



***Accelerated* Firearm Training**

***Shooter Make Ready***

**USER  
GUIDE**

**INNOVATIVE DRY FIRE  
TRAINING**

November 11, 2021

# Welcome

Shooter Make Ready is an innovative and revolutionary *dry fire training* tool created for shooters at all levels wanting to advance their firearm handling skills.

Shooter Make Ready has three components:

- ❖ a firearm using a laser cartridge or a laser-based training pistol
- ❖ laser targets
- ❖ an app that runs on your smartphone or tablet

**Welcome to Shooter Make Ready.**  
Serious training that's seriously fun.

# What Is Dry Fire Training?

Dry fire training is the activity of practicing firearm handling skills for training purposes, without the use of live ammunition. It is widely recognized by shooting enthusiasts, shooting competitors, law enforcement and military trainers, and firearm instructors as an extremely effective means for learning and improving firearm handling skills.

## What Does It Do?

Dry fire practice develops *muscle memory through repetition*, allowing the shooter to learn how to act and react safely, rapidly and instinctively while manipulating a firearm. It is proven to be extremely effective for developing and honing skills such as proper grip, stance, draw, presentation, ready position, target acquisition, natural point of aim, sight alignment, sight picture, trigger control, follow through, reloading, target discrimination, and movement and cover.

## How Does It Work?

Dry fire practice can be performed using either your own firearm or a firearm simulator that is a replica of an actual firearm.

A laser cartridge can be used in your own firearm to significantly enhance dry fire practice. The laser cartridge emits a pulse of laser light with each pull of the trigger to simulate a shot being fired. Visible laser light allows you to see the point of impact for each of your shots.

A laser-based training pistol is a firearm simulator that overcomes the inherent dangers and problems associated with using an actual firearm for dry fire practice. It has a built-in laser to allow you to see the point of impact of your shots.

Our laser targets detect laser hits and send the location to the Shooter Make Ready app, providing real time feedback on hit location, speed and accuracy.

## Where And How Often?

Dry fire practice can be done safely just about anywhere, including in your own home. Shooter Make Ready is designed primarily for indoor use, although it can be used outdoors in dry weather if not subjected to direct sunlight.

Many firearm trainers suggest that dry fire practice should constitute 70-80 percent of your overall firearm training. The usual recommendation is to train for about 20 minutes 3-5 days a week, but practicing just 15 minutes twice a week will still greatly improve your shooting skills and build your confidence.

# RedShot Laser Cartridge

Our RedShot laser cartridges feature a bright red laser housed in a high quality brass casing with an activation pad designed to absorb the impact of the firing/striker pin for safe, dependable operation in your firearm.

The cartridge is rimless so it isn't ejected during normal use. Two rubber O-rings surround the brass casing to ensure a precise, snug fit in the firearm chamber.



The laser has a wavelength of 635nm which is designed specifically for consistent, reliable operation with the widest range of dry fire target systems that use visible red light, including our Shooter Make Ready laser targets. Red laser cartridges from other suppliers commonly operate at 650nm which is not compatible with Shooter Make Ready laser targets.

	<b>CAUTION</b> <b>CLASS 3R</b> <b>LASER</b> <b>PRODUCT</b>	
<b>AVOID DIRECT EYE EXPOSURE</b> <b>NEVER AIM AT AIRCRAFT</b> <b>IT IS UNSAFE AND ILLEGAL</b>		
Scan code or visit <a href="http://LaserSafety.info/3R">LaserSafety.info/3R</a>		

#### SPECIFICATIONS:

Laser Classification: Class IIIa/3R

Laser Wavelength: 635nm (red)

Laser Power:  $\leq$  5mW

Battery: LR626 (or equiv), qty 3

Calibers: 9mm, .380 ACP, .40 S&W, .45 ACP

For single-action (SA) pistols and carbines (most striker-fired models), it is necessary to retract and release the slide or bolt to reset the trigger for each shot.

Most double-action (DAO and DA/SA) hammer-fired pistols will activate the RedShot laser cartridge with each pull of the trigger, eliminating the need to manually work the slide after each shot.



Not all firearms are compatible with laser cartridges. Models known to be incompatible at this time are listed on our website at <https://acceleratedfirearmtraining.com/product/redshot-laser-cartridge/>.

# SIRT Laser Training Pistol

A laser-based firearm simulator is the ideal tool for safe dry fire practice anywhere you want to train. We believe the SIRT 110 pistol from NextLevel Training is a great choice. It has the size, weight and feel of a Glock 17/22 handgun with a resettable trigger, removable magazine, and two lasers to indicate trigger prep (take-up) and break (shot).

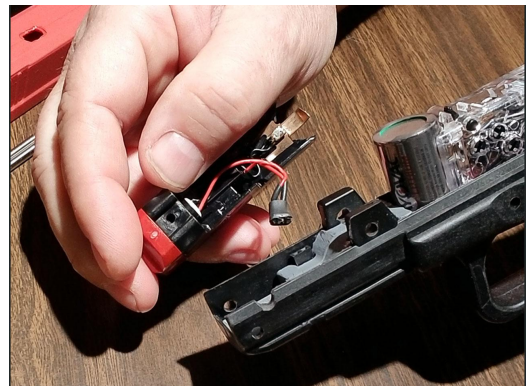


Shooter Make Ready is designed for use with the SIRT 110 training pistol enhanced with our **SIRT OneShot** plug-in module. Normally the SIRT 110 pistol activates the shot laser for as long as the trigger is held. The SIRT OneShot modifies the pistol to activate the shot laser for a short timed duration, or pulse, to simulate one shot being fired with each pull of the trigger. The pulse is timed perfectly for our targets to detect and report only one hit per shot.

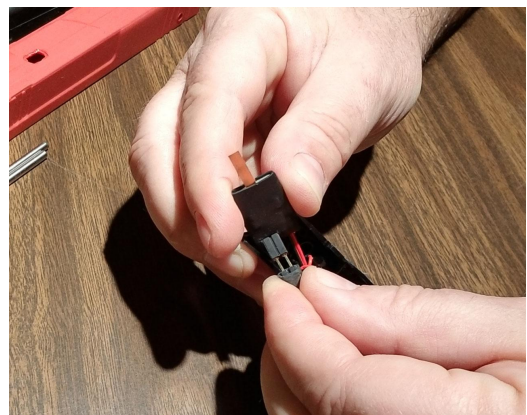
## INSTALLING THE SIRT ONESHOT

Install the SIRT OneShot using the following steps. You can also view the video on the Media page of our website at [acceleratedfirearmtraining.com/Media](https://acceleratedfirearmtraining.com/Media).

1. Remove the two pins holding the slide to the frame. Remove the slide and set it aside.
2. Remove the pin holding the laser module in place, just below the take-up laser.
3. Carefully lift the laser module straight upward and away from the frame. Disconnect the 2-pin laser connector from the trigger connector. Set the pistol frame assembly aside for now.



4. With the laser module upside down, hold the SIRT OneShot close to the underside of the laser module with the small copper tab bent underneath facing downward. Plug the laser wire connector into the 2-pin connector, oriented as shown in this photo.



5. Insert the SIRT OneShot by carefully sliding it into the laser module, just above the battery negative terminal. As you're sliding it towards the front of the laser module, gently press downward and angle it towards the back end of the shot laser where the wires protrude.

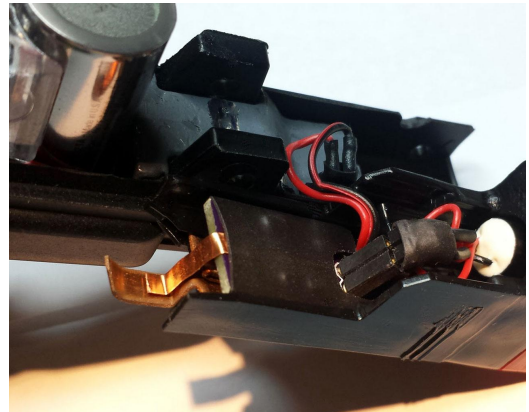
**IMPORTANT:** Leave a small space for the laser wires between the edge of the SIRT OneShot and the back of the shot laser. **BE CAREFUL NOT TO PINCH THE LASER WIRES AGAINST THE BACK OF THE SHOT LASER.**

6. Press downward on the SIRT OneShot to position it horizontally and parallel to the laser module. The smaller copper tab bent underneath should be aligned to, and making contact with, the battery negative terminal as shown in this photo.



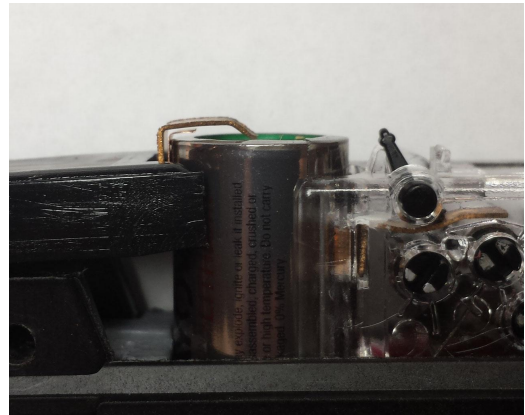
7. The longer copper tab should be sticking straight out, aligned with the battery's negative contact.

Using the tip of your finger, carefully push downward on the copper tab, bending it to conform to the shape of the underside of the battery's negative contact as shown in this photo.



8. Plug the 2-pin wired connector from the SIRT OneShot into the trigger connector, with the wires running towards the inside of the frame as shown in the photo above.
9. Place the laser module back into the frame while ensuring the wires from the 2-pin connector are not pinched or obstructed. Insert the holding pin just below the take-up laser.

10. Check to make sure the longer copper tab is still aligned with the underside of the battery negative terminal. It should hook over the edge of the battery underneath the negative terminal as it makes contact with the battery.



11. While pressing downward on top of the negative terminal with your thumb so that it makes contact with the battery, pull the trigger a couple of times and observe the take-up and shot lasers:
  - a. Verify that the take-up laser turns on when the trigger is prepped (the take-up laser switch on top of the trigger must be turned ON).
  - b. Verify the shot laser pulses once quickly, each time the trigger is pulled to break.
12. Press the slide back onto the frame, being careful not to pinch the trigger wires running along the side of the trigger module.
13. Replace the two slide pins.

The take-up laser switch should be turned OFF when using Shooter Make Ready.

If you have any questions regarding these steps for installing the SIRT OneShot, view the video on the Media page of our website at [acceleratedfirearmtraining.com/Media](https://acceleratedfirearmtraining.com/Media).

## Other Laser Training Pistols

Already have a laser training pistol other than a SIRT 110? Are you currently using a laser cartridge or barrel insert for your carry firearm? If so, you might be wondering if you can use it with Shooter Make Ready. If the laser in your training pistol is compatible with our targets, the short answer is YES! Set out some of our laser targets, run the Shooter Make Ready app, and start training with your laser training pistol.

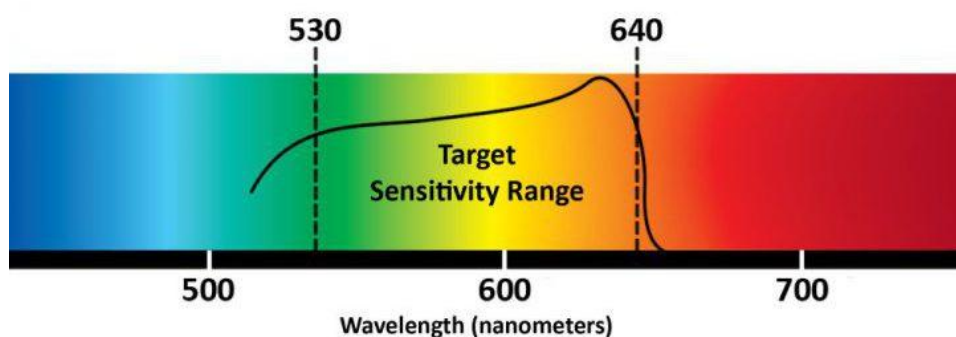


The following will help you determine whether or not your laser training product is compatible with the Shooter Make Ready targets and app. There are basically two things to look at: laser wavelength, and the type of laser activation.

### LASER WAVELENGTH

Laser light is different from normal light in that it contains only one wavelength. The wavelength of light emitted by the laser of your laser cartridge or training pistol must be compatible with our target's sensors, so that hits can be detected quickly and reliably.

Fortunately, our patent pending targets are sensitive to a wide range of wavelengths, from 530 nanometers up to 640 nanometers. This range of sensitivity is compatible with most Class 3R (or Class IIIa) lasers commonly found in laser-based firearm training products, encompassing a range of colors from bright RED (640nm – 635nm) to brilliant GREEN (535nm – 530nm).



**LASER SPECTRUM**

**CHECK WITH THE MANUFACTURER OF YOUR FIREARM TRAINING PRODUCT TO FIND THE WAVELENGTH OF THE CLASS 3R OR CLASS IIIa LASER USED.**

If the wavelength is within the range of 530nm to 640nm, you should have no problem using Shooter Make Ready targets. If the wavelength falls outside of the range shown here, the laser is probably NOT compatible with Shooter Make Ready targets.

**LASER ACTIVATION**

Does the laser turn ON-OFF in a quick burst or *pulse*, with each pull of the trigger? Or does it stay on *continuously* for as long as the trigger pull is held?

Most often, the laser is activated either by sound vibrations or by the striker or firing pin of the training firearm impacting the rear of a laser cartridge or insert, resulting in a pulse of light typically lasting up to 100 milliseconds. A laser pulse of this type is ideal for Shooter Make Ready targets, as their sensors can quickly and reliably discern hits.

**DETERMINE WHETHER OR NOT YOUR LASER TRAINING PRODUCT ACTIVATES THE LASER IN A SHORT PULSE WITH EACH PULL OF THE TRIGGER.**

If the laser pulses with a duration of 40ms to 100ms with each pull of the trigger, as with most laser cartridges and inserts, you should have no problem using Shooter Make Ready targets and app. A pulse duration of 50ms to 60ms is optimum.

# Laser Targets

Shooter Make Ready laser targets use advanced LED matrices to display bright, highly visible target images on a 2.5 square inch surface. Our patent pending technology enables a high density surface for displaying target images while simultaneously allowing hits to be detected reliably and shown immediately as they occur.

## PLACING LASER TARGETS

With a *height* of 2.5", targets can be placed at a *distance* proportional to the target HEIGHT and DISTANCE you wish to simulate. The *distance* can easily be calculated using:

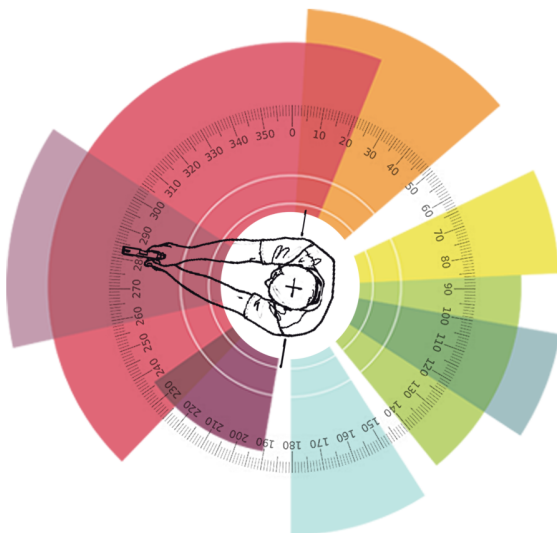
$$\text{distance} = \text{DISTANCE} / (\text{HEIGHT} / \text{height})$$

For example, we can calculate the *distance* to place the 2.5" target to effectively simulate shooting a 10" steel plate at a DISTANCE of 32 feet:

$$\begin{aligned} \text{distance} &= 32 \text{ ft.} / (10'' / 2.5'') \\ \text{distance} &= 8 \text{ ft.} \end{aligned}$$

Generally, targets can be placed within a 50 foot radius from the smartphone or tablet running the Shooter Make Ready app. The actual distance may be much greater if the target is in line-of-sight, or less if there are intervening objects or structures that may disrupt Bluetooth communication.

Targets can be used in a wide range of indoor settings, from very dim to well lit areas. **For best results, avoid placing targets in very bright lighting or direct sunlight, or on reflective surfaces, while in use.** Targets emit a continuous beeping sound as a warning of too much direct lighting which could adversely affect operation.



## 360° TARGET PLACEMENT

Shooter Make Ready uniquely allows multiple targets to be placed anywhere within a 360° radius of the shooter.

Multiple targets can be placed at varying angles, elevations and depths to create a more realistic and challenging course of fire, or located in different rooms to simulate scenarios involving movement by the shooter, not possible with most camera and video-based systems.

## POWER SWITCH



Slide the power switch towards the PWR LED to turn the target ON, and away from the PWR LED to turn the target OFF.

When turned ON, the target will emit a short beep and display a brief sweeping pattern to indicate ready.

PWR LED INDICATION	STATUS
○ NOT LIT	Target is OFF or requires recharging.
◻ FLASHING GREEN	Target is ON and waiting to connect to the SMR app.
◼ SOLID GREEN	Target is ON and connected to the SMR app.

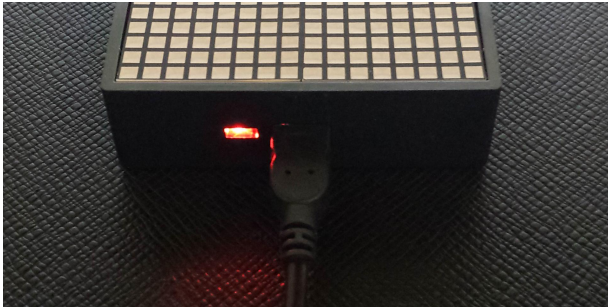
### IMPORTANT

**Be sure to place targets facing the direction they'll be used, then turn the power switch ON while ensuring the target LED surface is fully exposed (not covered).**

Shooter Make Ready targets are "self-calibrating", meaning they automatically adjust their sensitivity to ambient lighting when turned on. If the front surface of the target is covered by your hand or facing towards a darker area when turned ON, the target could initialize to a state that is too sensitive for the actual ambient lighting conditions when in use. When this happens, a target may "beep" continuously when exposed to the brighter ambient lighting.

## CHARGING THE TARGET

Plug the USB charging adapter into a wall outlet and connect it to the target using a MINI-USB cable.



USB LED INDICATION	STATUS
○ NOT LIT	Charger is not connected to the MINI-USB port.
■ SOLID RED	Charger is connected and the target is charging.
■ SOLID GREEN	Charger is connected and the target is fully charged.

Targets run up to 36 continuous hours on a single charge, and can be fully recharged in under 2 hours using a Mini-USB cable and charge adapter. Use the recessed power switch to turn the target off when not in use to increase the time between charges to many days.

### SLEEP MODE - AUTOMATIC SHUT OFF

If a target is left on for a certain amount of time with no app activity, it enters "sleep mode" to conserve battery power. There is a setting in the app for configuring this amount of time, but generally the default setting of 45 minutes works well for most situations. When entering sleep mode, the target will emit a short descending beep and automatically shut off.

**To reactivate a target, slide the power switch to the OFF position for at least 30 seconds, then back to the ON position. If the target does not power ON and initialize, it likely needs to be recharged.**

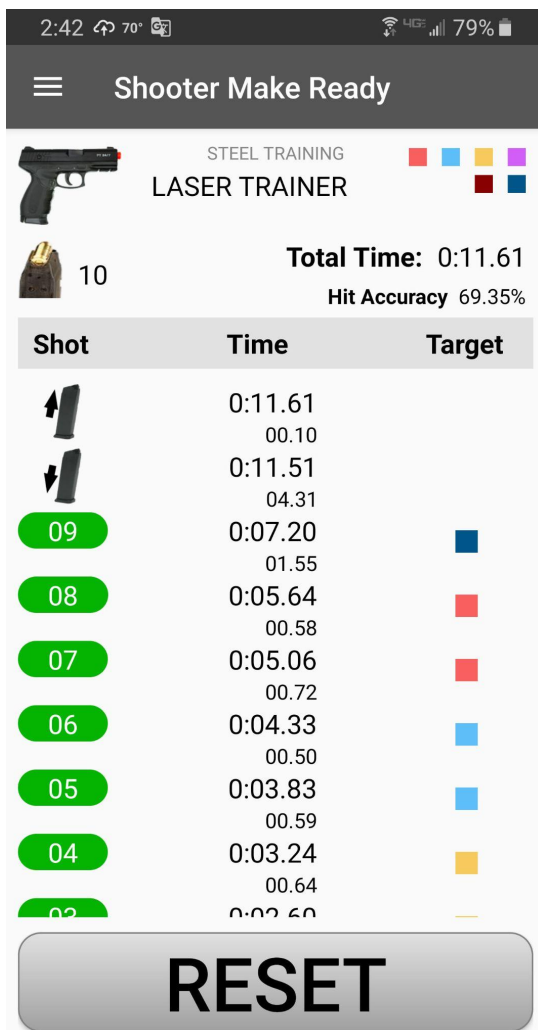
# The Shooter Make Ready App

The Shooter Make Ready app runs on compatible Android and iOS smartphones and tablets, such as the Samsung Galaxy or Apple iPhone. These employ Bluetooth Low Energy (“BLE”) technology, allowing the app to communicate with Bluetooth devices such as the Shooter Make Ready targets.

Using the SMR app, you configure how many rounds are in the magazine. The round count can be set to “unlimited” or a specific number from 1 to 99. If a number is specified, the app decrements the round count by one with each hit on a target. Hits on targets will no longer be recognized by the app once the round count reaches zero, indicating an empty magazine requiring a reload.

The targets detect laser impacts (hits) and send the hit locations wirelessly via BLE to the SMR app, where three screens (SHOT TIMER, TARGETS, and PROFILE GRAPH) are available to quickly review and analyze the timing and accuracy of your shooting performance.

## SHOT TIMER



### Header

- ◀ Selected Course Of Fire (COF); press-hold to change
- ◀ Laser-based firearm trainer
- ◀ Target color assignment & target connection status
- ◀ Number of rounds in magazine (if not set to Unlimited)
- ◀ Scoring (varies with selected COF)

### Shot Column

- ◀ Reloads (magazine changes)
- ◀ Shot number indicating hits  
(GREEN is hit · RED is penalty hit\*)

### Time Column

- ◀ Cumulative time from start of shot string
- ◀ Split time from previous shot or mag change

### Target Column

- ◀ Colors indicate target that is hit followed by points (points shown only for Practical Shooting COF)

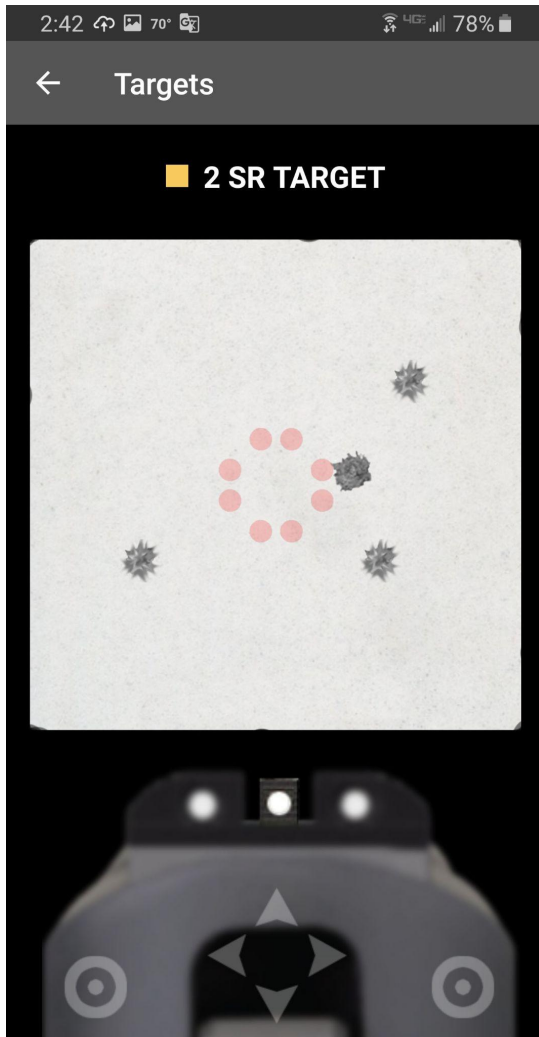
### Button

- ◀ Press “START” to begin a shot string
- ◀ Press *and hold* “RESET” to end shot string

Swipe vertically ↑ ↓ to scroll through shot string

\*See Course Of Fire and Par Time in the *General Settings* section for more information on penalty hits.

## TARGETS



### Header

- ◀ Target name and color assignment

### Target

- ◀ Shows hit locations  
(hits at the same location will be slightly offset)

### Sight Picture

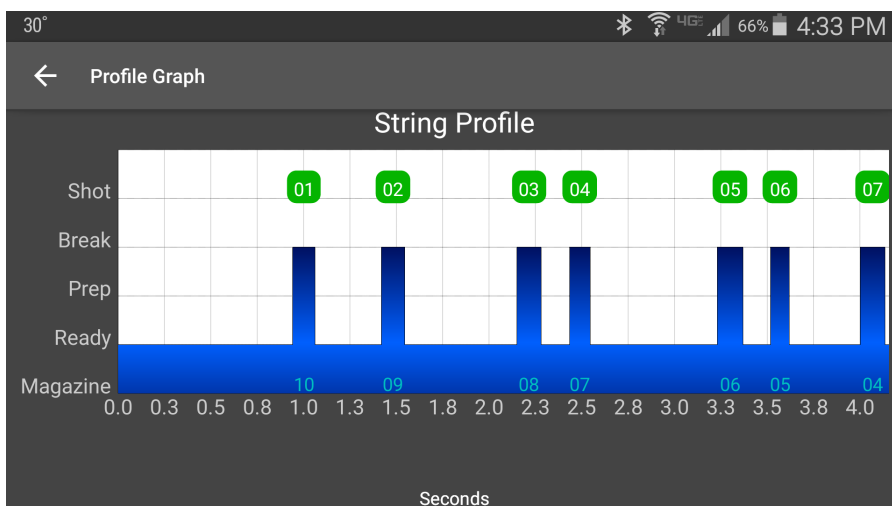
- ◀ Press and hold arrows to move locator to shot groups  
Front and rear sights depict sight picture

### Sight Correction Charts

- ◀ Press button to show left or right correction chart

Swipe horizontally ← → to view next or previous target

## PROFILE GRAPH



- ◀ Shot number
- ◀ Trigger BREAK
- ◀ Trigger PREP
- ◀ Trigger RESET
- ◀ Magazine change

Swipe horizontally ← → to scroll, pinch [→ ←] to contract or ←[ ]→ to expand timeline

# Using Shooter Make Ready

Here are steps you can follow for using Shooter Make Ready for the first time.

## Step 1 – Turn On Targets

Place up to eight targets at their desired locations and turn the Power Switch to the ON position. See the section *Targets* above for guidelines on using and placing targets.

### IMPORTANT

**Be sure to place targets facing the direction they'll be used, then turn the power switch ON while ensuring the target LED surface is fully exposed (not covered).**

Shooter Make Ready targets are "self-calibrating", meaning they automatically adjust their sensitivity to ambient lighting when turned on. If the front surface of the target is covered by your hand or facing towards a darker area when turned ON, the target could initialize to a state that is too sensitive for the actual ambient lighting conditions when in use. When this happens, a target may “beep” continuously when exposed to the brighter ambient lighting.

### NUMBER OF TARGETS

Newer model smartphones and tablets use state of the art components and software capable of high performance operation with multiple simultaneously connected Bluetooth devices. However, earlier models with older technology may not have the “horsepower” needed to reliably communicate with the maximum of 8 targets supported by Shooter Make Ready. If you notice problems such as lagging or frequent loss of connection with targets, try running Shooter Make Ready with fewer targets.

## Step 2 – Run The SMR App

Locate and run the Shooter Make Ready app on your smartphone or tablet.

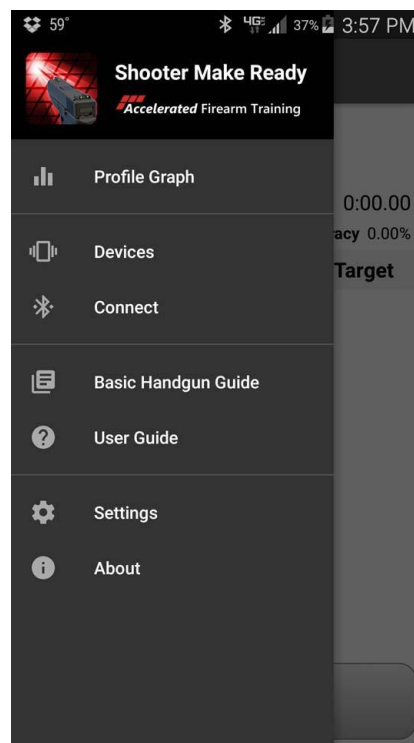
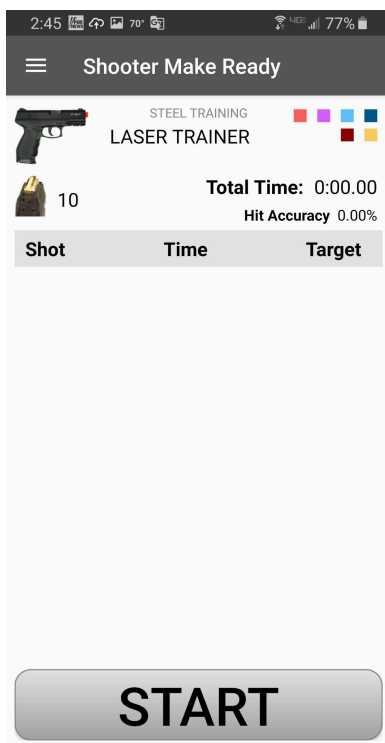


### Step 3 – Select Devices

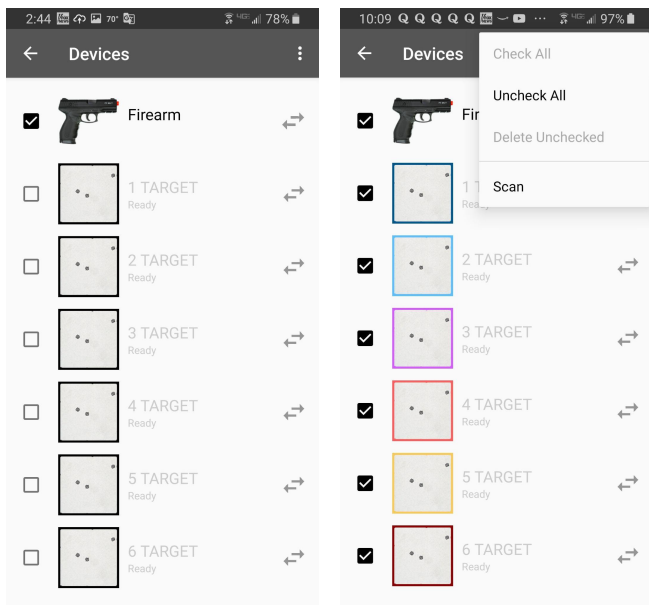
The Shooter Make Ready targets are known by the SMR app as Bluetooth devices. Use the Devices screen to select the targets after running the SMR app for the first time, or when adding new targets. A firearm simulator pistol named “LASER TRAINER” will also appear in the device list and must be selected as well.

**When you run the SMR app for the first time, you will need to add the firearm simulator and laser targets to the Devices list. They will be remembered by the app and connect automatically afterwards. If you have already run the SMR app and selected the firearm simulator and targets you wish to use, skip this step and continue with Step 5.**

Press the Options icon (three horizontal lines upper left), then press “Devices” in the menu flyout:



The DEVICES view appears and the SMR app automatically begins scanning for nearby Bluetooth devices. Scanning can be controlled by pressing the 3 vertical dots in the upper right and selecting “Scan” from the Devices menu, or “Stop” from the title bar if a scan is in progress. Detected targets will be listed on the screen with a unique color and number, and a name (defaulted to “TARGET”):



**DEVICES MENU**

The Devices menu appears when you press the 3 vertical dots in the upper right of the title bar, showing options to Check All, Uncheck All, Delete Unchecked, and Scan. Use these options to scan for targets and to add and delete them in the list.

If targets appear dim (grayed), press Scan in the menu. When the text appears normal (not dimmed), the targets have been found. Press the check box next to each target you want to use. A color is assigned as an aid for quickly identifying targets in the SHOT TIMER and TARGETS views:



**IMPORTANT**

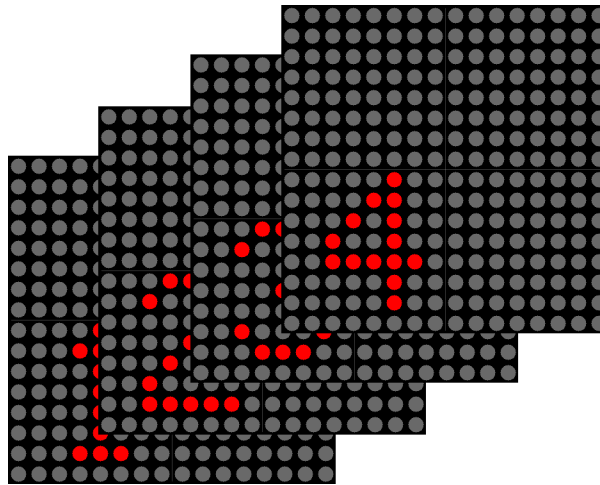
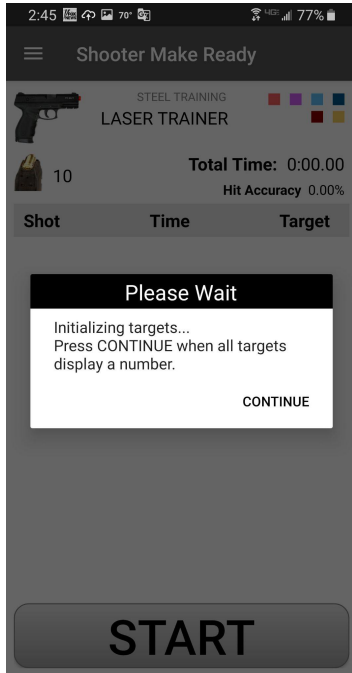
In the DEVICES view, select the Laser Trainer and targets you wish to use.

A Target’s “name” can be changed in the device settings screen by swiping right-to-left on the target and editing its settings. If you’re just getting started, we suggest continuing with the default settings.

When you are finished, press the LEFT ARROW button in the upper left to leave the DEVICES view and return to the SHOT TIMER view.

## Step 4 – Wait For Targets To Initialize

On returning to the SHOT TIMER view, a message appears asking you to wait while the targets are initialized by the SMR app. As each target connects to the app, its assigned color box appears in the upper right. As each target is initialized, that target's assigned number is displayed by the target:



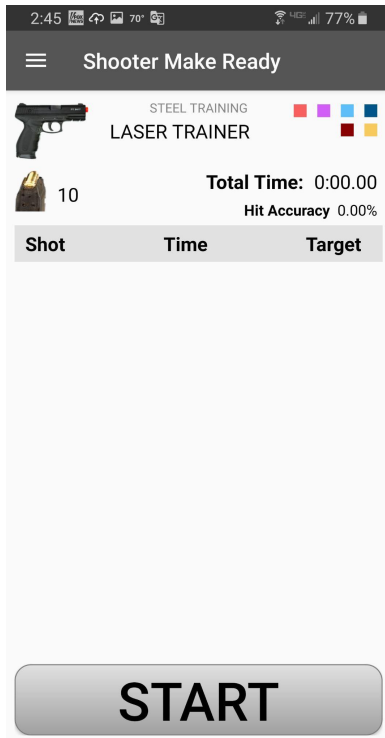
After you see a number displayed on each of the targets, you can rearrange the targets to put them in numerical order, left to right. This will put them in the same order as they'll appear in the TARGETS view we'll see in Step 7.

Press CONTINUE when all targets are displaying a number.

## Step 5 – Prepare To Shoot A Shot String

A “shot string” is a sequence of shots that begins when the START button is pressed and ends when the RESET button is *pressed and held* for at least one second.

The SHOT TIMER screen is the primary view used while shooting. From here you can immediately begin a shot string using the default or last used settings:



### DEFAULT SETTINGS

**Course Of Fire:** Steel Training

**Range Officer Commands:** Enabled

**Start Signal:** 300ms after a random 2 to 5 second delay

**Par Time:** Off

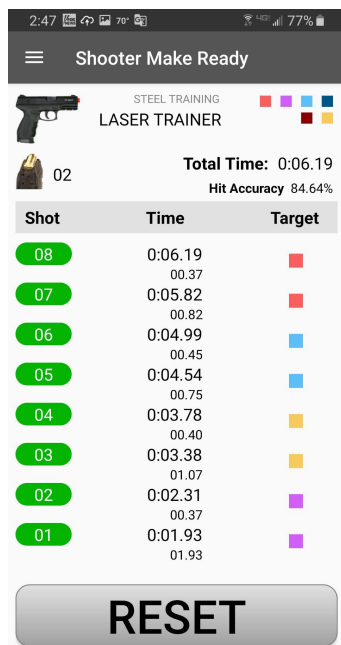
**Rounds In Magazine:** Unlimited

When using Shooter Make Ready for the first time, we recommend using the default settings. Steel Training is a great COF to begin with, making it easy to practice your firearm handling skills while using the SHOT TIMER to measure and improve your shooting performance.

## Step 6 – Shoot!

Press the START button to begin a shot string. With Range Officer Commands enabled, you’ll hear the commands “Are you ready?” then “Standby!” followed by a 300ms start signal after a random delay.

Begin shooting the targets on hearing the start signal. Hits on targets will appear immediately in the SHOT TIMER view:



### SHOT TIMER

Shot number indicates hits.  
**GREEN** is hit · **RED** is penalty hit<sup>1</sup>

Cumulative and split times are shown for each hit.

Target colors indicate which target is hit for each shot.

Swipe vertically ↑ ↓ to scroll through the shot string list

<sup>1</sup> See Par Time and Course Of Fire in the *General Settings* section for more information on penalty hits.

Unless Round Count is set to “Unlimited Rounds”, (see the *Laser Trainer Settings* section), the round count will be indicated next to the magazine image and will decrease as each shot is fired. When it reaches zero, the magazine image will show “empty” and the app will not recognize further hits on targets until a reload is performed. Round Count is set to “Unlimited Rounds” by default and must be changed if you want to practice with a limited number of rounds.

### RELOAD (magazine change)

There are two ways to perform a reload: 1) press the magazine image on the screen, or 2) “clunk” the smartphone or tablet by flicking it lightly in an abrupt upward/downward motion, which can be enabled using the Tap Magazine Change option (disabled by default) in Settings.

The reload is shown in the Shot Timer list as magazine ejection/insertion events immediately following the most recent hit entry.

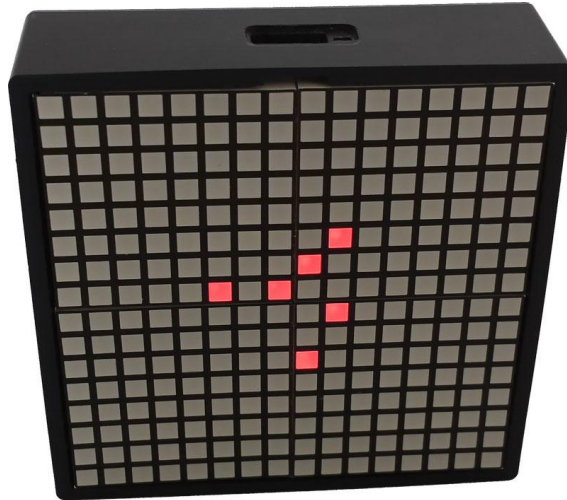
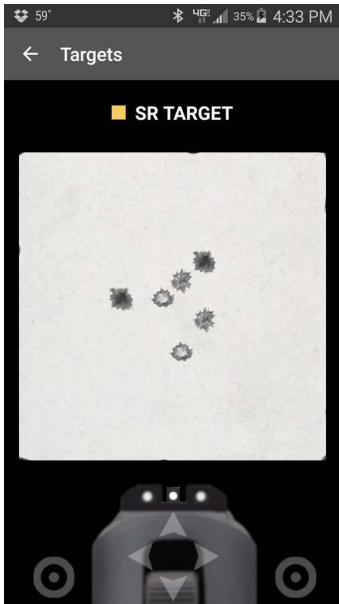
When you are finished shooting, refrain from pressing the RESET button until after reviewing your results as described in the next step.

## Step 7 – Review Your Results

Press the Options icon (three horizontal lines at the upper left) to show the Options menu. We're going to take a look at our targets first, so press "Targets" in the flyout menu.

### Targets

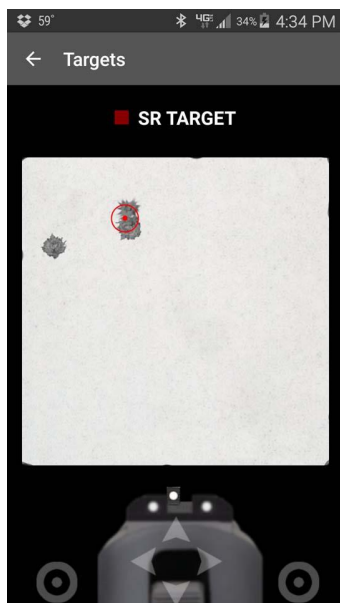
The first target will appear showing hit locations and the hits will light up on the target you are currently viewing:



Swipe horizontally ← → to view targets

Swipe horizontally on the target image to scroll left and right through each of the targets.

If you are aiming for the center of the target and notice a tendency for hits to be grouped in a certain area, use the SIGHT PICTURE TOOL as an aid to see how your sights might be aligned:



#### SIGHT PICTURE TOOL

While pressing the center area of the four arrows over the back of the firearm image, gently slide your finger towards the arrows to move the red circle-dot over the shot group. The sights on the firearm will be positioned to give you an idea of what your sight picture might look like as you're shooting to get this result.

You can also overlay a SHOT CORRECTION CHART on your target for suggestions on what may be the cause of less-than-perfect shot placement:



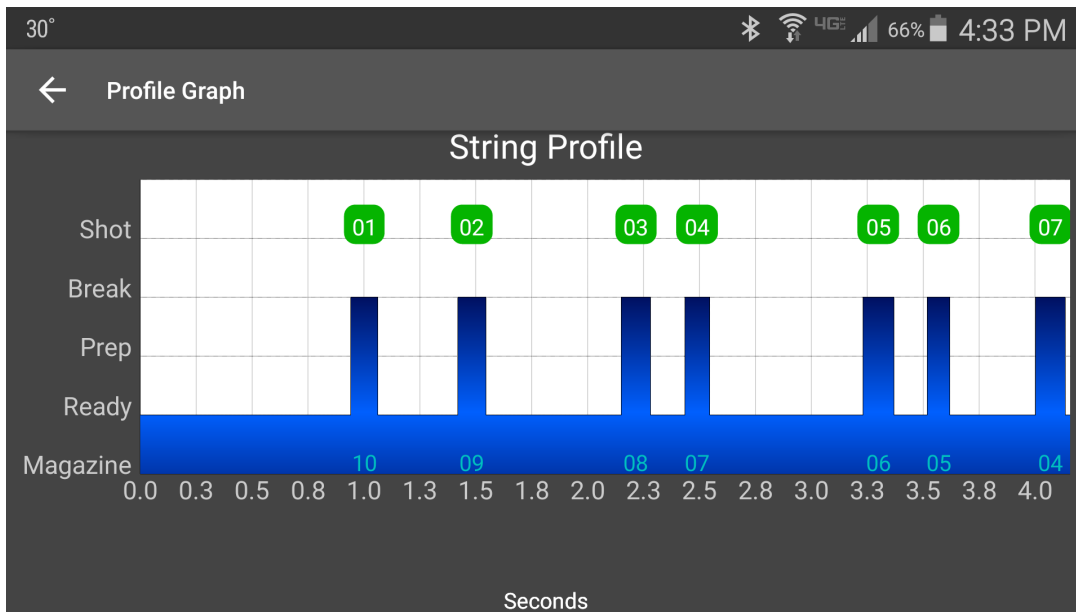
**SHOT CORRECTION CHART**

If your strong hand is your right hand, press and hold the light gray circle-dot icon in the lower right corner to display the SHOT CORRECTION CHART for right-handed shooters. If your strong hand is your left hand, press and hold the lower left circle-dot icon for the same chart for left-handed shooters.

TIP: The SIGHT PICTURE TOOL and SHOT CORRECTION CHART are also great references to use at the range when you are practicing live fire.

### Profile Graph

You can also look at the characteristics of your trigger control using the PROFILE GRAPH. Press the Options icon, then press “Profile Graph” in the flyout menu:

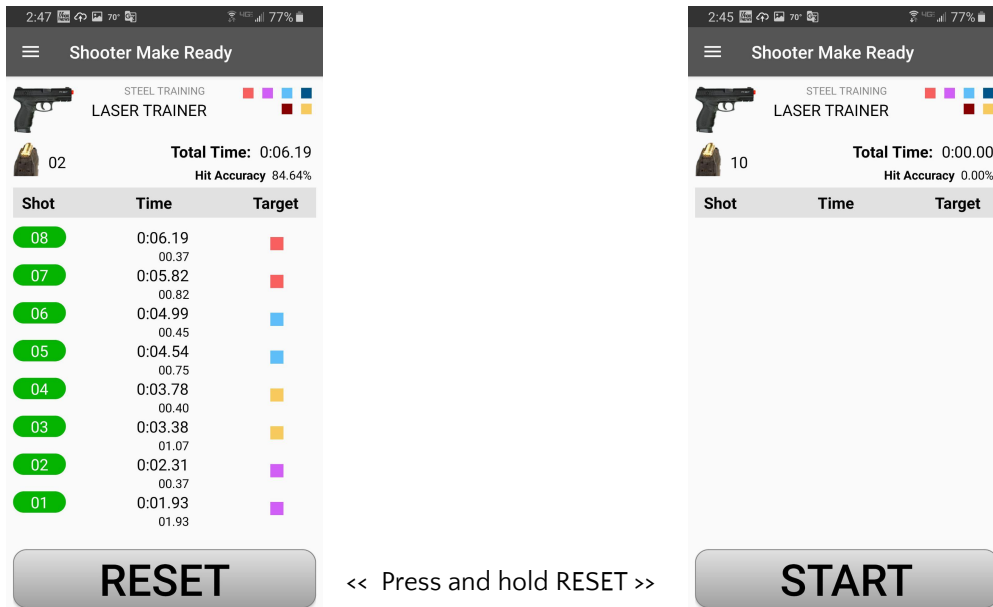


Swipe horizontally ← → to scroll, pinch [→ ←] to contract or ←[ ]→ to expand timeline

The graph shows shot hit events and magazine changes plotted on a timeline.

## Continue To The Next Shot String or Stage

When you are finished reviewing your results, return to the SHOT TIMER view, then *press and hold* the RESET button for at least one second. The small delay when pressing the RESET button reduces the chance of accidentally resetting the shot string before you are ready:

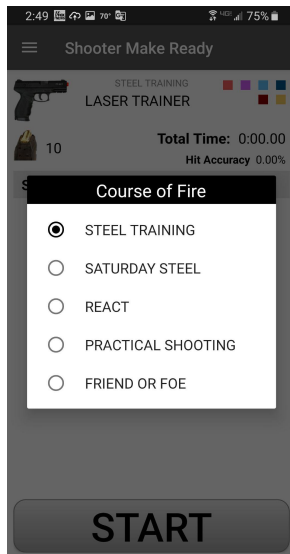


Perform a reload to get a full magazine if Unlimited Rounds is not set, then press the START button and wait for the start signal to begin shooting the next shot string.

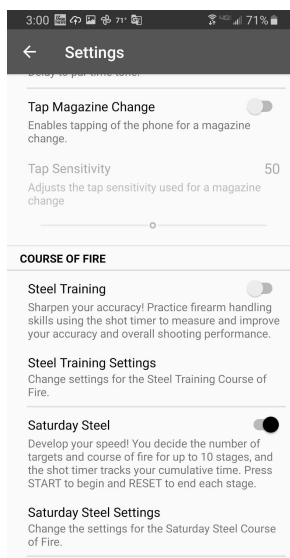
## Choose Another Course Of Fire

There are two ways you can choose another Course Of Fire (COF):

1) In the SHOT TIMER view, *press and hold* the name of the current COF shown at the top of the view for at least one second, then select a COF from the pop-up menu. The settings for the COF will be whatever was used last for the selected COF.



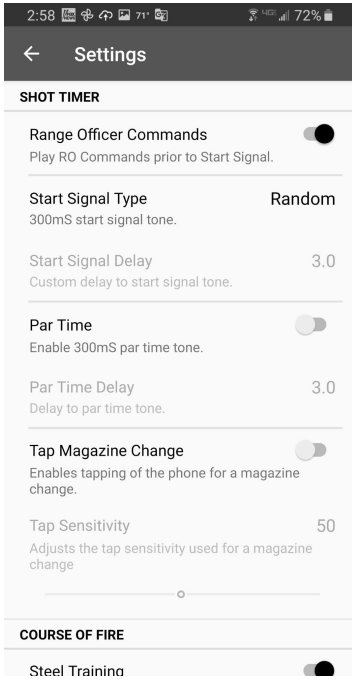
2) Go to Settings and choose a COF from the list. Here you may also change the settings provided for the COF.



While you are practicing, you can go to the Settings screen to enable or disable the Range Officer Commands, customize the Start Signal, set up a Par Time, or select another COF. See the following *General Settings* section for more information on these settings.

# General Settings

Press the Options icon to show the Options menu and select “Settings” from the menu flyout:



## SETTINGS

**Range Officer Commands**

**Start Signal Type** (Instant · Fixed · Random · Custom)  
**Start Signal Delay** (enabled for “Custom” Start Signal)

**Par Time**  
**Par Time Delay** (enabled when Par Time is checked)

**Tap Magazine Change**  
Enables tapping of the phone for a magazine change

**Course Of Fire**  
Steel Training · Saturday Steel · React · Practical Shooting · Friend Or Foe

## Shot Timer Settings

**Range Officer Commands** are verbal commands heard immediately after pressing the START button:

*“Are you ready?” ... “Standby!”*

These verbal commands are enabled by checking the box, and disabled by unchecking the box. This setting is enabled by default.

**Start Signal Type** is a 300ms tone indicating the start of a shot string. The tone is heard after a delay following the *“Standby!”* verbal command, or following the press of the START button if **Range Officer Commands** is disabled. The start signal delay can be set to:

- Instant (no delay)
- Fixed (3 second delay)
- Random (between 2.0 and 5.0 second delay)
- Custom (setting between 0.0 and 9.9 second delay)

Random is the default setting.

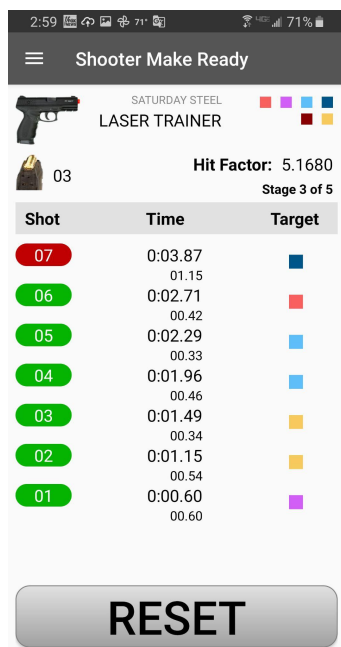
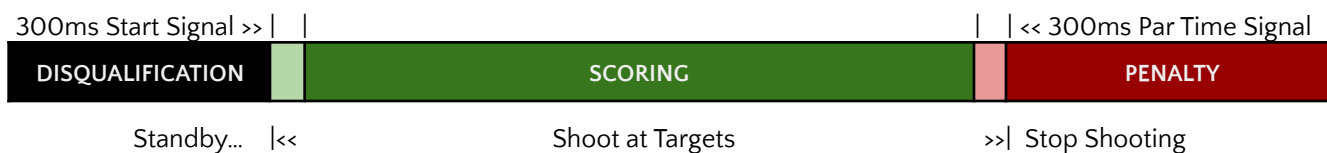
**Start Signal Delay** is auto-enabled if Custom is chosen as the **Start Signal Type**. Enter a value between 0.0 and 9.9 for the number of seconds to use for the start signal delay.

**Par Time** can be enabled to activate a 300ms tone indicating the end of a time limited shot string. Enable par time by checking the box, and disable by unchecking the box. Disabled by default.

**Par Time Delay** is auto-enabled when **Par Time** is enabled, with a default setting of 3.0 seconds. Enter a value between 0.0 and 999.9 for the number of seconds to use for sounding the par time tone after the start signal.

### How Is Par Time Used?

The start signal indicates the beginning of a timed shot string, which is when shooting begins. The par time signal indicates the end of the timed shot string, when shooting should stop. Shots taken *after* (but not before or during) the par time signal generally result in penalties being factored into the scoring.



### PENALTY SHOTS

Shot numbers are shown in **RED** for all shots taken after the par time signal, resulting in scoring penalties. In this case, a Par Time of 3 secs results in a penalty for shot 7, but not shot 6 since it's within par time + 300ms par time signal.

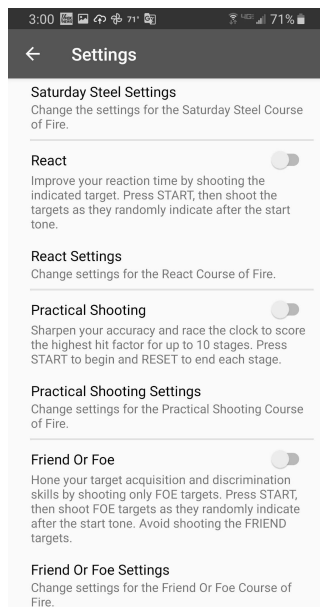
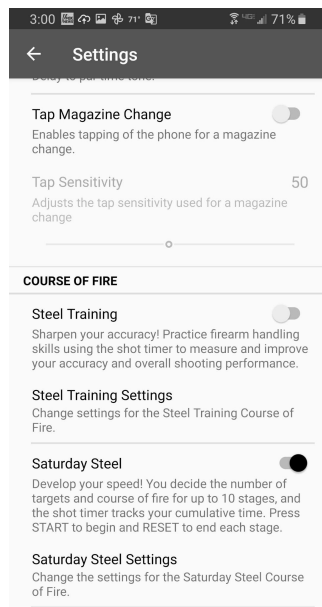
See each of the Course Of Fire descriptions for information on how penalty shots affect the scoring.

**Tap Magazine Change** enables tapping of the phone to perform a magazine change. If the Unlimited Rounds setting for the firearm simulator is disabled, the magazine will “refill” to the number of rounds specified by the Round Count setting. Disabled by default.

**Tap Sensitivity** is auto-enabled when **Tap Magazine Change** is enabled. Adjusts the sensitivity from 0 to 100 where 0 is the least sensitive and 100 is the most sensitive. The default is 50.

## Course Of Fire Settings

There are five Course Of Fire options to choose from:



- COURSE OF FIRE**

  - Steel Training
  - Saturday Steel
  - React
  - Practical Shooting
  - Friend Or foe

It is up to the shooter and/or instructor to decide which skills to practice for each COF. Incorporate various techniques into your training to learn what works best and to maximize your skill set. Some examples include:

SKILLS	EXAMPLES
<b>Safety</b>	Muzzle direction awareness, trigger finger placement
<b>Stance</b>	Isosceles, Weaver, Chapman, Fighting (a.k.a. Combat or Tactical)
<b>Ready Position</b>	Low ready, high ready, compressed, temple index, sul
<b>Holster And Concealment</b>	IWB / OWB holster, appendix, small of back, ankle, pocket, handbag
<b>Starting Position</b>	Arms relaxed at sides, hands above shoulders, handgun on table
<b>Gear And Apparel</b>	Holsters, magazine pouches, vests, jackets
<b>Shooting Style</b>	Grip, freestyle, strong-hand, weak-hand, sitting, prone, supine
<b>Movement</b>	Turn-draw-and-shoot, shoot-move-shoot, shooting from cover

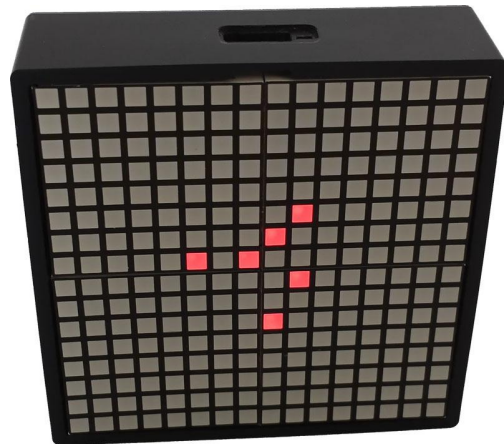
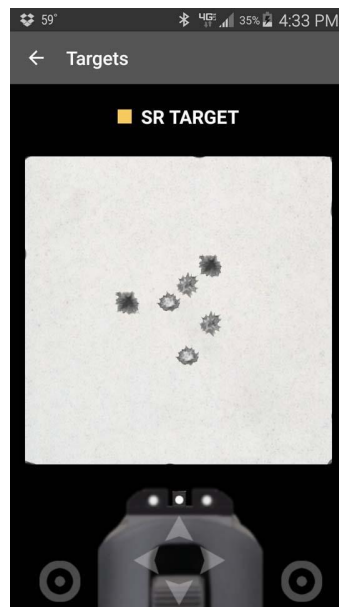
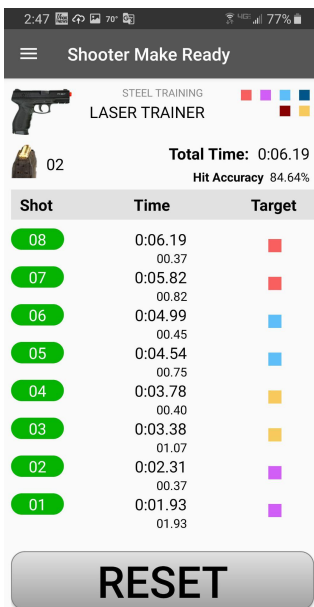
Refer to the Basic Handgun Guide included in the SMR app for more information on safety, stances and ready positions.

Remember, dry fire training is much more than practicing only sight alignment and trigger control. Be creative; simulate realistic situations, practice and perfect all skills to maximize your training.

## Steel Training

Practice firearm handling skills using the shot timer to measure and improve your performance. Shoot the targets as you would shoot steel plates at the range, focusing on speed, accuracy, or both.

For accuracy, emphasis should be on *slow, controlled shots while aiming for the center* to develop sight alignment and trigger control skills. Strive to find your sights and hold sight alignment while pulling the trigger to break. For speed, this is also a great COF for rapid-fire Bill Drill type exercises, such as rapidly firing 6 shots at the center of the target. It's also a good COF for reloading exercises, such as shoot target - drop mag - reload - shoot target - repeat; reviewing split times gives an indication of how fast you're able to reload between shots.



## Settings

**Target Pattern** - choose from "Blank", "Bullseye", and "Ring Reducer". Default is "Blank".

**Blank** - No target pattern is displayed. Selected by default.

**Bullseye** - A small circle is displayed surrounding the center of the target.

**Ring Reducer** - Concentric circles are displayed, which disappear from outside inward when the shot hits within the displayed circles, and progressively reappears if the shot hits outside the displayed circles. The goal is to make all the circles disappear.

**Show Hits** - When enabled, hits are shown on the targets as they occur. Default is enabled.

## SCORING

Total cumulative time is calculated, along with the hit accuracy average as a percentage ranging from 0 to 100%. The closer to the center of the target, the higher your hit accuracy. Hits around the center score as 100%, and hits further away from center score a progressively lower percentage.

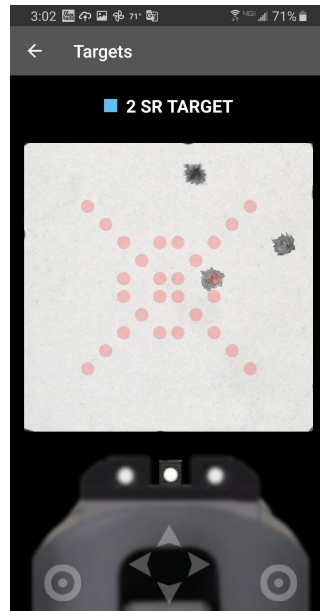
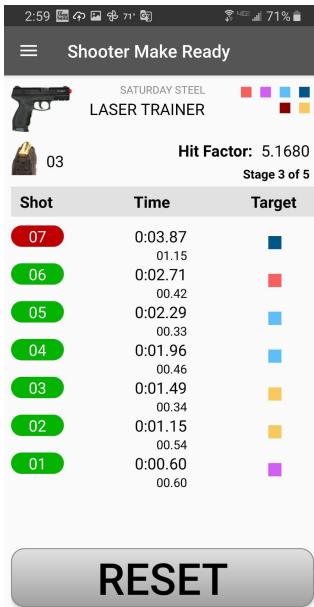
### **Par Time** (optional)

The shot number is shown in **RED** for all shots taken after the par time signal. Total Time and Hit Accuracy values will continue to update, without penalties, after the par time signal.

## Saturday Steel

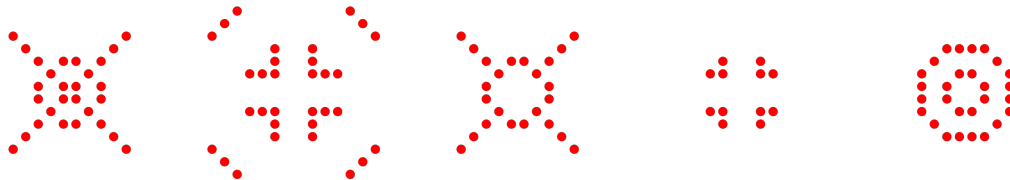
This course of fire simulates shooting a steel plate match, similar to a common match you might find at your local gun club. You decide the number of targets for up to ten stages, and the SHOT TIMER tracks your cumulative time and hit factor. Press START to begin and RESET to end each stage.

Emphasis is on speed, *finding sights quickly while moving between targets* and *holding sights on double tap shots*. Precision is less important as a strike anywhere on the target registers as a "hit", similar to shooting a steel plate match. This COF is also good for reloading exercises, such as performing a reload while transitioning between targets during a shot string.

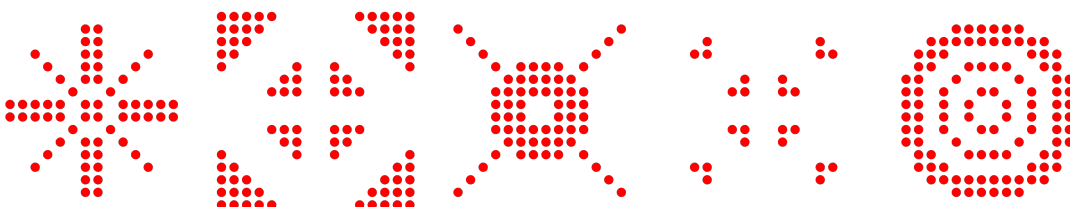


If the Randomize Target Patterns setting is enabled, targets randomly display one of two possible patterns at start. The pattern indicates the number of shots required to make the target go "dark"; either one hit (single tap) or two hits (double tap). If not enabled, targets display the same pattern for each shot string.

Single tap patterns:



Double tap patterns:



Press START to begin. At the start signal, shoot each target as fast as you can until all target patterns are extinguished. Single tap targets go dark after one hit. Double tap targets change to the single tap pattern after the first hit, and then go dark after the second hit. When all targets have been hit and are dark, you can review your shot times and target hits before pressing RESET to begin the next stage. Different target patterns are displayed for each successive stage.

Optionally, shoot a few targets (or all double tap targets), perform a reload, then shoot the remaining targets. Look at the split time for the target hit after the reload to see how fast the reload occurred.

## Settings

### MATCH

**Number Of Stages** - Enter a number between 0 and 10 to set the number of stages. No stage limit when set to 0 (zero). Default is 5.

### DISPLAY

**Randomize Double Taps** - Enable to randomize which targets require a double tap. If not checked, it retains the double tap targets used in the last string. Enabled by default.

**Memorize Patterns** - Enable to hide target patterns upon start of the shot string, requiring you to memorize the patterns before pressing the START button. Disabled by default.

## SCORING

Each hit on a target displaying a pattern scores 5 points. Dividing the total points by the cumulative time for that stage gives the hit factor value. Getting hits faster results in a higher hit factor, while shooting slower with fewer hits results in a lower hit factor. The goal is to score the highest hit factor possible for each stage. Shooting before the start signal results in disqualification, at which time the scoring is reset and the COF reverts back to Stage 1.

### Par Time (optional)

The shot number is shown in **RED** for all shots taken after the par time signal. Each hit on a target past the par time signal incurs a **10 point penalty** subtracted from the “Pts” total, lowering the overall hit factor. The target pattern will not change for hits that occur after the par time signal.

After the last stage has been shot, a Summary is displayed showing the overall combined totals for all stages.

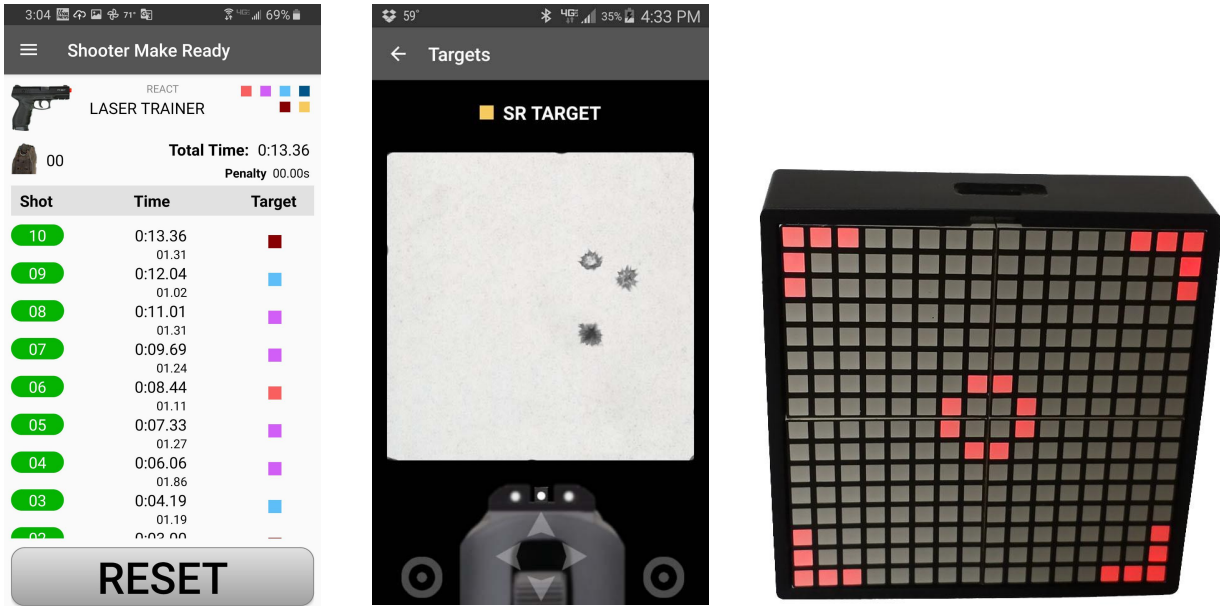
## Customizing Target Patterns (optional)

Before pressing START at the beginning of each stage, you have the option of customizing the target pattern for each target to change whether the target requires a single tap or a double tap. Press the Options icon to show the Options menu and select “Targets” from the menu flyout. As you view each target, tap the screen over the target image to toggle between the single tap pattern and the double tap pattern.

When you are finished, return to the Shot Timer view and press the START button to begin the stage using the selected target patterns.

# React

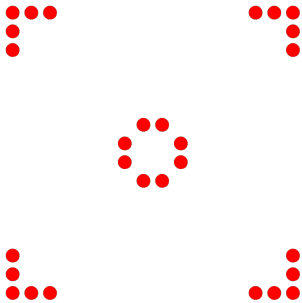
Improve your reaction time by shooting the indicated target. Press START, then shoot the targets as they randomly indicate by sounding an audible tone and display the target pattern shown here:



Emphasis is on *fast target acquisition and situational awareness*. This is a great COF to have multiple targets spread around up to 360 degrees at varying distances depending on the skill of the shooter. Targets can be set to "beep" as an audible indication of the direction the current "threat" is coming.

Press START to begin. At the start signal, shoot each target as indicated by a visual and/or audio indication as configured in the COF settings. A short tone from the target signals the audible indication and a displayed pattern represents the visual indication. A quick double-beep tone indicates the end of the shot string if the "Unlimited Target Indications" setting is disabled. Review your shot times and target hits before pressing RESET to begin the next shot string.

React target pattern:



## Settings

### INDICATIONS

**Unlimited Target Indications** - Use **Count** to set the number of indications. Disabled by default.

**Indication** - Audible, Visual, Audible/Visual (default)

**Count** - If **Unlimited Target Indications** is disabled, enter the number of indications for one shot string to a value from 1 to 99. Defaulted to 10.

### DELAY

**Fixed** - Check to enable. When enabled, set **Delay** to a value of 0 to 10 seconds. Enabled with **Delay** set to 0 by default.

**Random** - Check to enable. When enabled, set **Minimum Delay** and **Maximum Delay** to a value of 1 to 10 seconds each. Disabled with **Minimum Delay** set to 2 and **Maximum Delay** set to 5 by default.

## SCORING

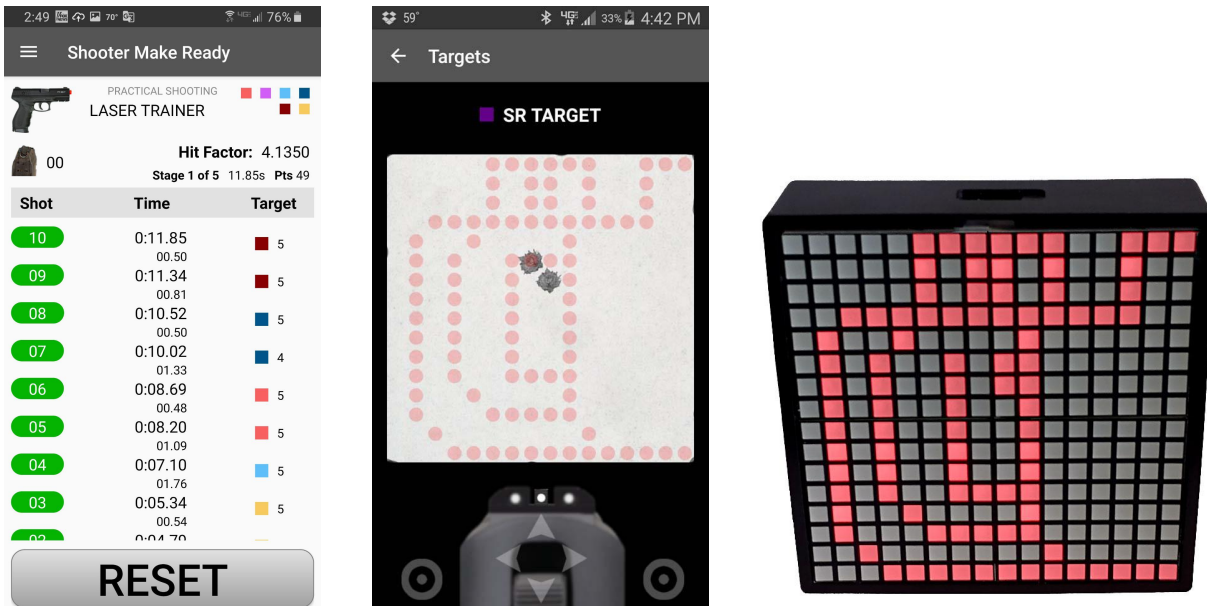
Total cumulative time is calculated and shown as Total Time. Hits on targets that are not indicating result in a **3 second penalty**, subtracted from Total Time and shown in **RED** in the Shot Timer view.

### **Par Time** (optional)

The shot number is shown in **RED** for all shots taken after the par time signal. Each hit on a target past the par time signal incurs a **3 second penalty**, subtracted from Total Time. The target pattern will not change for hits that occur after the par time signal.

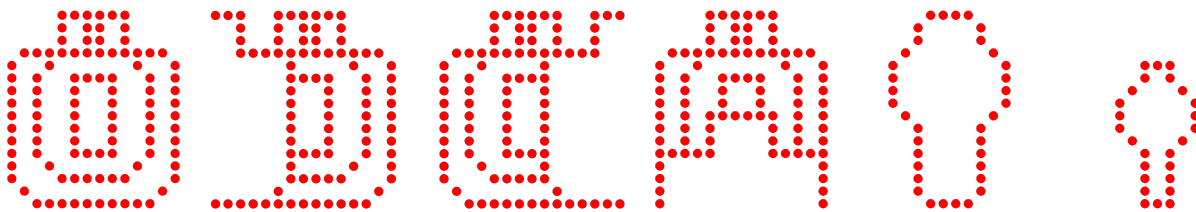
## Practical Shooting

This course of fire simulates shooting a USPSA style practical shooting match. Sharpen your accuracy and race the clock to score the highest hit factor on up to ten stages. Targets include metric silhouettes with and without no-shoots, and both large and small steel poppers:



This is the most challenging COF, emphasizing *both speed and accuracy*. USPSA style metric targets and poppers simulate a practical shooting match with similar zone and hit factor calculation scoring. This is another COF where targets can be spread out or even placed in different rooms to add movement into the mix. It's even possible to choose target patterns to simulate many USPSA classifiers. A very challenging but fun COF pulling many skills together.

At the start of each stage, targets display one of six possible patterns. Shown here from left to right are the metric silhouette, metric with no-shoot left, metric with no-shoot right, metric with no-shoot bottom, large steel popper, and small “pepper” popper:



Press START to begin. At the start signal, shoot each target according to the target pattern displayed; **two shots in a scoring area** of metric targets and **one shot within or above the circle area** of poppers to fall. When finished shooting, review the stage results on the TARGETS and PROFILE GRAPH views before pressing RESET to continue to the next stage.

## Settings

### MATCH

**Number Of Stages** - enter a number between 1 and 10 to set the number of stages. No stage limit when set to 0 (zero). Default is 5.

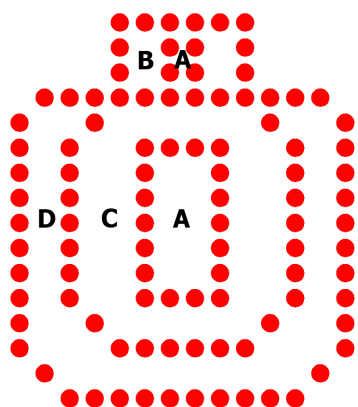
### DISPLAY

**Targets** - Metric Only, Poppers Only, Metric and Poppers (default).

**Randomize Target Patterns** - Enable to randomize the target patterns. If not enabled, it retains the target patterns used in the last string. Enabled by default.

## SCORING

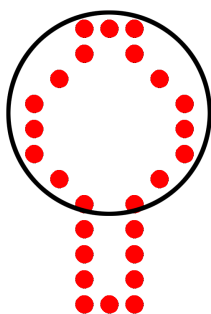
USPSA style match scoring is used, assuming major power factor:



### METRIC SCORING

Two hits on the metric target, each scoring as:

- A zone: 5 points
- B zone: 4 points
- C zone: 4 points
- D zone: 2 points
- No Shoot: -10 points



### POPPER SCORING

Poppers must be hit within or above the red circular area to fall, scoring 5 points. Hits on the popper below the circle will sound, but the popper will not fall and will not score.

For metric targets, hits occurring between two zones (in the “perforation”) score the *higher zone value*. For example, a hit on the perforation between the A and C zones scores 5 points since the A zone is the higher value.

### No-Shoots

Hits completely within a no-shoot area incur a -10 point penalty. If a hit is in the perforation exactly between a scoring zone and a no-shoot, the zone value and no-shoot penalty are both counted. For

example, a hit in the perforation between the C zone and a no-shoot counts as 4 points minus 10 points, resulting in a total of -6 points.

#### Misses

Metric targets require two hits each, poppers one hit. A shooter may take as many shots as necessary to get the hits. If there is only one hit on a metric target in a scoring area, then a 10 point penalty is subtracted from the points total as a miss. If there are no hits, then a -20 point penalty is subtracted (-10 points for each of the two required hits). Note that at the start of the stage, the “Pts.” value is initialized to a negative value representing misses on all targets. This is adjusted upwards as targets are hit while shooting the stage.

Hit factor is calculated as the number of points divided by the cumulative time. Therefore, getting good hits faster results in a higher hit factor, while shooting slower with fewer or low scoring hits results in a lower hit factor. Keep in mind that hits on no-shoots will lower your points total which can quickly lower your hit factor. The goal is to score the highest hit factor possible for each stage.

Shooting before the start signal results in disqualification, at which time the scoring is reset and the COF reverts back to Stage 1.

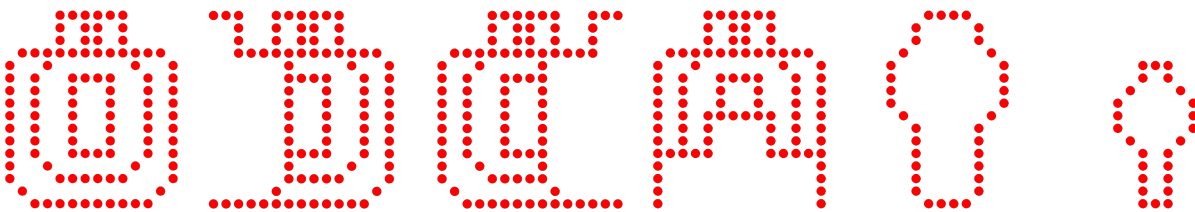
#### Par Time (optional)

The shot number is shown in **RED** for all shots taken after the par time signal. Each hit on a target past the par time signal incurs a **10 point penalty**, subtracted from the “Pts” total. The target pattern will not change for hits that occur after the par time signal.

After shooting the last stage, a Summary is displayed showing the overall combined totals for all stages.

#### Customizing Target Patterns (optional)

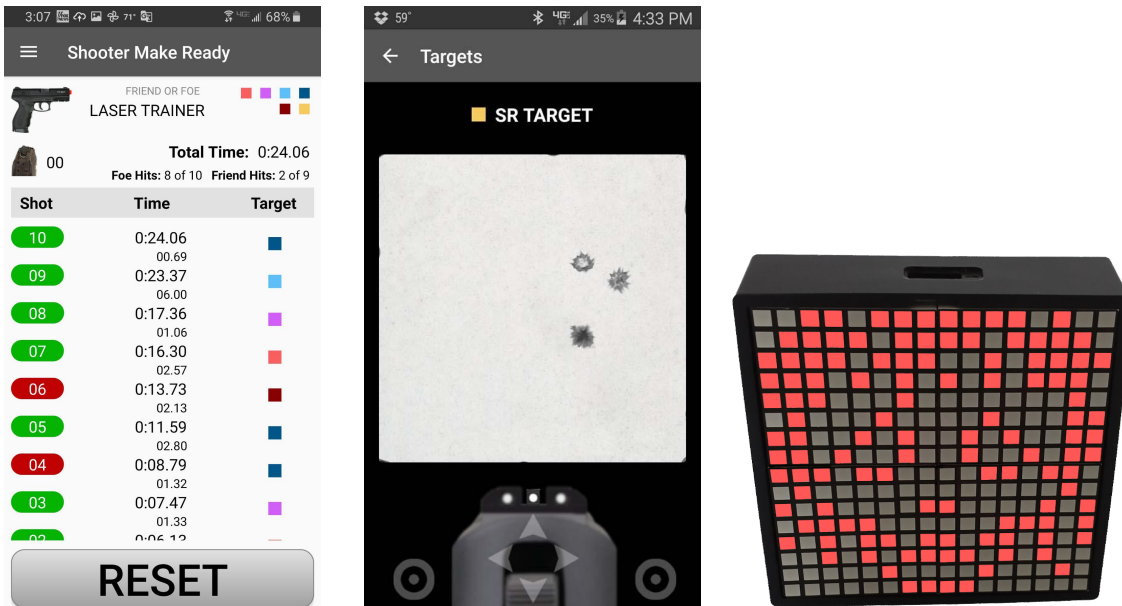
Before pressing START at the beginning of each stage, you have the option of customizing the target pattern for each target. Press the Options icon to show the Options menu and select “Targets” from the menu flyout. As you view each target, tap the screen over the target image to successively show each of the possible target patterns. The target will be configured to use the last pattern selected:



When you are finished, return to the Shot Timer view and press the START button to begin the stage using the selected target patterns.

## Friend Or Foe

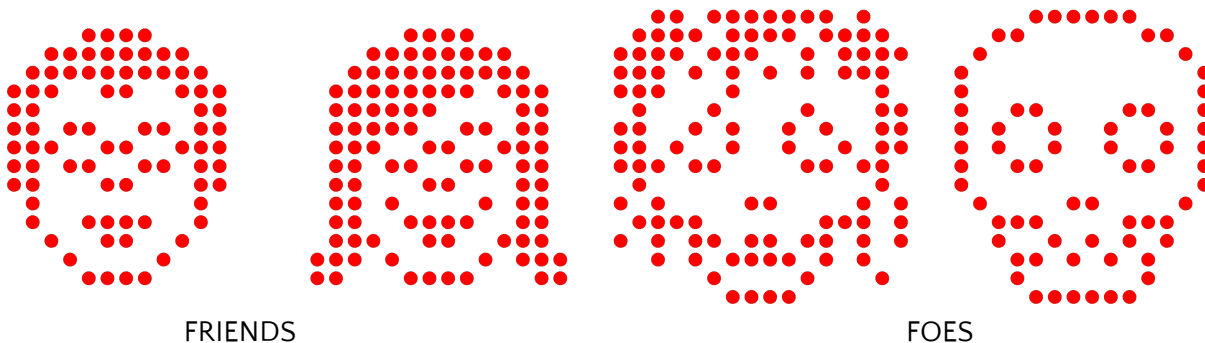
Improve your speed and ability to react quickly by shooting only “foe” targets while avoiding shooting “friend” targets as they randomly indicate both audibly and visually. Identify targets and shoot fast! Targets disappear quickly, so you may not have time for follow-up shots if you miss the first shot.



This COF emphasizes development of *target acquisition and target discrimination* skills, where you need to make split-second decisions on whether or not to shoot based on presented target patterns (good guy/girl or zombies). This is a great COF to have multiple targets spread around up to 360 degrees at varying distances depending on the skill of the shooter. Targets can be set to "beep" as an audible indication of the direction the current "threat" is coming.

Press START to begin. At the start signal, both FRIEND and FOE target patterns randomly appear. Shoot only FOE targets. A short beep from the target signals the audible indication and a displayed pattern represents the visual indication. A quick double-beep tone indicates the end of the shot string if the “Unlimited Target Indications” setting is disabled. Review your shot times and target hits before pressing RESET to begin the next shot string.

Friend Or Foe target patterns:



## Settings

### INDICATIONS

**Indication** - Audible, Visual, Audible/Visual (default)

**Unlimited Target Indications** - Check to enable. Disabled by default; use **Foe Count** to set number.

**Foe Count** - If **Unlimited Target Indications** is disabled, enter the number of FOE indications for one shot string to a value from 1 to 99. Defaulted to 10.

**Simultaneous Count** - The maximum number of indications that can appear simultaneously, from 1 to 6. Defaulted to 2.

### DELAY

The number of seconds in between indications appearing.

**Fixed** - Check to enable. When enabled, set **Delay** to a value of 0 to 10 seconds. Disabled with **Delay** set to 0 by default.

**Random** - Check to enable. When enabled, set **Minimum Delay** and **Maximum Delay** to a value of 0 to 9.9 seconds each. Enabled with **Minimum Delay** set to 1 and **Maximum Delay** set to 2 by default.

### DISPLAY TIME

The number of seconds target patterns are displayed by a target before disappearing.

**Fixed** - Check to enable. When enabled, set **Delay** to a value of 0 to 10 seconds. Disabled with **Delay** set to 2 by default.

**Random** - Check to enable. When enabled, set **Minimum Delay** and **Maximum Delay** to a value of 1 to 9.9 seconds each. Enabled with **Minimum Delay** set to 2 and **Maximum Delay** set to 3 by default.

## SCORING

Total cumulative time for the shot string is calculated and shown as Total Time. Hits on FRIEND targets and misses on FOE targets are shown in **RED** in the Shot Timer view.

Each successful hit on a FOE target earns 1 point. Not hitting a FOE target before it disappears counts as a miss, gaining zero points. A hit on a FRIEND target results in a penalty of -2 points.

The number of FOE hits and FRIEND hits are shown in the Shot Timer view below Total Time. At the end of the shot string, a summary message appears showing the totals for FOE Hits, FRIEND Hits, Total Points, Total Time, and Percent Points Hit.

### **Par Time** (optional)

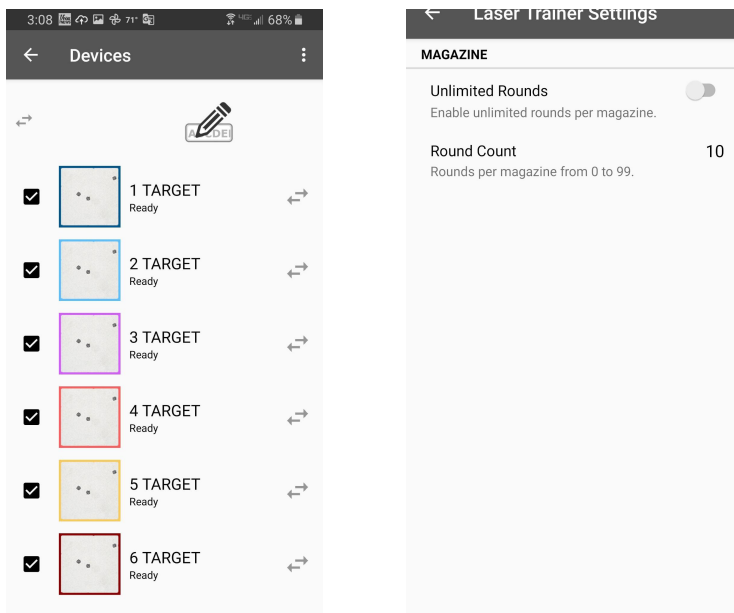
The shot number is shown in **RED** for all shots taken after the par time signal. Total Time and hit values will continue to update, without penalties, after the par time signal.

# Laser Trainer Settings

Buttons associated with each device can be accessed in the Devices list. These are normally hidden from view; swiping right to left on the device line will make the buttons appear.

Pressing the “red X” button will remove the firearm device from the list. A device (firearm or target) can be added back to the list by re-scanning for active Bluetooth devices, as described in Step 4 of the *Using Shooter Make Ready* section.

Pressing the “pencil” button will call up the Firearm Settings screen where you can edit the settings:



Swipe right to left ← on the Firearm device to see the Edit button for Firearm Settings

## Settings

**Unlimited Rounds** - Check to enable unlimited rounds in a magazine, eliminating the need to change magazines while shooting. This option is disabled by default. When disabled, use **Round Count** to set the maximum number of rounds in a magazine.

**Round Count** - When **Unlimited Rounds** is disabled, use this to set the maximum number of rounds in a magazine. A reload is required after all rounds have been fired, at which time the number of rounds will change to reflect the amount set here. Default is 10 rounds.

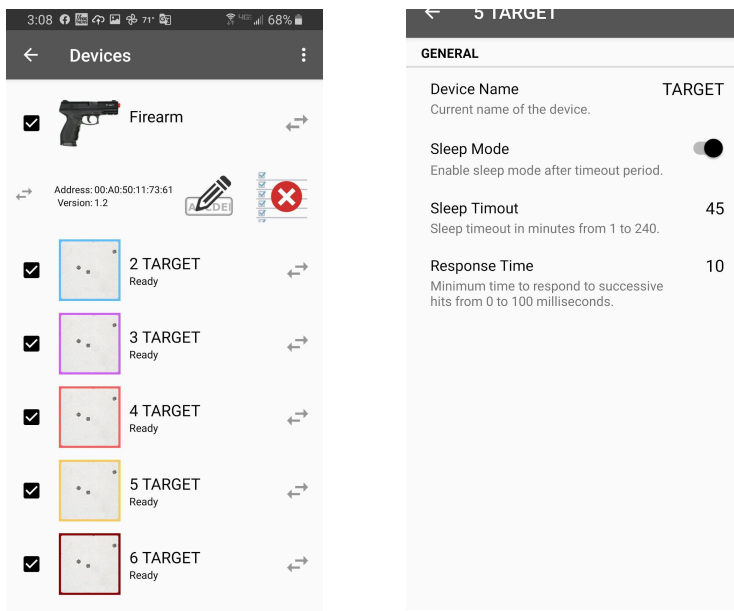
If Unlimited Rounds is selected, a round count will not be shown next to the magazine image on the Shot Timer view.

# Target Settings

Buttons associated with each device can be accessed in the Devices list. These are normally hidden from view; swiping right to left on the device line will make the buttons appear.

Pressing the “red X” button (or iOS “delete”) will remove the Target device from the list. A device (firearm or target) can be added back to the list by re-scanning for active Bluetooth devices, as described in Step 4 of the *Using Shooter Make Ready* section.

The “pencil” (or iOS “edit”) button will call up the Target Settings screen used to edit the settings:



Swipe right to left ← on a Target device to see a button for Target Settings and a button to remove the target.

## Settings

**Device Name** - The name of the target, which is used for identifying the device in the list and in the TARGETS view. The default name is “Target”. The name can be changed by pressing on the setting and entering a new name, helpful for uniquely identifying targets when multiple targets are being used.

**Sleep Mode** - Check to enable sleep mode to conserve the target’s battery power. See the section *Targets* for more on sleep mode. Enabled by default; **Sleep Timeout** sets the number of minutes.

**Sleep Timeout** - If **Sleep Mode** is enabled, enter the number of minutes before activating sleep mode if no hits on target are detected. Default is 45 minutes.

**Response Time** - Use **Response Time** to set the minimum amount of time for the target to respond to successive hits, from 0 to 100 milliseconds. If the target occasionally does not report a laser hit, set it to a smaller value. If the target occasionally reports more than one hit for one shot, set it to a larger value. Default is 10 milliseconds.

# Clearing Malfunctions

Use this table to help troubleshoot problems that may occur while using Shooter Make Ready. Find the SYMPTOM in the left column then follow the suggested ACTIONS in the order shown.

SYMPTOM	POSSIBLE CAUSE	ACTIONS
<b>SIRT Pistol</b>		
<b>Neither laser turns on when the trigger is activated.</b>	The battery is dead.	Replace the battery. See instructions that come with the SIRT Pistol or that are on the NextLevel Training website.
<i>If this symptom persists, try...</i>	The positive battery contact may be worn or broken.	Look upwards into the frame at the front of the trigger to see if the positive battery contact is in place and making good electrical contact with the trigger. Contact NextLevel Training support for a replacement part if necessary.
<i>If this symptom persists, try...</i>	The SIRT OneShot plug-in module may have become disconnected.	Verify that the SIRT OneShot trigger and laser module connectors are properly in place. See installation instructions.
<b>The take-up laser works as expected but the shot-indicating laser does not pulse ON/OFF when the trigger is activated.</b>	The SIRT OneShot plug-in module may not have a good electrical connection to the battery negative terminal.	Verify that the SIRT OneShot SIRT OneShot module is making good contact with the battery negative terminal. See installation instructions.
<b>TARGETS</b>		
<b>The PWR LED does not light or flash green when the power switch is moved towards the PWR LED to turn the target ON.</b>	The target is in sleep mode.	Slide the power switch to the OFF position for at least 20 seconds, then back to the ON position. The green LED indicator should light or flash.
<i>If this symptom persists, try...</i>	The battery requires charging.	Slide the power switch away from the PWR LED to turn the target OFF. Plug the USB charging adapter into a wall outlet and connect it to the target using a MINI-USB cable. The USB LED indicator will light red while charging, then change to green once the battery is fully charged.
<b>Target emits a continuous beeping tone while the target is turned on.</b>	Excessive ambient lighting or direct sunlight is detected by the target.	Avoid placing targets in very bright lighting, direct sunlight, or on reflective surfaces while in use.
<i>If this symptom persists, try...</i>	Improper initialization due to the target surface being covered or not exposed to normal ambient lighting when turned ON.	When turning a target ON, ensure that the LED surface is completely exposed to the room lighting and facing the direction the target will be used.

<b>Target will not connect to the app and does not appear in the Devices list, or appears in the list as disabled (“grayed”).</b>	The target is turned off.	Slide the power switch towards the PWR LED to turn the target ON. The green LED indicator should light or flash.
<i>If this symptom persists, try...</i>	The target is in sleep mode.	Slide the power switch to the OFF position for at least 20 seconds, then back to the ON position. The green LED indicator should light or flash.
<i>If this symptom persists, try...</i>	The target is out of Bluetooth range.	Generally targets should be placed within a 50 foot radius from the smartphone or tablet running the Shooter Make Ready app. The actual distance may be greater if the target is in line-of-sight, or less if there are dense intervening objects or structures that may disrupt Bluetooth communication.
<i>If this symptom persists, try...</i>	The Bluetooth feature on the smartphone or tablet is in a bad state.	Exit the app, restart the smartphone or tablet, then run the app and try again to scan and connect.
<b>Target is slow to display target patterns, does not detect hits, or seems laggy detecting and reporting hits.</b>	The Bluetooth feature on the smartphone or tablet or target is in a bad state.	Exit the app, restart the smartphone or tablet and targets, then run the app and try again.
<i>If this symptom persists, try...</i>	Too many apps or excessive wireless communication.	Close all apps and enable “Airplane Mode” to turn off unnecessary wireless communication, then run the app and try again.
<i>If this symptom persists, try...</i>	Possibly too many simultaneous Bluetooth connections for the specific smartphone or tablet being used.	The smartphone or tablet may not be able to support the number of simultaneous Bluetooth devices, Try running with fewer targets.
<b>Shooter Make Ready APP</b>		
<b>The app screens often switch to landscape mode when the smartphone or tablet is set down and picked up.</b>	Auto Rotate Screen is enabled.	Run Settings for the smartphone or tablet and disable Auto Rotate Screen.
<b>The app displays the message “Unfortunately Shooter Make Ready has stopped working”.</b>	The app cache or data settings are in a bad state.	Exit and close the SMR app. Run Settings for the smartphone or tablet, then go to Application Manager > Shooter Make Ready and press the CLEAR DATA button. Exit Settings and run the SMR again. Make sure all targets are turned ON. Once in the SMR app, go to the DEVICES screen to rescan and reconnect to your Target devices.

<i>If this symptom persists, try...</i>	The app is in a bad state.	Run Settings for the smartphone or tablet and UNINSTALL the app. Exit Settings then reinstall the SMR app and try running again.
<b>The Shot Timer screen displays “Disconnected” and refuses to show color squares for each target (indicating “connected”), even though all targets are shown and selected in the Devices view.</b>	The smartphone or tablet is in a bad state.	Power cycle or restart the smartphone or tablet and try running the Shooter Make Ready app again.

U.S. Patent Pending

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