

Range Operation Reference Material

Ventilation System

Target Carrier Operation

Advanced Target Settings

General Considerations

Ventilation System

How to turn on the ventilation system:

1. Prior to entering the range, review the status of the ventilation system using the display shown below.



2. The picture shown above is what the display will look like when the ventilation system is **OFF**.
3. To turn the ventilation system **ON**, press the **BLUE** "START/STOP" button located on the top right of the panel. The panel will not illuminate for a few seconds. Do not press the "START/STOP" button again otherwise the system will now be turned off.
4. A few seconds after the "START/STOP" button is pressed, the **RED** indicator light labeled "STARTING UP DO NOT SHOOT" will illuminate and will remain illuminated for a few minutes as the system achieves the proper airflow rate. Shooting cannot take place while the **RED** light is illuminated.
5. Once the airflow is established, the **GREEN** light will illuminate. Range use may now commence.

6. If the **YELLOW** "WARNING MAINTENANCE REQUIRED" light illuminates, do not use the range and contact House and Grounds at 908-581-6236.

How to turn off the ventilation system:

1. If you are the last shooter to leave the range and the ventilation system is on per the display, you must power down the ventilation system. Simply press the "START/STOP" button:



Target Carrier Operation

Hang paper

1. Using binder clips located on the cardboard hanger, hang target paper.
 - a. Yellow squares below indicate where the binder clips will be located.
 - b. Replacement clips and cardboard hangers can be located on the range.
 - c. Avoid shooting the clips and cardboard hanger. Do not staple targets to the cardboard hanger.



2. Properly hung target (binder clips not shown):



Turn on carrier

1. If the touchscreen is inactive, touch the screen anywhere and the display should look like this:



2. If at any time you would like to return to the above screen, press the house symbol located in the upper left corner of the screen (circled blue below):

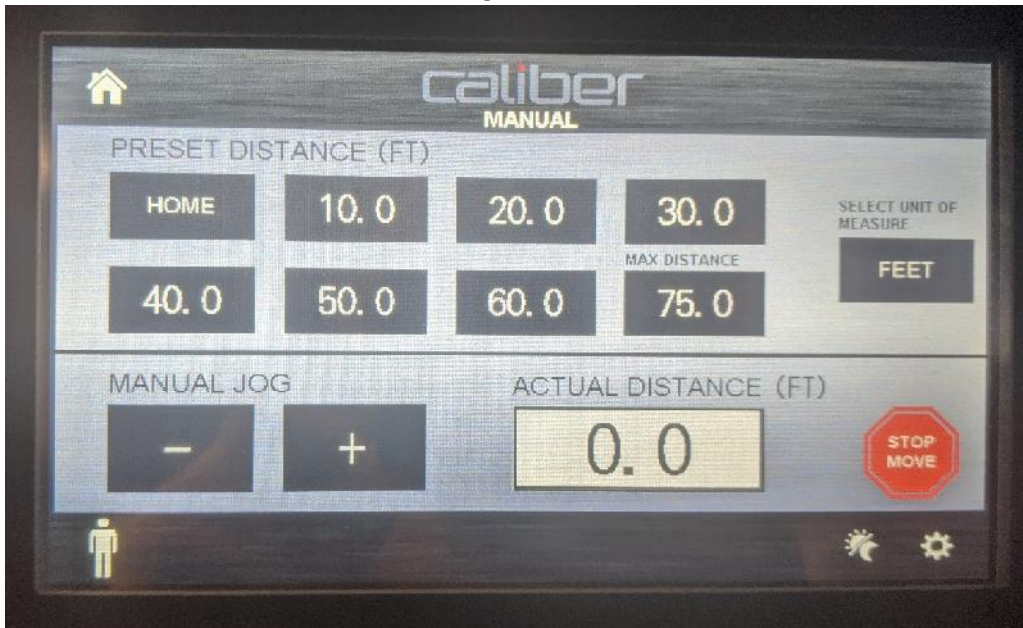


Set target distance

1. Select "BASIC MODE":



2. Select a "PRESET DISTANCE" and the target will move to that distance:



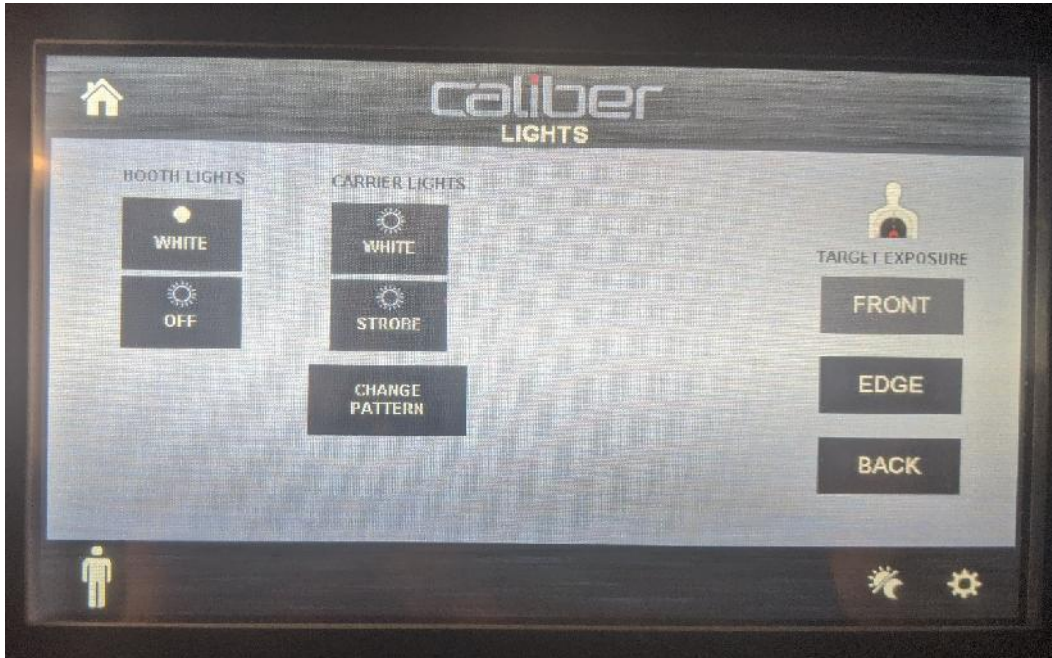
- a. Select "HOME" to return the target to you.

Lights

1. Press "LIGHTS" on the main menu screen.

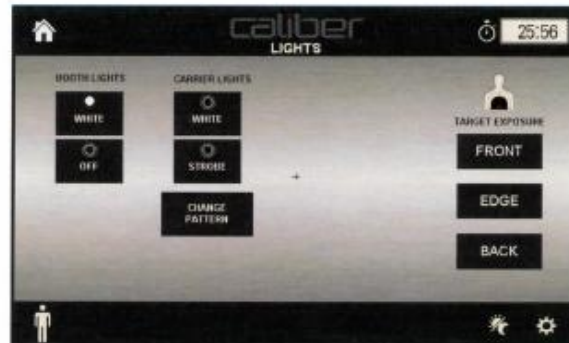


- The screen below will be displayed where you can choose your booth and carrier lights.



- Additional information obtained from Caliber Target Systems Manual CR-2TL V 2a:

Lights Screen



The "Lights" screen controls the target carrier and booth lights (if this option is available) The target carrier lights will only turn on when the target is exposed to front or back, and when the target carrier is not at the home position.

Booth Lights – There are 3 intensities of white LED light, 3 intensities of red LED light (night vision) and 4 LED strobe patterns.

Press the "White" button and it will toggle to "Night". Press the "Night" button and it will toggle to "Strobe". Press the "Strobe" button and it will toggle back to "White".

To enable the booth light press the button located beneath the White/ Night/ Strobe button.

White or Night selected, the lights will toggle between High/ Medium/ Low/ Off.

Strobe – Red/ Blue, Red/ White, Red/ White/ Blue, Blue/ Off.

Carrier Lights – There are 4 white LED lights and 4 LED strobe patterns.

Press the type of light required "White" or "Strobe". To change the pattern press the "Change Pattern" button. This will toggle the selected light through the following patterns

White – High/ Medium/ Low/ Shot. (Shot is a muzzle blast simulate. The frequency of the blast changes each time the light is enabled)

Strobe – Red/ Blue, Red/ White, Red/ White/ Blue, Blue.

Advanced Target Settings

Time Drills

1. Select "DRILLS" from the main menu:



2. Information obtained from Caliber Target Systems Manual CR-2TL V 2a:

Time Drill Screen



The "Time Drill" screen allows the user to move the target to a position and then once in position will expose the target to the requested orientation for the user programmed times. The user simply presses the numeric displays to change the values for the "target Distance", "Expose Time", "Edge Time" and "Cycles". To change the "Target Exposure" simply press the push button beneath the "Target Exposure" text. If "Front" is displayed it will change to "Back", if "Back" is displayed it will change to "Front".

The "Start Delay Time" is either pre-set if the lane is standalone (5 Seconds) or set via the master control.

When the "Start" button is pressed a popup window will appear and the start delay count down will be displayed.

When the countdown is complete the target will move to the programmed position.

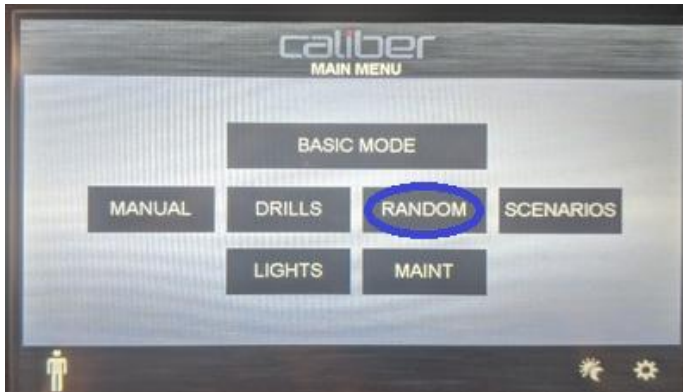
Once in position the target will perform the programmed drill of exposing and edging, until the cycles are complete. When the cycles are complete the target carrier will return to the home position.

Pressing the "Start" button again will cause the target carrier to do the same drill after the delay count down is complete.

At any point in the time drill the user can "Pause" the drill, this will freeze the time and cycles until the "pause" button is pressed again to resume the drill. Or the "stop" button can be pressed this will cancel the drill.

Decision Making Drills

1. Select "RANDOM" from the main menu:



2. Information obtained from Caliber Target Systems Manual CR-2TL V 2a:

Random Screen



The "Random" screen is a decision making drill. The operation is similar to the "Time Drill", except the user does not know where the target will travel to or how it will expose on each cycle.

The user simply presses the numeric displays to change the values for the "Expose Time", "Edge Time" and "Cycles". To select the distance the user has 2 options:

"Short" – This a distance from 6' from the firing line to the mid-point of the track distance.

"Long" – This is the distance from the mid-point to the maximum track length.

To change the distance, simply press the button beneath the "Target Distance" text. If "Short" is displayed to will change to "Long". If "Long" is displayed it will change to "Short"

The "Start Delay Time" is either pre-set if the lane is standalone (5 Seconds) or set via the master control.

When the "Start" button is pressed a popup window will appear and the start delay count down will be displayed.

When the countdown is complete the target will move to an unknown position.

Once in position the target will perform the programmed drill of exposing and edging, until the cycles are complete. The exposure can either be the front or back of the target. When the cycles are complete the target carrier will return to the home position.

Pressing the "Start" button again will cause the target carrier to move to a different position do a different drill after the delay count down is complete.

At any point is the time drill the user can "Pause" the drill, this will freeze the time and cycles until the "pause" button is pressed again to resume the drill. Or the "stop" button can be pressed this will cancel the drill.

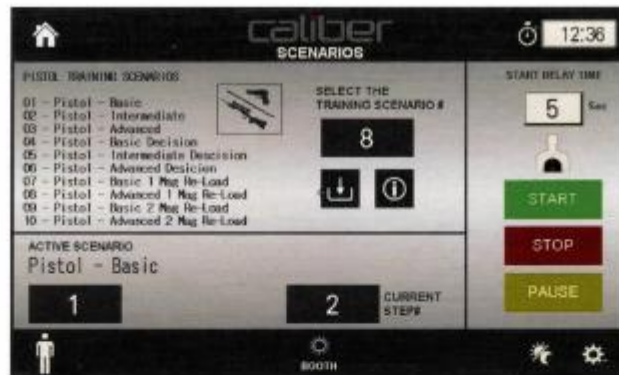
Scenarios

1. Select "SCENARIOS" from the main menu:



2. Information obtained from Caliber Target Systems Manual CR-2TL V 2a:

Scenario Screen



The "Scenario" screen contains 20 default training scenarios. 10 pistol and 10 rifle.

The names of the training scenarios are located on the left hand side of the screen.

To toggle between the pistol and rifle scenarios simply press the "Rifle" icon. It will change the scenarios to display the rifle scenarios. The icon on the button will change to a "Pistol". To display the pistol scenarios press the pistol icon button.

To select a scenario press the numeric display beneath the "Select the Training Scenario #" text.

When a scenario has been selected pressing the ⓘ will display a popup window with the information on what the objective of the scenario is.

If the user wants to run the selected scenario they must press the ⬇️ download button.

When the scenario has been downloaded the scenario name and number will be displayed in the "Active Scenario" part of the screen.

When the "Start" button is pressed a popup window will appear and the start delay count down will be displayed.

When the countdown is complete the target will move to the programmed position.

Once in position the target will perform the programmed drill of exposing and edging, until the cycles are complete. The target will move to the next step and the drill will be performed.

When the scenario steps are complete the target carrier will return to the home position.

Pressing the "Start" button again will cause the target carrier to do the same drill after the delay count down is complete.

At any point in the time drill the user can "Pause" the drill, this will freeze the time and cycles until the "pause" button is pressed again to resume the drill. Or the "stop" button can be pressed this will cancel the drill.

NOTE: See "Attachment 1: Training Scenario Details" located in the back of this binder.

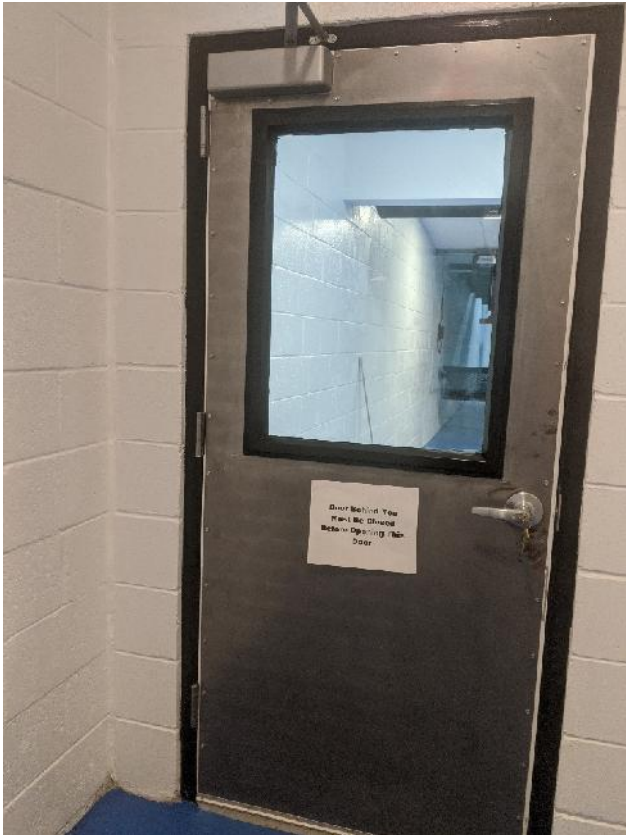
General Considerations

Maintain proper airflow

1. Take care to not place items under and forward (towards the firing line) of the vertical plane of the airflow unit shown below.
 - a. Items might include: furniture, large gear bags, spectators, etc.

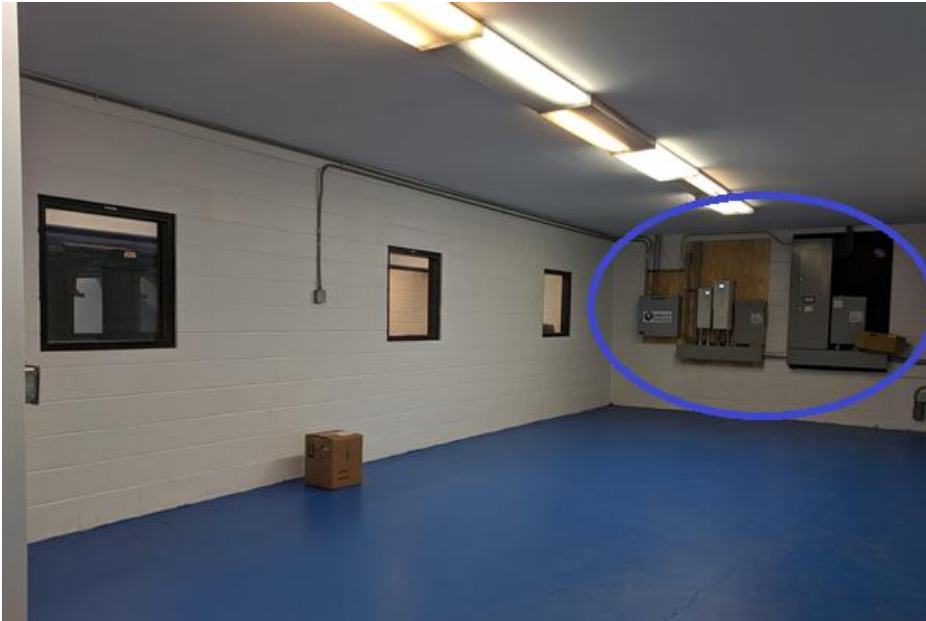


2. The set of doors between the Ready Room and Indoor Range should never be open at the same time. This impacts the balance of the ventilation system and can put the unit into alarm.



Maintain system integrity & personal safety

1. Do not touch the panels circled below. Authorized personnel only.



Room Nomenclature

1. Clubhouse



2. Ready Room

- a. Located between the Clubhouse and the Indoor Range.



3. Indoor Range

