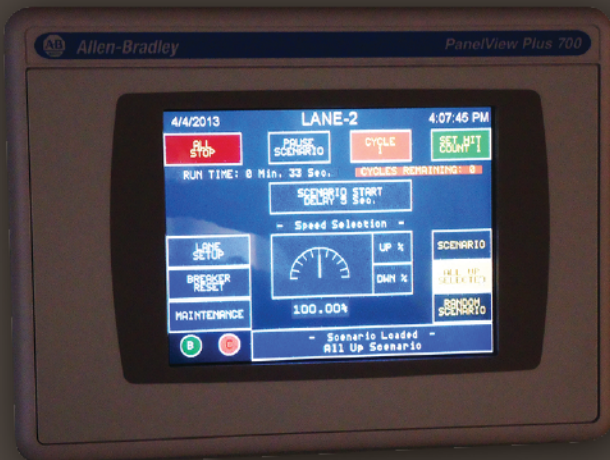
Hit count data is collected and stored for scoring and grading purposes.

Training scenarios can be programmed by Shooter Control at a user panel, or by the Range Supervisor at the Master Control computer.

“Challenge Mode” pits shooting lanes against each other (running the same scenario) for match scoring.

The system is easy to maintain with off-the shelf components used throughout.

All strike surfaces and protective plates made of AR500 steel.



#GS-02F-0089S

