



**Practicing Where It Counts –
In Your Own Home...
With Your Own Gun...
Using Your Own Tactical Scenarios**

ReadyShot Target User Manual and Quick Start Guide

Thank you for choosing ReadyShot!

Before operating, please fully read the enclosed Safety Information.

We appreciate your business and are looking forward to hearing from you regarding our products.

Questions? Contact us: 1-877-973-2399 or info@ReadyShot.com

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READYSHOT TARGET – Standalone (without a connection to a computer)

The ReadyShot Target (Target) is designed to provide gun owners the ability to safely practice in the location of your choice, such as your home – while using your own tactical scenarios. Please see www.readyshot.com for more information.

GETTING STARTED

UNPACKING

Check that you have the following items:

- ReadyShot Padded Storage Bag
- ReadyShot Target
- USB Cable
- Power Connector
- LEO Overlay (Colored)
- Tic-Tac-Toe Overlay (Installed)
- Operating Instructions



Please NOTE: The ReadyShot Target is designed to be used either with or without a connection to a computer, however, using the ReadyShot computer software may enhance your experience. Using rechargeable batteries (not provided) is also optional. Please don't forget to return your firearm to its original state once your training session is finished.

We hope you enjoy your training experience using the ReadyShot Target. We are continually working to improve the ReadyShot System and would appreciate hearing your feedback and ideas at info@readyshot.com.

ASSEMBLY

Assembling the Ready Shot Target (Target) is quick and easy. The Target comes in a soft padded zipper bag for convenient transportation and storage. A Quick Start Guide is located on the back of the Target for your convenience.

- 1) The Target may stand alone on a shelf or table. Simply open the easel back, slide the tab into the notch, and set the Target upright. OPTION: Use picture wire or nail and hang the Target on a door or wall, anywhere that is not in direct sunlight.
- 2) Plug the USB Cable into the Power Connector.
- 3) Plug the other end of the USB Cable into the left side of the Target.
- 4) Plug the Power Connector into a standard (USA 110V 60Hz) wall socket (outlet).
- 5) The Target powers on automatically and immediately when plugged in. If powering from batteries, slide the power switch to the ON position. (See below – Power Source Options) The bottom Status Light blinks yellow.
- 6) Begin your training with a ReadyShot Gun Insert Kit or any other consumer laser which can be rapidly turned on and off.

POWER SOURCE OPTIONS

The Target powers on automatically and immediately when plugged in. If powered from batteries, turn the Target on or off using the On/Off switch found on the left side of the Target frame.

In addition to the ReadyShot power cord and wall adapter, the following options are available:

- Any compatible mini-USB cable.
- If plugged into a computer via USB, the Target will be powered from the computer.
- The Target can be powered using 2 AA NiMH rechargeable batteries (Not provided). **NOTE: NEVER USE ALKALINE BATTERIES in the Target.** The Target automatically tries to recharge its batteries when the Power Switch is in the Off position, and non-rechargeable batteries will become very warm and possibly leak.
- With the Power Switch in the Off position, the Target automatically recharges its batteries, from wall power if plugged in to the wall or computer, or through its solar cells if placed in relatively bright light. It may take several hours for the batteries to completely recharge.
- The Target will automatically enter standby after about 15 minutes of inactivity. Press any of B1 through B4 to resume operation.

AUDIO OPTIONS

If no speakers are connected, a small onboard speaker inside the Target will produce sounds.

The Target can be connected to external speakers using the 3.5mm Audio Jack located on the right side of the Target frame. This is a standard audio connection, to be used with speakers, headphones, ear buds, or even home theater surround sound systems. Remember that the gun shot sounds are very realistic, so please be mindful of your surroundings.

USING THE READYSHOT TARGET

A handy Quick Start Guide can be found on the back of the Target. Please note that the Target Light Pursuit (press B1 and then B4) is a recent addition to the ReadyShot Target software and is not currently included on the Target's Quick Start Guide.

When first powered on, the Target is in "Free Shooting Mode". You can immediately begin shooting a laser at the Target using a ReadyShot Gun Insert Kit, or any laser available to consumers and gun owners. Laser pointers and green lasers will work as well.

Target Indicator Lights

The group of 9 lights on the lower left side of the Target correlates to the cell areas of the Target. One of the 9 lights will blink yellow when its corresponding Target area is hit with a laser. The Target areas are arranged in a Tic-tac-toe pattern of three rows and three columns. Each active area is two inches by two inches, and the overall active area is six inches by six inches, approximately equivalent to an attacker's center of mass.

Status Indicator Lights

The three (3) lights on the right side of the Target display the status of the Target. The **INITIAL** status indications for each mode are as follows:

Training Mode	Status Light Condition
Free Shooting	Bottom blinks yellow
Timed Random Delay	Top and middle blink yellow
Duel	Top and middle blink green
Tic-Tac-Toe	All three blink yellow
Target Light Pursuit	Middle and bottom blink green
Replay	All 3 lights are off

Mode Buttons

The five center buttons activate the various training modes. The buttons begin with B1 on the left through B5 on the right.

STANDBY and POWER OFF

The Target will automatically enter standby after 15 minutes of inactivity. User scores will not be saved. To bring the Target out of standby, press any button B1 through B4. To power off the Target if running on batteries, slide the On/Off switch to Off. If plugged in, unplug the Target.

TRAINING MODES

FREE SHOOTING MODE – B1

Free Shooting Mode is designed to give you an easy and efficient method of practicing your gun skills. It is the initial state of the Target when turned on. To begin:

- **Press B1 one time** (bottom Status Light blinks yellow). This automatically clears the shot timer and shot memory. The shot timer then starts immediately.
- **Begin shooting at the Target.** The 9 Target Indicator Lights will blink in relation to your shots.

You may either Replay your shots (see Replay – B4) or play again by pressing B1.

TIMED RANDOM DELAY MODE – B2 (1 time)

Build muscle memory by practicing your gun handling skills in simulated emergency situations. Before using this mode, preset your desired number of "rounds" in your magazine (see Preset Rounds below) or use the preset default of 9 rounds. To begin your practice:

- **Press B2 one (1) time.** The top and middle Status Lights blink yellow to let you know the random wait period has begun.

- **Then find something to do - read, watch TV, etc.**

- Within the next 9 minutes, at some random time, **the Target will play the sound of breaking glass** (simulating an intruder breaking a window or patio door). At this time, only the top Status Light blinks yellow, indicating that the timer has started.

- Practice the training scenario by retrieving your gun from its location (safe, holster, etc.). **Shoot your laser at the Target** until you have "unloaded" your virtual magazine. The Target's timer stops timing at 20 seconds. The top and middle Status Lights will resume blinking yellow once all rounds are completed.

To replay the shots press B4. Watch as the 9 Target Indicator Lights walk through your shots and timing. This may help you understand where you need to improve. (See Replay - B4 for more information).

To play this mode again, either Press B2 one time, or wait five seconds and then conveniently shoot your laser one time at the center of the Target.

When finished practicing in this mode, conveniently switch to Free Shooting Mode by waiting five seconds and then hitting the bottom right Target cell with a laser shot.

PRESET ROUNDS – Customize for either Timed Random Delay or Target Light Pursuit Modes.

Preset the number of rounds (shots or laser hits) available in your "virtual" magazine. The Target comes with a predefined default of 9 rounds.

When practicing in the Timed Random Delay (TRD) Mode you will practice "emptying your magazine". For example, if your gun's magazine holds 16 rounds, you will want the Target to record 16 laser hits – and no more. If you want to practice "double-taps", change the setting to 2. You can change the number of rounds as often as you would like, either through the computer software (see optional Windows Computer Software below) or as follows:

- Press B2 once (if not yet in TRD Mode).
- Before you hear the sound of glass breaking, press B5 one time for each round you want to set.

- Press B2 again in order to save your number of rounds to the Target's memory. If you forget to press B2, you will not have stored the new number of rounds to memory, and the Target will revert to the previously set number of rounds.

- Listen and count the number of "beeps" that the Target immediately plays back – these are the number of rounds you have selected. This will ensure that the correct number of rounds are stored in memory. **NOTE:** If the Target beeps an incorrect number of times, simply start over by repeatedly pressing B5 to reset the number of shots again. Then press B2 to save.

- When the beeping is finished, your TRD Mode begins. The Target will remember your last setting until you change it again.

DUEL MODE – B2 (press 2 times)

Adding some competition to your practice can also be fun! This mode records only ONE shot, from whoever accurately shoots first. So grab a shooting partner and duel. Or, duel by yourself against the clock.

- **Press B2 two times in rapid succession.** The top and middle Status Lights blink green. Prepare for the duel to begin after a random time delay of up to 30 seconds.

- The **sound of breaking glass** occurs, indicating the start of the timer and the beginning of the Duel. At this time, only the top status light will blink green.

- **Draw your laser equipped gun and shoot!** The first shot to hit the Target will be recorded and will identify the winner. Both middle and top lights resume blinking green.

To replay the shots and get the time press B4.

To play this mode again, either Press B2 once or wait five seconds and then conveniently shoot your laser one time at the center of the Target.

When finished practicing in this mode, conveniently switch to Free Shooting Mode by waiting five seconds and then hitting the bottom right Target cell with a laser shot.

NOTE: The 9 Target lights will alternately blink showing the area of the Target that was hit – and who hit first.

- If none of the lasers are a ReadyShot system, the Target cannot differentiate between them. The light will blink green but there will be no indication of the winner.
- If at least one laser is a ReadyShot system, the light will blink yellow if the ReadyShot system won.
- Alternating with the indication of the cell hit, the 9 lights will show a code to identify the ReadyShot gun system. The bottom six lights are used for this task. To recognize your gun's code, allow yourself to win a Duel and observe the code sequence. For example, the right-most lights in the two bottom rows might be lit while the other four are not.

TIC-TAC-TOE MODE – B3

While Duel Mode allows you to compete on speed, Tic-Tac-Toe Mode helps you work on your accuracy. This Mode alternates between players X and O.

- **Press B3.** The first laser hit is always considered an X. To indicate that it is the X's turn, the three Status Lights blink yellow.

- **Player X shoots.** Player X's hit on one of the Target cells will cause one of the 9 Indicator Lights to turn yellow. It is now O's turn and the three Status Lights blink green.

- **Player O shoots.** Player O's hit on one of the Target cells will cause one of the 9 Indicator Lights to turn green. It is now X's turn. Alternate players.

- If a shooter hits a cell that is already taken, the hit is ignored and a warning buzz is played. The same shooter should shoot again until a cell is hit that is not already assigned to player X or O.

- A player wins when three cells in a row or column or diagonal have been hit by the same shooter. The system beeps several times and flashes the 9 target lights showing the winning colors. If X has won, the three Status Lights flash yellow. If O has won, the right Status Lights flash green.

To replay the shots press B4. This mode is not timed.

To play this mode again, either Press B3 or (once the 9 cells have been hit) wait five seconds and then shoot your laser one time at the center of the Target.

When finished practicing in this mode, conveniently switch to Free Shooting Mode by waiting five seconds and then hitting the bottom right Target cell with a laser shot.

TARGET LIGHT PURSUIT MODE – B1 THEN B4

This mode will challenge your aim and speed as you follow the random pattern of lights and shoot the corresponding cell on the Target. Before using this mode, preset your desired number of rounds in your magazine (see [Preset Rounds](#) above) or use the preset default of 9 rounds.

- **Press B1 and then B4.** The middle and bottom Status Lights will blink green. There will be a random delay of up to 30 seconds followed by the sound of glass breaking. One of the 9 Target Indicator Lights will simultaneously light up and only the bottom Status Lights will blink.

- **Shoot the corresponding Target cell.** Continue to shoot until the 9 Indicator Lights stop blinking and both the middle and bottom Status Lights blink green.

To play this mode again, either Press B1 and then B4, or wait five seconds and then conveniently shoot your laser one time at the center of the Target. When finished practicing in this mode, conveniently switch to Free Shooting Mode by waiting five seconds and then hitting the bottom right Target cell with a laser shot.

To replay the shots press B4. Watch as the 9 Target Indicator Lights walk through your shots and timing. This may help you understand where you need to improve. (See [Replay - B4](#) for more information).

REPLAY MODE – B4

When shooting, it can be difficult to remember your shot results. Replay allows you to visualize each of your shots and check your time after you have completed a practice session. The Target records up to 33 shots, equivalent to the maximum number of rounds allowed for the "virtual" laser magazine (see [Preset Rounds](#), under [Timed Random Delay Mode](#)). From any mode in which you have at least one shot stored in memory, do the following:

- **Press B4 one time.**

- First, **the shots are replayed** in order from the beginning, using the 9 lights and a Bang! to indicate each shot.

- Then, **the number of seconds from the last timer reset to the last shot are replayed** by counting the flashes (and beeps) of the Target Lights. The timer is limited to 20 seconds. Note: TicTac-Toe- mode replay does not include any timing information.

- Replay Mode is now finished and the Target resumes your previous practice mode. Before pressing any other buttons, you can press B4 again to replay your shots as many times as you wish.

Optional – To stop a Replay simply hold down B1

SOUND EFFECTS – B5

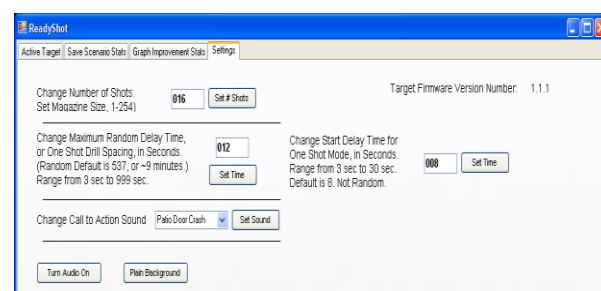
While in Free Shooting Mode press B5. This will toggle the sound effects on or off. This setting affects both the small onboard speaker as well as speakers plugged into the external speaker jack.

ONE SHOT DRILLS – Must use Computer

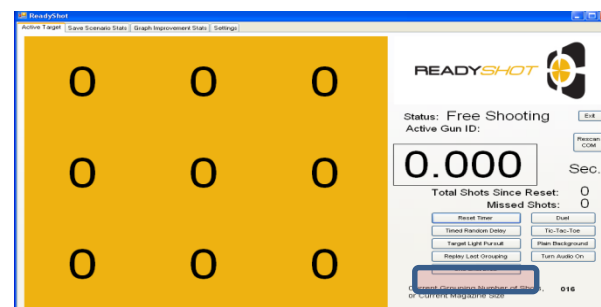
While attached to your computer using the supplied USB cable, this mode is intended for repetitive one shot practice. For example, with gun in holster, wait for the Beep and then draw and fire one shot. Repeat 60 times.

- **Install the ReadyShot Target Windows Computer Software per instructions in next column.**

- **Set up timing parameters on the Settings Tab of the computer program** to set length of delay between clicking the button and hearing the first Beep, as well as the delay between a hit and the subsequent repetitive Beep. You may also change from the sound of a patio door crashing to the a competition Beep. The settings will be remembered by the Target after each change. The Magazine Size parameter sets the number of times to repeat the One Shot Drill, which can be set as high as 255. All shots can be saved to a file on your computer, via the Save Scenario Stats tab of the computer program. Note that only 33 shots will be listed on the screen, but all shots will be stored to the computer file. You may want to load your stats into Excel or similar spreadsheet software to analyze your performance. The screen to change all the parameters is shown below.



- **To Begin, click the button shown in the picture below.**



TROUBLESHOOTING THE TARGET

- If you are running on batteries, and if the Target stops working or makes a rapid "ticking" noise, the batteries have run low. Switch the On/Off switch to Off and plug it in to USB for fastest recharging. If the batteries won't hold a charge very long, you may need to replace the rechargeable batteries. Only use NiMH rechargeable batteries. Do not use alkaline batteries.

- If the Target is in some mode that you do not understand, simply pressing the B1 (left) button will re-start it in Free Shooting Mode. If all else fails, unplug it and plug it back in.
- The Target will occasionally register a false hit. This may happen when a lamp sitting close to the Target is turned on or off, among other reasons. The Target uses software to try to eliminate most potential false hits.
- The Target will not register laser hits if the ambient light is too bright. Direct sunlight on the Target will saturate it and not allow laser hits to register. Bright room lights will also cause issues. Normal home lighting should not be a problem. The Target can be used outdoors if the ambient light is similar to indoor home lighting levels.

- When using a non-ReadyShot laser, make sure the laser is pulsed on and then off in no more than 1/10 of a second. The Target is programmed to filter out and ignore light-change events that are longer than 1/10 of a second.
- The Target does not recognize laser shots that miss the Target when using a laser other than a ReadyShot Gun Kit laser. If using a ReadyShot Gun Kit and if the gun is within radio frequency range of the Target, the Target will recognize laser shots that miss and will play the bang sound and count them as misses during the timed practice modes.
- Use of the Picture Overlays is optional. The ReadyShot Target comes with two for general use. If you'd like to obtain others, give us a call or send an email.

ReadyShot Target – using optional Computer Software

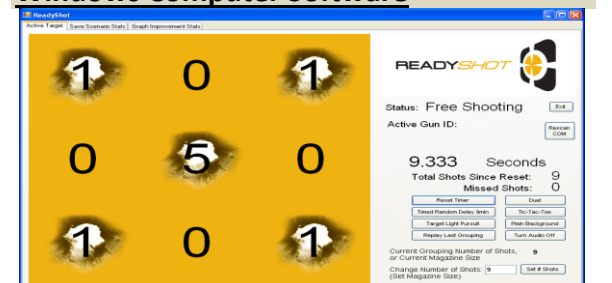
Connecting your ReadyShot Target to your computer is optional, but may enhance your practice experience.

All the above instructions regarding the ReadyShot Target are exactly the same whether the Target is used by itself or is plugged in to a Windows computer using the supplied, or any compatible, USB cable. This section provides instructions for installing and using the Target optional computer software. We have tested the software on Windows 7, Vista and XP.

Installation of the ReadyShot Target's optional Windows Computer Software

- 1) Do not plug the ReadyShot Target into your computer until AFTER you have installed the drivers - using the instructions below.
- 2) Download the ReadyShot software from <http://www.homegunrange.com/ReadyShot1p1p1.exe> and save the file to your Desktop. The file is not large, and should download in a few seconds over DSL or Cable internet connections. Dial-up connections might take several minutes.
- 3) Run the file ReadyShot1p1p1.exe and choose to unzip to the current directory. You will now have a folder on your desk top called ReadyShot1p1p1.
- 4) Open the folder ReadyShot1p1p1 on your desktop. You will need to have administrator security permissions to install the software and the drivers. Your computer will likely pop up little windows asking for your permission to perform the installation, perhaps several times before you are done. It's just a normal part of what Windows does.
- 5) Plug the Target into the computer via a USB cable. If this is the first time your computer has connected to the ReadyShot Target, your computer should announce to you that it has found new hardware, and it will take several seconds to finish the installation of the drivers. This will also happen if you use a different USB port on the same computer.
- 6) In the ReadyShot1p1p1 folder on your desktop, run the setup.exe file. The ReadyShot Target software should install in a few seconds. You will have a new ReadyShot icon on your desktop. Use this icon to start the application.
- 7) You can delete ReadyShot1p1p1.exe file and the ReadyShot1p1p1 directory from your Desktop after the installation process is finished.

Use of the ReadyShot Target's optional Windows Computer Software



- 1) Plug in the ReadyShot Target to your computer (no need to plug anything into the wall) using the supplied USB cable, or any compatible USB cable. The Target will automatically and immediately turn on.
- 2) Start the ReadyShot software by double-clicking the Desktop icon, or using the Start menu.

Notes:

- The buttons in the software and on the Target perform the same functions.
- The Shot Timer on the computer is able to display time more precisely than the Target alone and the computer timer is not limited to only 20 seconds.
- You may notice a slight discrepancy between the Target's time versus that shown on the computer.
- You may find it easier to set the virtual magazine capacity (number of shots in a grouping), using the computer.
- The ReadyShot Gun Kit and Target communicate wirelessly. Your Gun ID will register on the screen after you shoot. The Missed Shots feature will only display when using a ReadyShot Gun Kit.
- Advanced Feature: Drag the bottom edge of the ReadyShot window to make the window taller, and expose two extra areas to assist with troubleshooting. One of the areas allows you to change COM ports without restarting the application, which you may need to do if you plug multiple targets into one computer. The other lists the data that has come in from the Target to the computer.