Accelerated Firearm Training

Shooter Make Ready

QUICK START

INNOVATIVE DRY FIRE TRAINING

March 21, 2023

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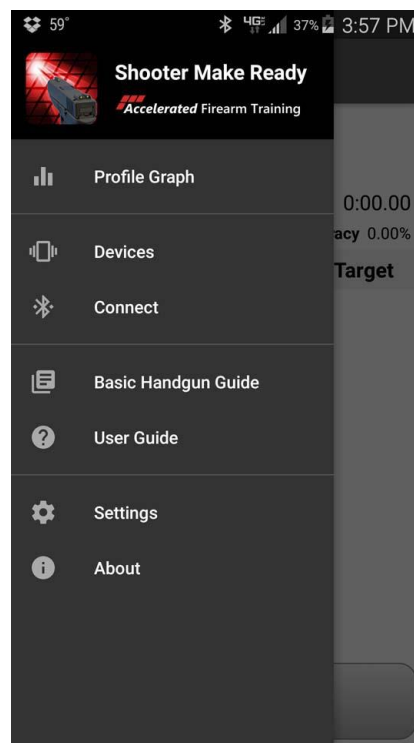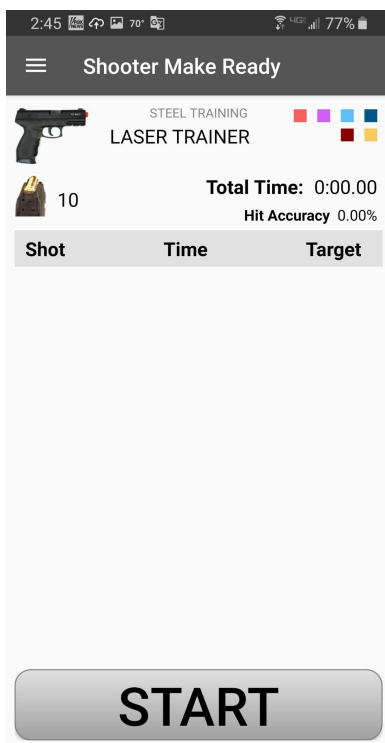
The DEVICES view appears and the SMR app automatically begins scanning for nearby Bluetooth devices. Scanning can be controlled by pressing the 3 vertical dots in the upper right and selecting "Scan" from the Devices menu, or "Stop" from the title bar if a scan is in progress. Detected targets will be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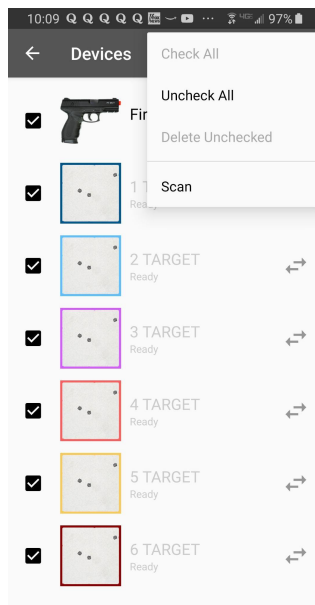
DEVICES MENU

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:
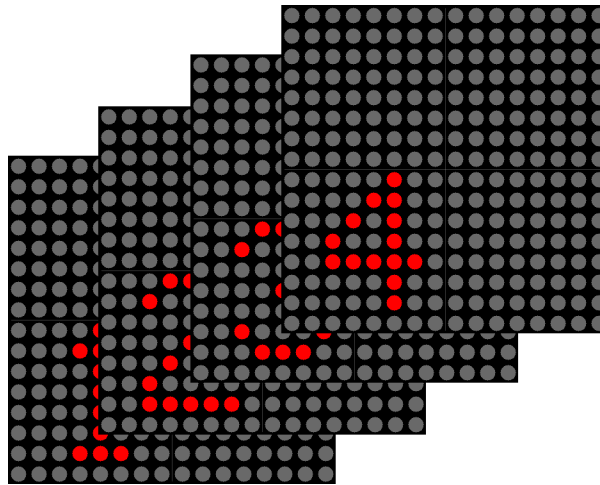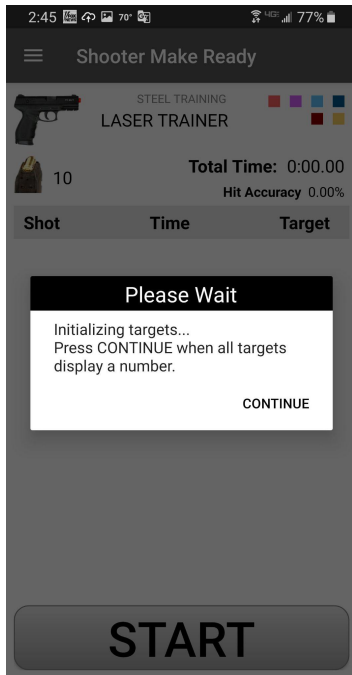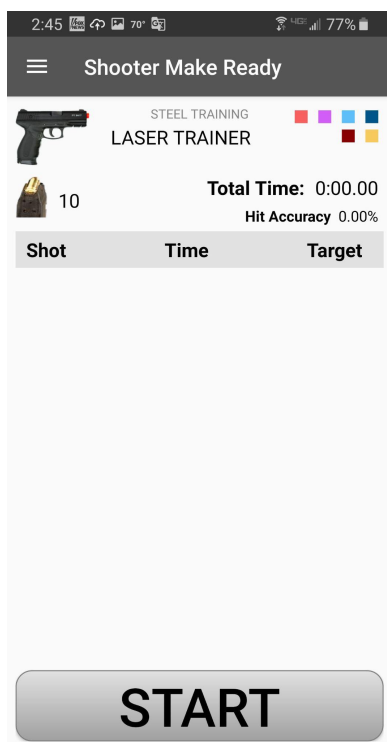

After you see a number displayed on each of the targets, you can rearrange the targets to put them in numerical order, left to right. This will put them in the same order as they'll appear in the TARGETS view we'll see in Step 7.

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:

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[1]

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
1 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.

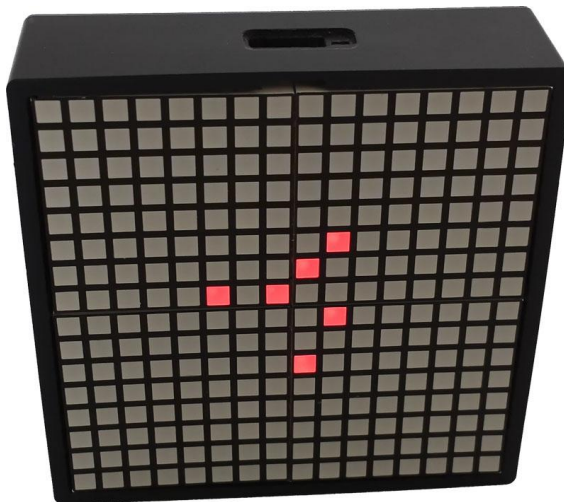# Step 7 – Review Your Results

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:
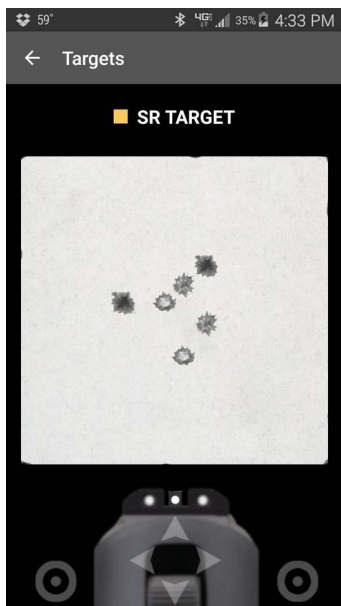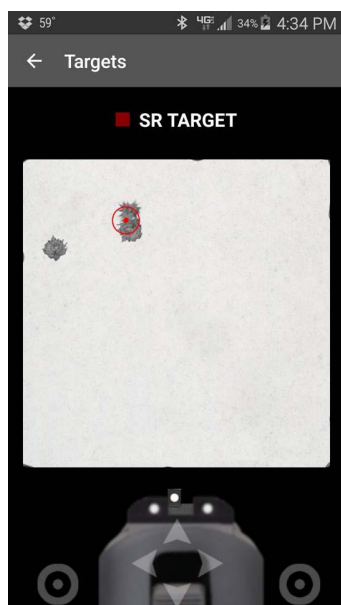

Swipe horizontally ← → to view targets

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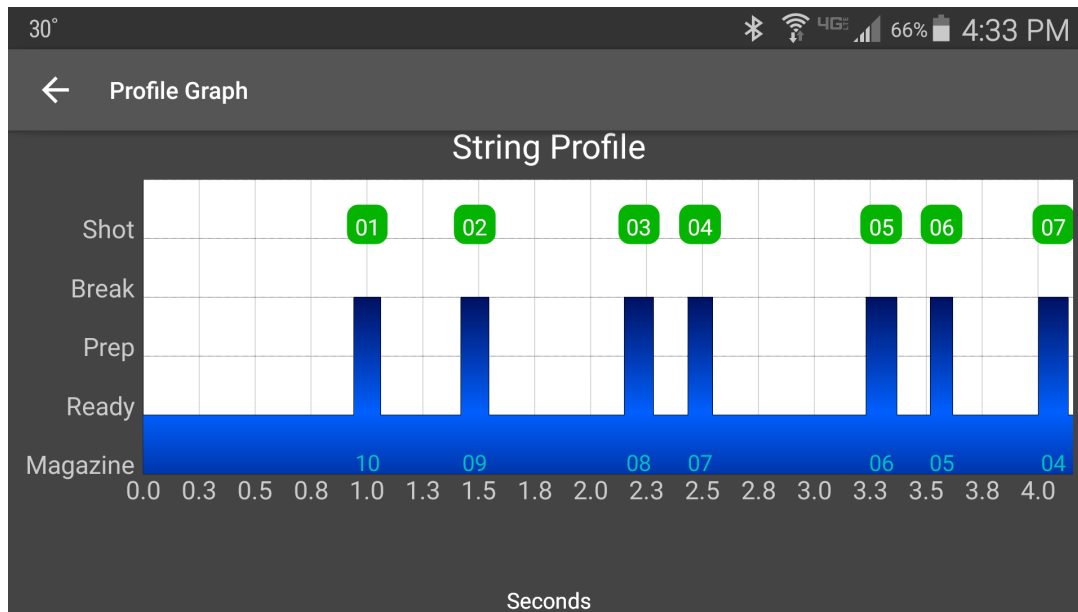
Swipe horizontally ← → to scroll, pinch **[→ ←]** to contract or ←**[ ]**→ to expand timeline

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:

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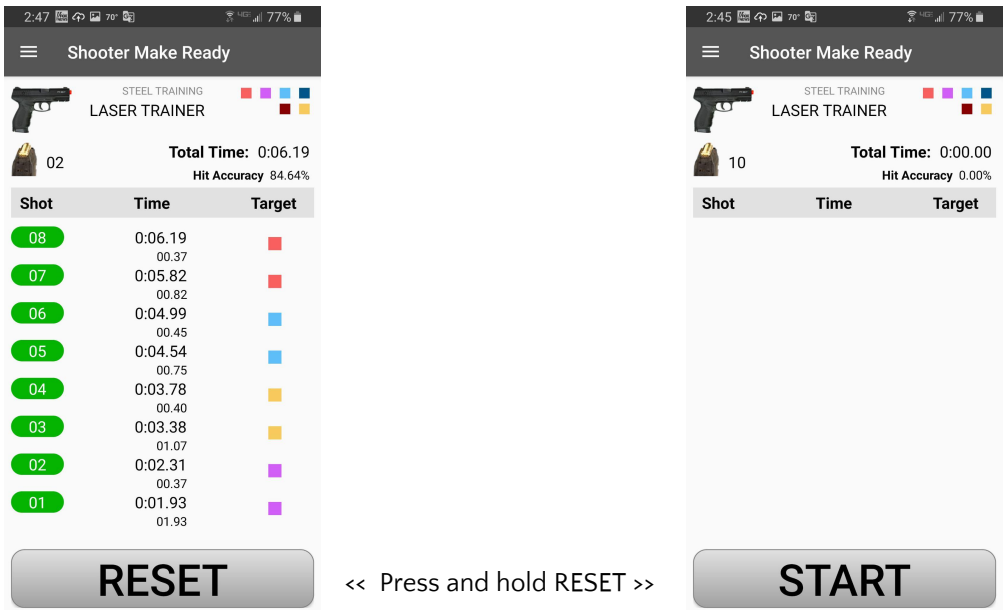
Perform a reload to get a full magazine if Unlimited Rounds is not set, then press the START button and wait for the start signal to begin shooting the next shot string.

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.
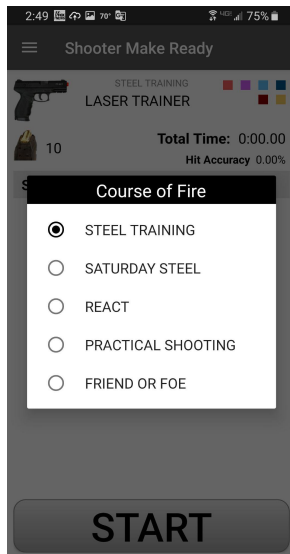
2) Go to Settings and choose a COF from the list. Here you may also change the settings provided for the COF.
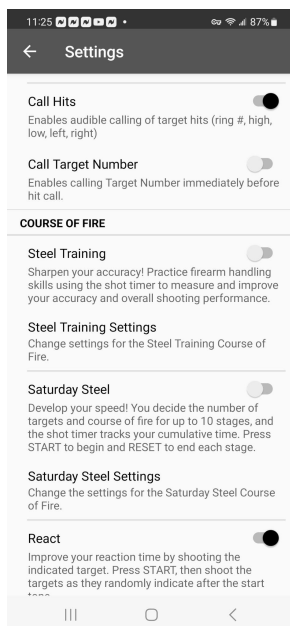
While you are practicing, you can go to the Settings screen to enable or disable the Range Officer Commands, customize the Start Signal, set up a Par Time, or select another COF. See the following *General Settings* section for more information on these settings.

More Information

The app includes two guides covering detailed information for using Shooter Make Ready and for learning more about basic handgun skills. The guides are accessible from the Options menu flyout:
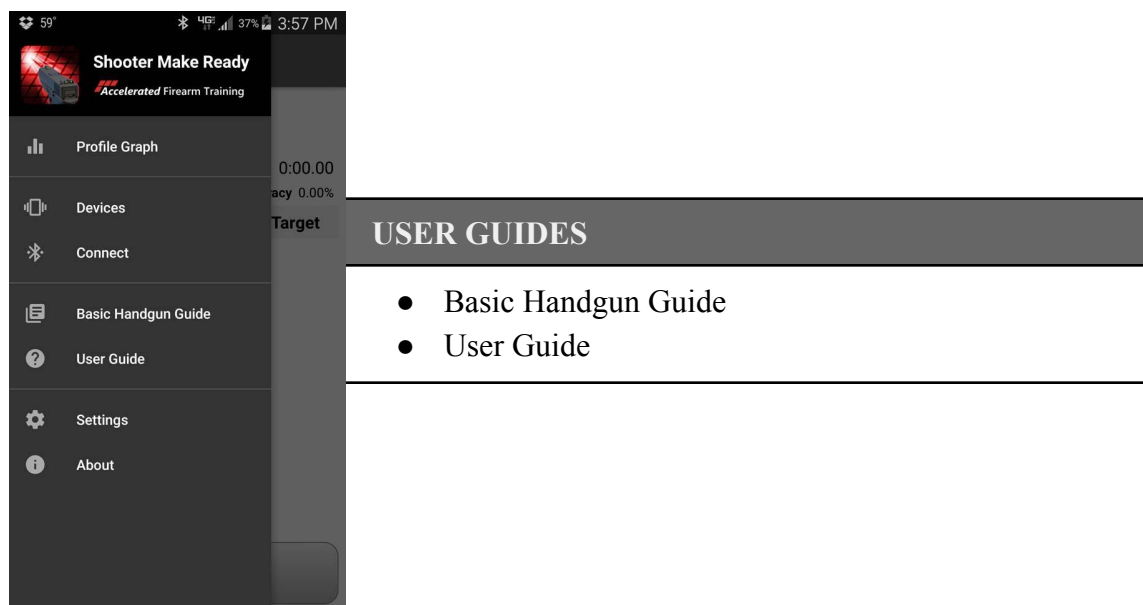
The guides can be opened for viewing and printing using a PDF viewer app, such as the Adobe Acrobat Reader.

Refer to the User Guide for more complete information on:

- The Laser Firearm Trainer

- Targets

- Device Selection (laser firearm trainer and targets)

- General Settings including the Shot Timer and Course Of Fire selections

- Laser Firearm Trainer Settings

- Target Settings

- Clearing Malfunctions (troubleshooting guide)

Visit our website at acceleratedfirearmtraining.com.

U.S. Patent No. 10,451,376
U.S. Patent No. 10,895,435