SIUS

User Manual Appendix
SA951 CUOS

F1 Targets

- 10m: ISSF, Switzerland, Running Target, Biathlon, Divisions, Other, Italy
- 25m: ISSF, Switzerland, Russia
- 50m: ISSF, Switzerland (Rifle, Small Bore, Big Bore), Biathlon, Divisions, Running Target, FRA
- 300m: ISSF, CISM, Switzerland (A, B), Norway, Scandinavia, Belgium, Germany
- Other: NRA (100m, 200m), Danmark, Luxembourg, Italy, Austria, Finland (Final), Hunting (100m, 10m), Military (Major, Minor, Scandinavia, Full Bore), Norway (B, C, 1/x, Other), USA (NSRA, Air, Small Bore, Pistol, Rifle, Hunting)

F2 Programs

- 10m: ISSF, Running Target, Pentathlon, Other, Air rifle 10.9 final, Light Signal, Italy, Air Rifle 10, Air Pistol 10, Switzerland, Sweden, Finland
- 25m: ISSF, CISM, 25RAP, PP10, O10, Small Bore, Big Bore, Switzerland, Danmark, Other
- Running Target: ISSF, CISM, ISSF Boar, (Rings)ISSF Boar, DJV, SWE
- 50m: Rifle (A5, A10, A20, A100, PA4), Pistol (PB5, PA10, PA100), Switzerland, Danmark, FRA, Other
- 300m: ISSF, CISM, OP, Group championship (A, B), FS, Gams, Other, F5, Switzerland, Scandinavia, Other
- Other: 50ft, 200m (C200, A10 Reduced 200), NRA, Full Bore, Austria, Military, Scandinavia, Hunting, Muzzle Loader
- USA: ISSF (10m, 25m, 50m), NCAA, Standing, Other, Junior, NMAR, CMP (President's Course, National Match Course, Pistol; President's Course, National Match Course, Rifle; National Match Course), NRA (Short Course, Camp Perry Course, Marksman League Course, Gallery Course, Pistol; National Match Course, Regional Course, Rifle)
- Norway: DFS 15m (A, B, Rifle), Hurtigpistol, NAIS, Pistol
- GER: Anschiessen, G3-Übungen, G36-Übungen, MP-Übungen, P-Übungen, ZfG-Übungen, G22-Übungen

F3 Control

- Zoom, TOTAL, Score, Print screen, Repeat, SC-Programs, Malfunction
- Other: Abort, Clear target window, Set Timer, Start Timer, Reset Timer, Remove Timer, Up, Down, Reference Calibration, Timer, Target Lifter

F4 System

- Reports: Reload, Reprint, Shot Counter, Invalid shots, Log
- Settings:
  - Presentation:
    - Shot: Last Shot (Last Shot Window, Symbol, Form, Size, Screen, Deferred Shots, Display Inner ten, Last Shot Color), Standard (Symbol, Form, Size, Inverse, Use Always, Print-format, Screen-format, Secondary Score, Clear target after shots), Cross Shot, Illegal Shot, Best shot
    - Printing: Column Configuration, Use Always, Print Protocol, Secondary Score, Sighters, Subtotal, Print Overtime, Print number of Innertens, Number of line feeds, Reset Shot Number
    - Group: Subtotal
    - Other: Control unit (Layout, Function Keys, Status flashing, Practice progress window, Timer Window, Large font in Listwindow, Autozoom), Message (Display Messages, Target Feed Message), Display target name, Display calibre, Indication
  - Parameter: MPI (Text, MPI), Simulator SCB, Divisions
  - ⚠ Language
  - Time: Adjust Clock, Date format
  - Other:
    - Start: Enable Repeat, Free series start setting, Startup program, SC-Programs, Single Execution, Scale Factor, Set Scale Factor, Target Alternative
    - Filter: Enable Autoreset, Distance, Category, Weapon, Function, Mode
    - Calibre, Use Always, Control Mode, Demo, Hit Miss Diameters, Use Always
  - Settings Control
- Maintenance:
  - Reports: Settings, Shot Counter, Invalid shots, Log
  - Self Test: Target test, Scoreboard
  - Reset: Restart System, Full System Reset
- Hardware:
  - SCB: SCB
  - Control unit: Menu, Touch, Set Lane Number
  - RC211: Match Menu
  - Target: Connect, Target changer, Paper feed, Use Always, ⚠ Target Lifter, Light, Distance Index, Sensitivity, Use Always
  - Time Control Unit: Time Control Unit, Duel mode
  - Shot sensor
- Setup Wizard
- Help

F5 Logon

- Info: User Group (User Rights, Reset Time), Requirements (Legalisation, Weapon required, Position required, Firer number required)
- Legalisation, Weapon Type, Position, Firer number

Im Langhag 1 | CH-8307 Effretikon | +41 (52) 354 60 60 | Fax: +41 (52) 354 60 66 | http://www.sius.com | support@sius.com

BACUOSAH1ER1

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SIUS SA951 CUOS

Targets

Free series are programs which do not prescribe any set numbers of shots. They are especially suitable for completing open training courses. With free series all official shoots can be simulated.

10m

The directory 10m is the compilation of all target images which typically are used over a distance of 10 metres.
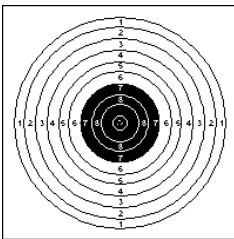
ISSF

Official targets of the ISSF are filed in this directory.
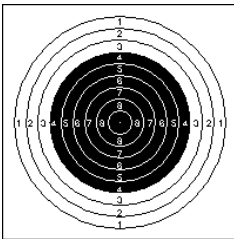
Air Rifle

10 metre running target; ISSF Rules, Section 6.3.2.3; diameter 45.5mm; black reflector from ring 4 to 9

06000019000201(62)

Air Pistol

10 metre air pistol target; ISSF Rules, Section 6.3.2.6; diameter 155.5mm; black reflector from ring 7 to 10

06000019000203(56)

Switzerland

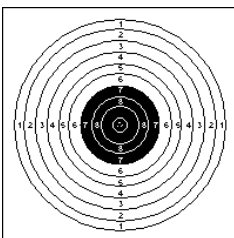*Targets that are used only in Switzerland are stored in this directory.*
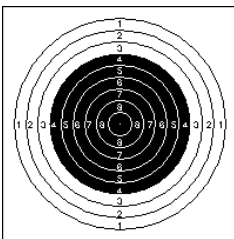
Air Rifle

10 metre target with the dimensions of the official ISSF target. But unlike the latter, with the secondary score in one hundredth rings instead of the one tenth ring score of the ISSF.
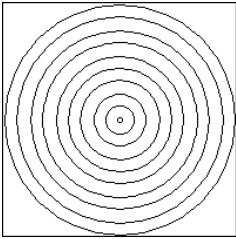
06000019000205(50)

Air Pistol

10 metre target with the dimensions of the official ISSF target. But unlike the latter, with the secondary score in one hundredth rings instead of the one tenth ring score of the ISSF.

06000019000207(44)

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Volkscheibe

A10 air rifle target with large 10-er ring for public events.
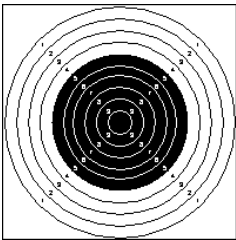
0600019000209(38)

Running Target

The target pictures for the running target are filed in this directory. The discipline is also supported in the 10 metres by the ISSF.
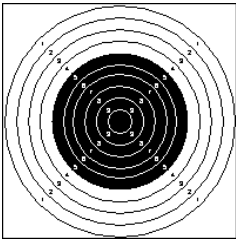
Standard

10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10
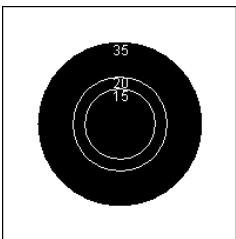
0600019001200(72)

Final

10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10
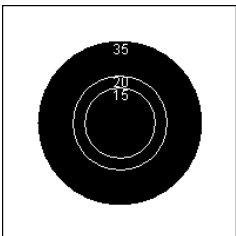
0600019001201(69)

Biathlon

The target pictures for biathlon are filed in this directory. Biathlon targets can be found under 10 metres and 50 metres.

15

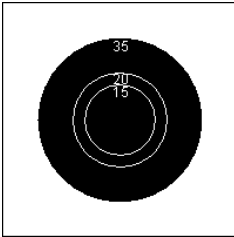*Target image with 15 millimetre circle.*

0600019001302(57)

20

Target image with 20 millimetre circle.
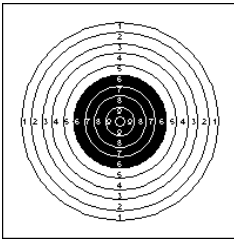
0600019001301(60)

35
Target image with 35 millimetre circle.

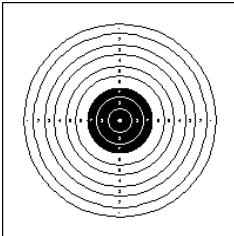0600019001300(63)

Other

Zimmerstutzen
German target

0600019000210(35)

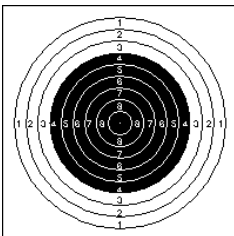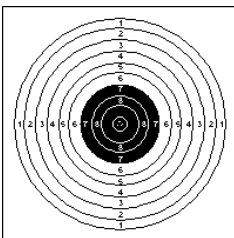### Croatian AR Target

0600019000211(32)

Divisions

Air Rifle 10
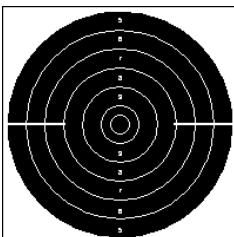
06000019002600(43)

Air Pistol 10

06000019002601(40)
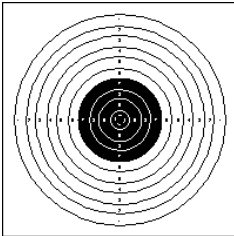
Italy

10m Rapid Fire

0600019000212(29)

25m

*The directory 25m is the compilation of all target images which typically are used over a distance of 25 metres.*

ISSF

Official targets of the ISSF are filed in this directory.

Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019000303(47)

Rapid Fire

25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10

06000019000305(41)
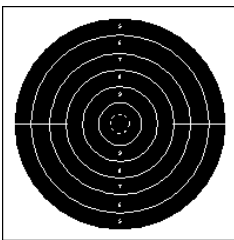
Switzerland

Targets that are used only in Switzerland are stored in this directory.

O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

06000019000407(26)

Big bore pistol

Many 25 metre targets are also shot with large calibre pistols (9.65mm). In order that the calibre setting can be correctly selected, these targets are listed twice.
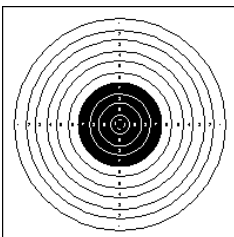
Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10
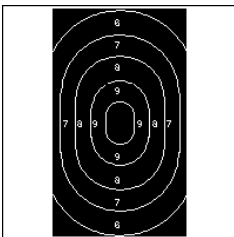

06000019000311(23)

Rapid Fire

25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10

06000019000313(17)

O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

0600019000707(96)
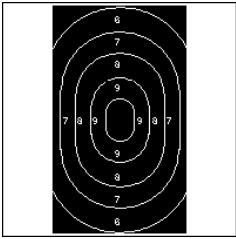
Russia

Targets that are used only in Switzerland are stored in this directory.

Russian No. 04

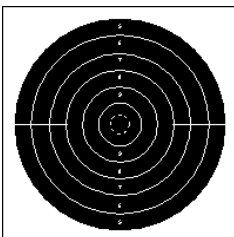*Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17*

06000019003000(07)
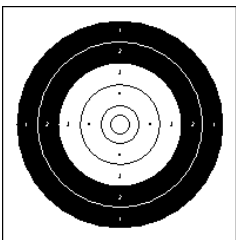
Unterhebelrepetierer

06000019002702(28)

50m

The directory 50m is the compilation of all target images which typically are used over a distance of 50 metres.

ISSF

Official targets of the ISSF are filed in this directory.

Rifle

50 metre precision rifle target; ISSF Rules, Section 6.3.2.2; diameter 154.4mm; black reflector from one section of ring 3 to ring 10, diameter 112.4mm

06000019000301(53)

Final

06000019000302(50)

Pistol

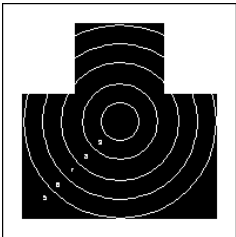*25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10*

0600019000303(47)

Switzerland
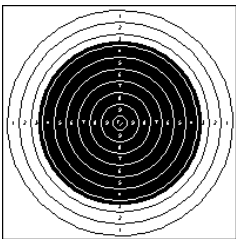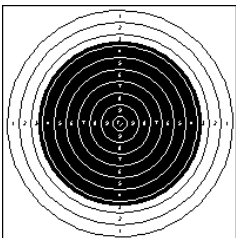
Targets that are used only in Switzerland are stored in this directory.
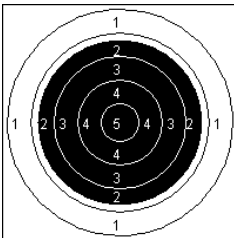
Rifle

A5

50 metre small calibre rifle target with five rings; diameter 154.4mm; black reflector from one section of ring 2 to ring 5.
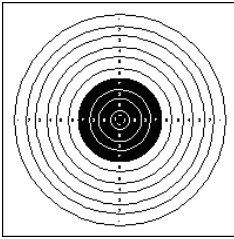
0600019000307(35)
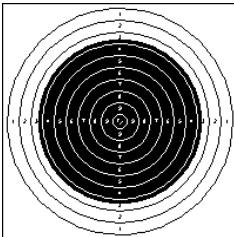
A10

50 metre precision rifle target; ISSF Rules, Section 6.3.2.2; diameter 154.4mm; black reflector from one section of ring 3 to ring 10, diameter 112.4mm
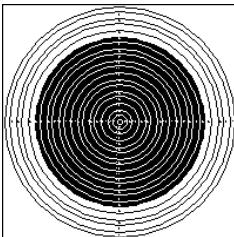
0600019000308(32)

A20

50 metre precision rifle target; diameter 154.4mm; black reflector from one section of ring 6 to 20, diameter 112.4mm
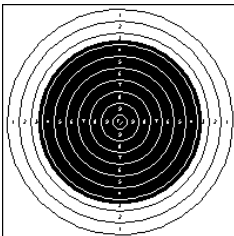
0600019000309(29)

A100

50 metre precision rifle target with a one hundred ring score instead of the ISS ten ring score; diameter 154.4mm; black reflector diameter 112.4mm

0600019000310(26)

Small Bore

Swiss pistol targets with small calibre (5.6mm) setting.
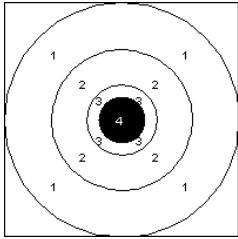
PA4

Pistol target A40; circular target with four rings.
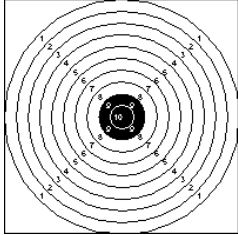
06000019000401(44)

PA10

Pistol target A10; circular target with ten rings.

06000019000402(41)

PA100

Pistol target A100; circular target with one hundred rings.

06000019000403(38)

PB5

Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.

06000019000404(35)

PB10

Pistol target B10; circular target with ten equal rings and an outline.

06000019000405(32)

PB100

Pistol target B100; circular target with one hundred equal rings and an outline.

06000019000406(29)

O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

0600001900407(26)
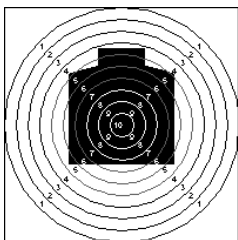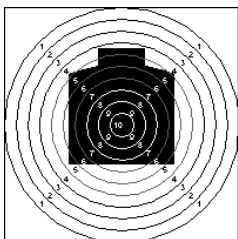
Big Bore

Big bore pistol

PA4

Pistol target A40; circular target with four rings.
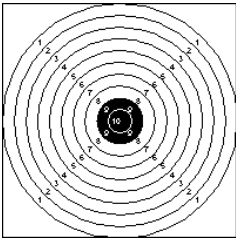
0600001900701(17)

PA10

Pistol target A10; circular target with ten rings.

0600001900702(14)

PA100

Pistol target A100; circular target with one hundred rings.

0600001900703(11)

PB5

Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.

0600001900704(08)

PB10

Pistol target B10; circular target with ten equal rings and an outline.

0600001900705(05)

PB100

Pistol target B100; circular target with one hundred equal rings and an outline.

||||||||||||||||||||||
0600019000706(02)

O10

Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17

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0600019000707(96)
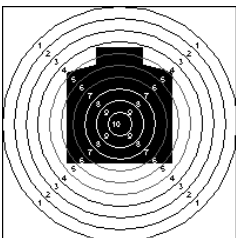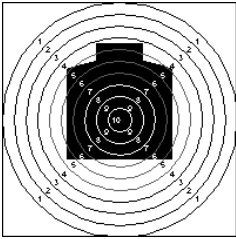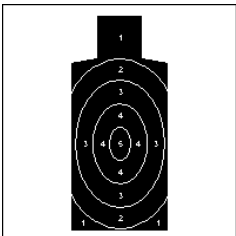
Morgarten

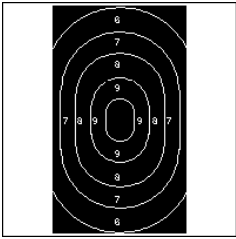*Outline target with five scores, whereby the value two is assigned to five ellipses and the value one to the rest of the outline.*

||||||||||||||||||||||
0600019000410(17)

Biathlon

The target pictures for biathlon are filed in this directory. Biathlon targets can be found under 10 metres and 50 metres.
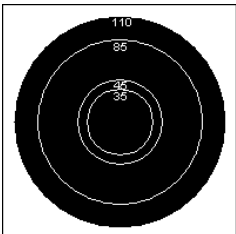
35mm

Target image with 35 millimetre circle.

||||||||||||||||||||||
0600019001306(45)
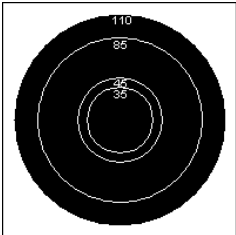
45mm

Target image with 45 millimetre circle.

||||||||||||||||||||||
0600019001305(48)
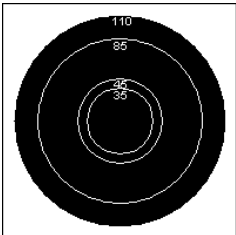
85mm

Target image with 85 millimetre circle.

||||||||||||||||||||||
0600019001304(51)
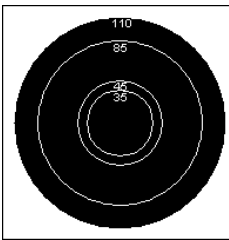
110
Target image with 110 millimetre circle.

06000019001303(54)

Divisions
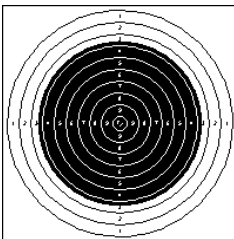
Rifle

06000019002602(37)
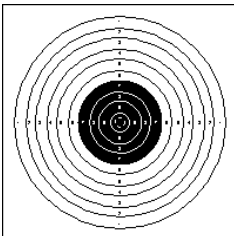
Pistol

06000019002603(34)

Running Target

The target pictures for the running target are filed in this directory. The discipline is also supported in the 10 metres by the ISSF.
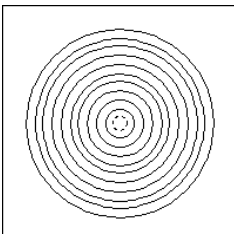
Standard

06000019001208(48)

FRA
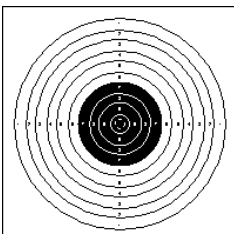
C50

06000019002708(10)

Nederland
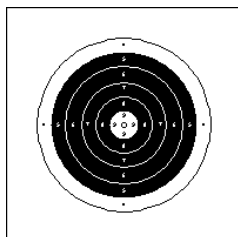
PG50 KKG

PG50 KKG

06000019002714(89)

300m

The directory 300m is the compilation of all target images which typically are used over a distance of 300 metres.

ISSF

Official targets of the ISSF are filed in this directory.

A10
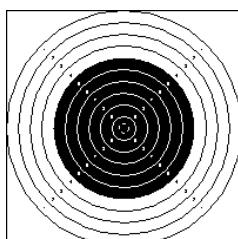
06000019000002(77)

CISM

The A10 target which is used in military contests does not differ from the A10 target which is used in ISSF disciplines. So that the filter function can be better used, the category CISM was separately introduced.

A10
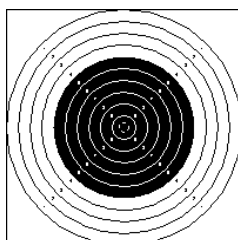
06000019000002(77)

Switzerland

Targets that are used only in Switzerland are stored in this directory.

A

A-targets with varied scores:
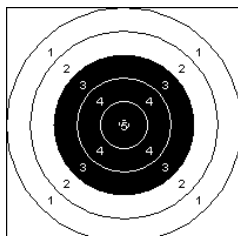
A5

06000019000001(80)
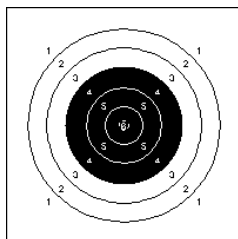
A6

06000019000005(68)

A10

06000019000002(77)

A100

06000019000003(74)

A10/FA10

06000019000014(41)

A10 final

06000019000015(38)
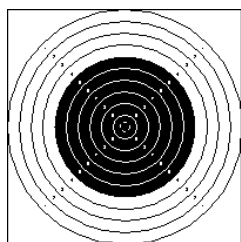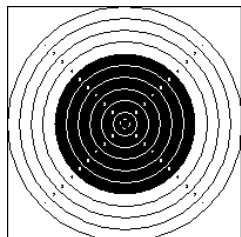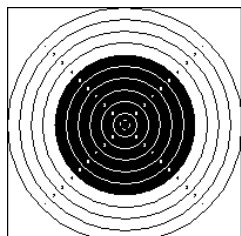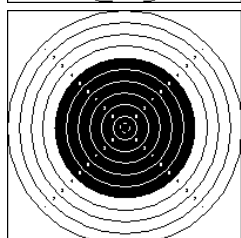
B

B-targets with different scores (field target B Form. 34.21.2.88):
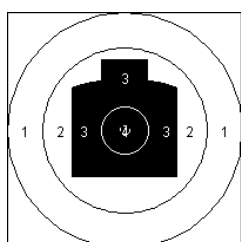
B4
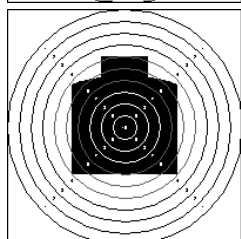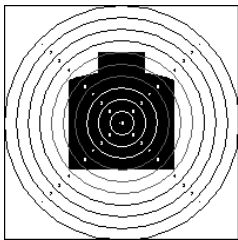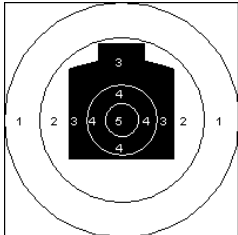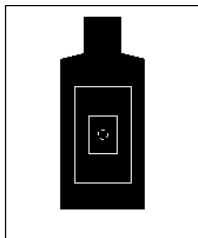
06000019000004(71)

B10

06000019000008(59)

B100

06000019000009(56)

PB5

Pistol target PB5

06000019000010(53)

F5

06000019000007(62)

Scandinavia

Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Norway

Nor7

06000019001101(78)

Nor8

06000019001102(75)
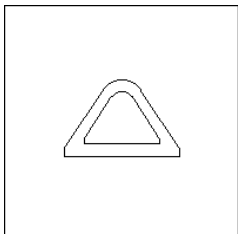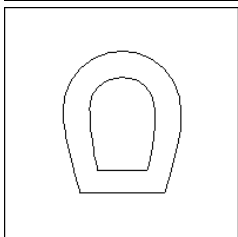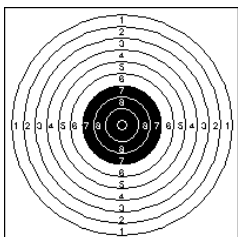
NSF 15m
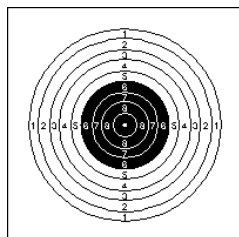
06000019001410(24)

DFS 15m

06000019001411(21)
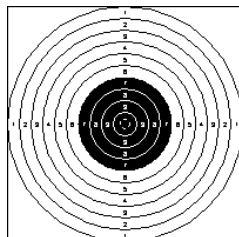
DFS100

06000019001103(72)
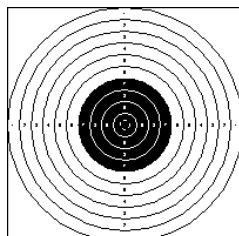
DFS 200

06000019001412(18)
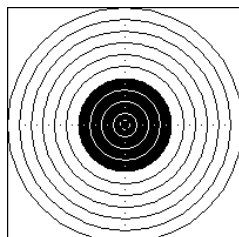
DFS 300

06000019001413(15)
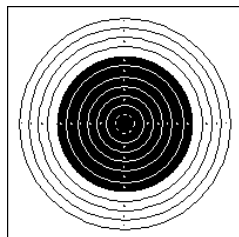
New Swedish target

06000019001100(81)
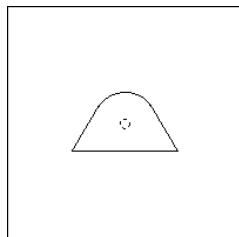
16FIG

06000019001105(66)
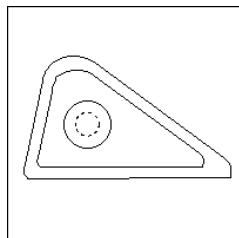
16V

06000019001106(63)
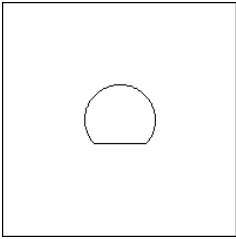
C30

Caliber: 8mm
Scoring: Hit/Miss
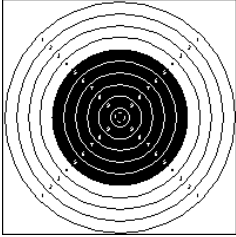
0600019001104(69)

A10 Reduced 200

Caliber: 9mm
Scoring:
- Outward Rim Score
- Primary: Full ring (1-10)
- Secondary: Full Ring (1-100)

0600019001414(12)

Belgium

Targets from Belgium

A10
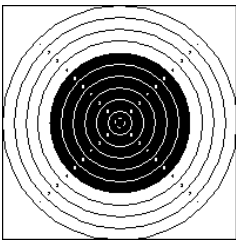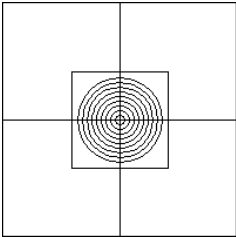
0600019000002(77)

Oly100

Oly100 Target
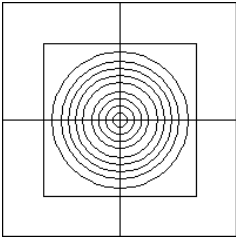
0600019001501(42)

Oly200

Oly200 Target
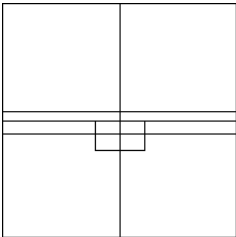
0600019001502(39)

Schijf K

Schijf K Target
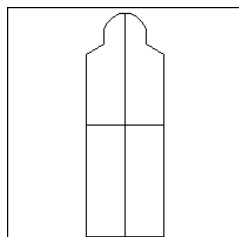
0600019001503(36)

Schijf 4
Schijf 4 Target

06000019001504(33)
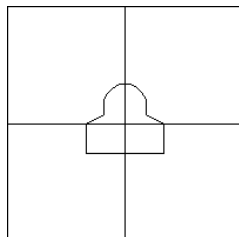
Schijf 5
Schijf 5 Target

06000019001505(30)
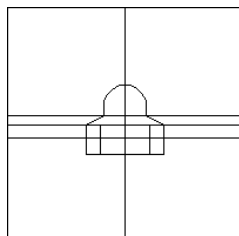
Schijf S
Schijf S Target

06000019001506(27)
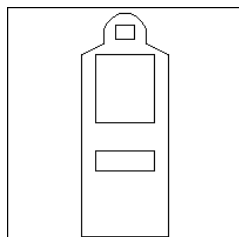
NTTC4

06000019001507(24)
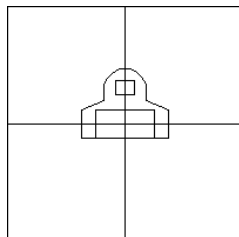
NTTC5

06000019001508(21)

Germany
Deutsche Scheiben.
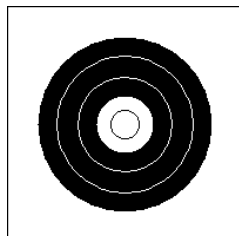
BDMP Nr. 4
BDMP-Scheibe Nr. 4

06000019002704(22)
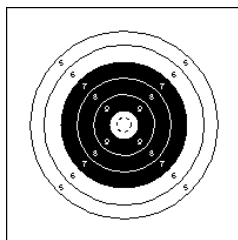
BDMP Nr. 5

BDMP-Scheibe Nr. 5

06000019002705(19)
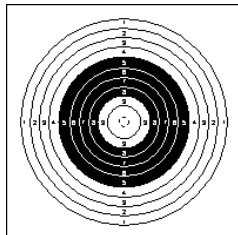
BDS-300m ZF

BDS-300m-ZF-Scheibe

06000019002706(16)
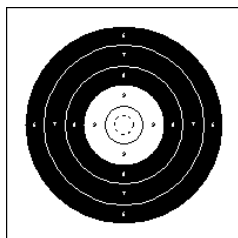
BDS-300m PG

Bund Deutscher Sportschützen: 300m Präzisionsgewehr Scheibe.

06000019002709(07)

Other

All targets that do not clearly fall under one of the preceding distances are included in the category 'Other'.

NRA
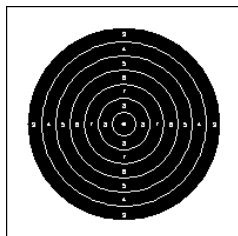
50ft Rifle Target
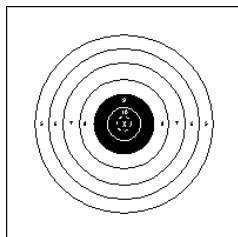
06000019002803(16)

SR2 200y

06000019002805(10)
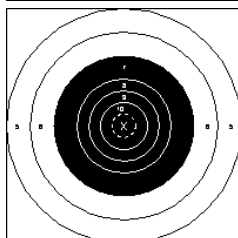
MR1 600y

06000019002806(07)

SIUS **SA951 CUOS**
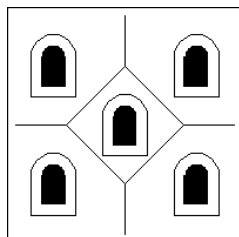
Short Range
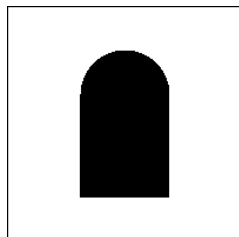
06000019002800(25)

Long Range

06000019002801(22)
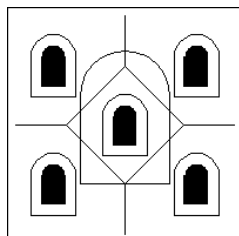
Combined Range

06000019002802(19)

100m
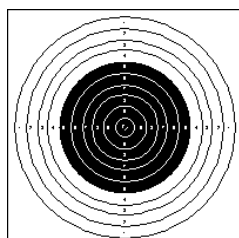
AUT 100m KK

06000019002701(31)
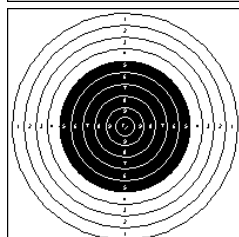
Schijf Woerden

06000019002700(34)

200m
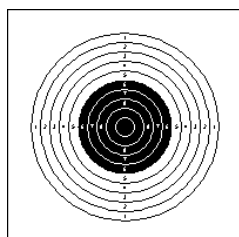
C200

06000019002707(13)

Danmark

Final

SIUS **SA951 CUOS**
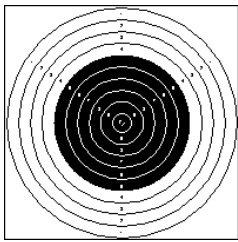
50m riffel M 90 F
Caliber: 5.6mm
Scoring: Decimal (1.0-10.9)

06000019002906(95)
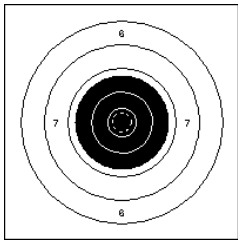
15m riffel 1984 F
Caliber: 5.6mm
Scoring: Decimal (6.0-10.9), Outward Rim Score

06000019002907(92)
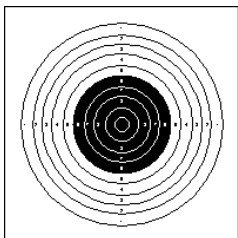
15m fripistol F
Caliber: 5.6mm
Scoring: Decimal (1.0-10.9)

06000019002908(89)
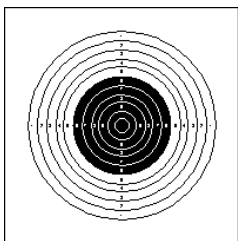
15m luftriffel M 96/G F
Caliber: 4.5mm
Scoring: Decimal (1.0-10.9), Outward Rim Score

06000019002909(86)
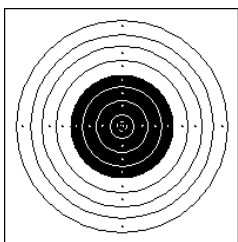
15m pistol F
Caliber: 5.6mm
Scoring: Decimal (3.0-10.9)

06000019002910(83)
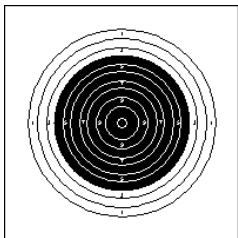
15m riffel DSkyU 1982 F
Caliber: 5.6mm
Scoring: Decimal (1.0-10.9), Outward Rim Score

06000019002911(80)
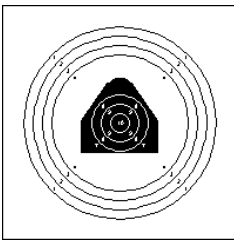
10-delt figurskive (S3)

Caliber: 5.6mm
Scoring: Decimal (1.0-10.9), Outward Rim Score

06000019003512(23)
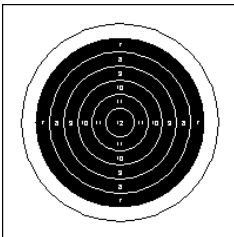
Königsscheibe Final

Caliber: 5.6mm
Scoring: Decimal (6.0-12.9), Centerscoring

06000019003507(38)
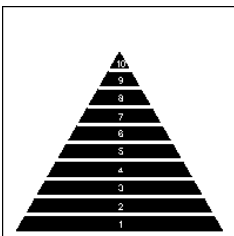
Trekant til 50 meter Final

Caliber: 5.6mm
Scoring: Decimal (6.0-12.9), Centerscoring

06000019003509(32)
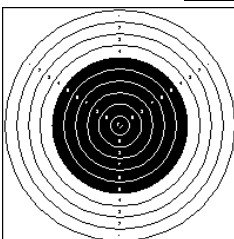
50m riffel M 90

Caliber: 5.6mm
Scoring:
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)

06000019002900(16)
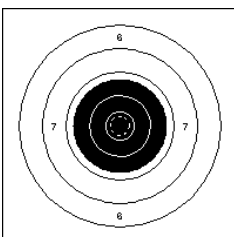
15m riffel 1984

Caliber: 5.6mm
Scoring:
- Outward Rim Score
- Secondary: Full Ring (6-10)
- Primary: Decimal (6.0-10.9)
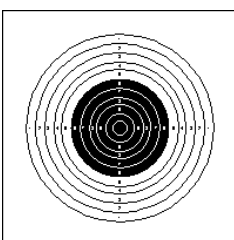
06000019002901(13)

15m luftriffel M 96/G

Caliber: 4.5mm
Scoring:
- Outward Rim Score
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)
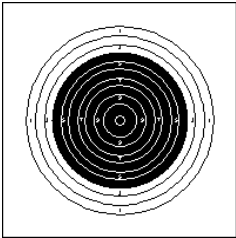
06000019002903(07)

15m riffel DSkyU 1982

Caliber: 5.6mm
Scoring:
- Outward Rim Score
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)

06000019002905(01)
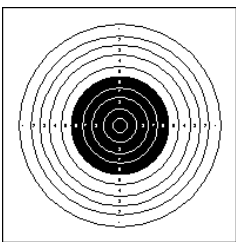
15m fripistol

Caliber: 5.6mm
Scoring:
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)

06000019002902(10)
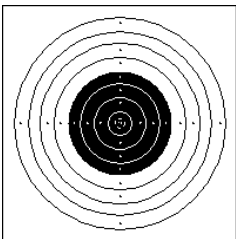
15m pistol

Caliber: 5.6mm
Scoring:
- Primary: Full ring (3-10)
- Secondary: Decimal (3.0-10.9)

06000019002904(04)
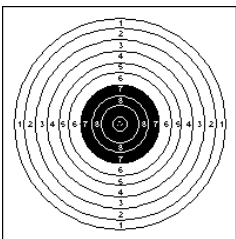
Airpistol 10 Rim

Caliber: 4.5mm
Scoring:
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)

06000019003510(29)
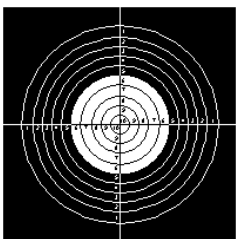
AZF047

Caliber: 5.6mm
Scoring:
- Primary: Decimal 1/100
- Secondary: Teiler

06000019002912(77)
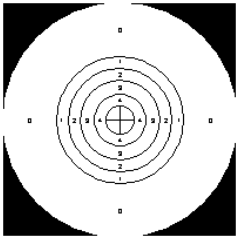
AZF048

Caliber: 5.6mm
Scoring:
- Primary: Decimal 1/100
- Secondary: Teiler

06000019002913(74)
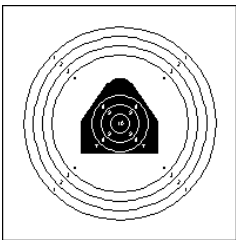
10-delt figurskive (S3)

Caliber: 5.6mm
Scoring:
- Outward Rim Score
- Primary: Full ring (1-10)
- Secondary: Decimal (1.0-10.9)

06000019003511(26)
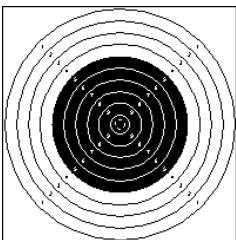
A10 Reduced 200

Caliber: 9mm
Scoring:
- Outward Rim Score
- Primary: Full ring (1-10)
- Secondary: Full Ring (1-100)

06000019001414(12)

C30
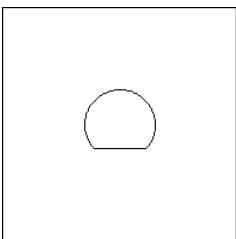
Caliber: 8mm
Scoring: Hit/Miss

06000019001104(69)
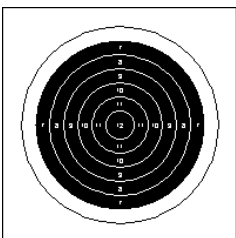
Königsscheibe

Caliber: 5.6mm
Scoring:
- Centerscoring
- Primary: Full ring (6-12)
- Secondary: Decimal (6.0-12.9)

06000019003500(59)
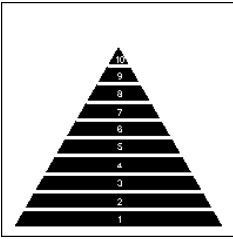
Trekant til 50 meter
Caliber: 5.6mm
Scoring:
- Centerscoring
- Primary: Integer (1-10)
- Secondary: Decimal (1.0-10.9)

0600019003508(35)

Luxembourg

CL
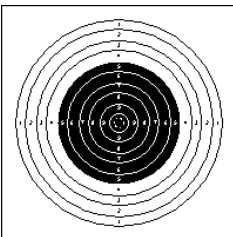
0600019003400(68)

PR
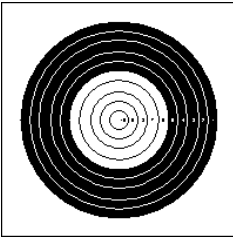
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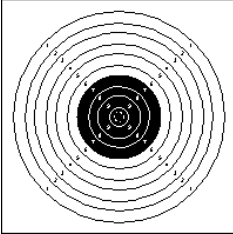
M200

0600019003402(62)

Italy
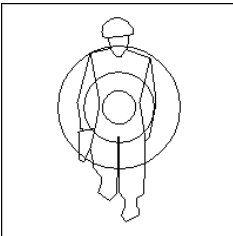
Bersaglio 1

0600019002400(61)

Bersaglio 2

0600019002401(58)

SA951 CUOS
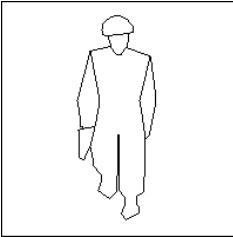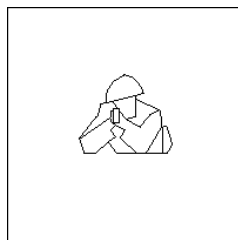
Bersaglio 9

06000019002402(55)
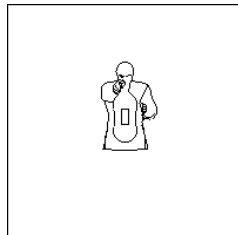
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06000019002403(52)
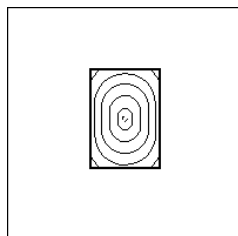
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06000019002404(49)
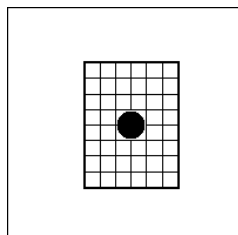
P3

06000019002405(46)
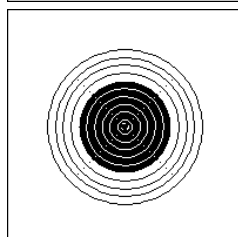
A10 100m

06000019002406(43)
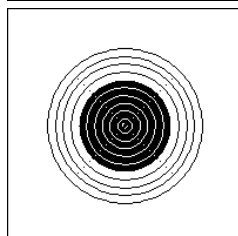
A10 200m

06000019002407(40)
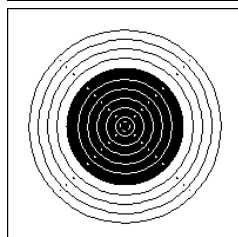
A10 300m

06000019002408(37)

Austria

ASR
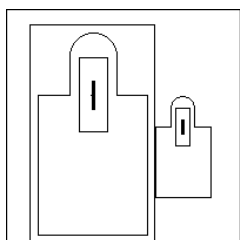
\ASR\Pistol

Pistol A 5m

IIIIIIIII (barcode)
06000019001700(27)

Pistol A 10m

IIIIIIIII (barcode)
06000019001701(24)

Pistol B 5m

IIIIIIIII (barcode)
06000019001702(21)

Pistol B 10m

IIIIIIIII (barcode)
06000019001703(18)

Pistol D 5m

IIIIIIIII (barcode)
06000019001704(15)

Pistol D 10m

IIIIIIIII (barcode)
06000019001705(12)
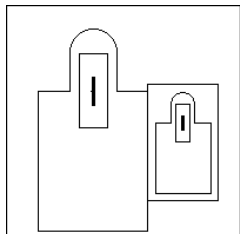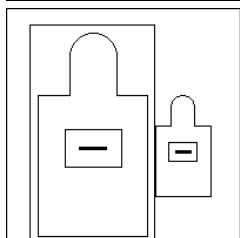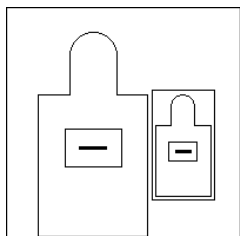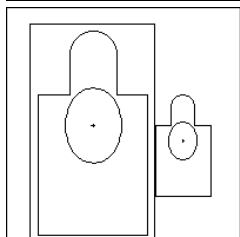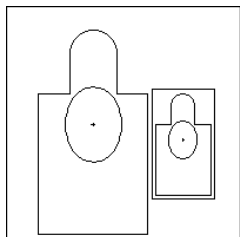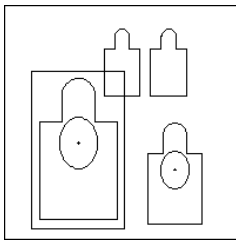
Pistol C 7m

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0600019001706(09)
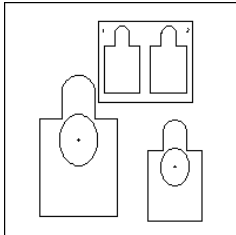
Pistol C 15m

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0600019001707(06)
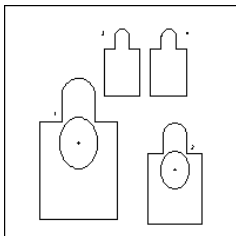
Pistol C All

||||||||||||||||||||||||||||||||||
0600019001708(03)
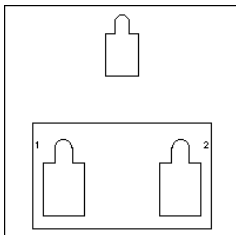
Pistol E 20m

||||||||||||||||||||||||||||||||||
0600019001709(97)

Pistol E All

||||||||||||||||||||||||||||||||||
0600019001710(94)

\ASR\Rifle
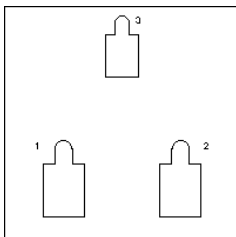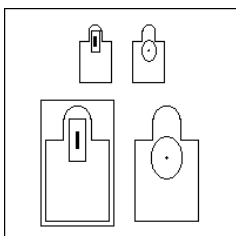
Rifle A 10m vertical

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06000019001602(30)

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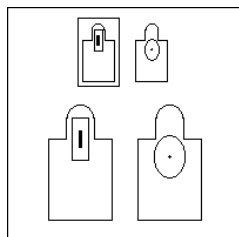
Rifle A 20m vertical
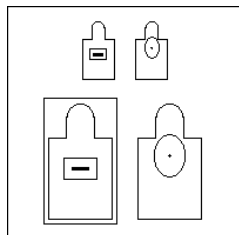
0600019001603(27)

Rifle B 10m horizontal

0600019001604(24)
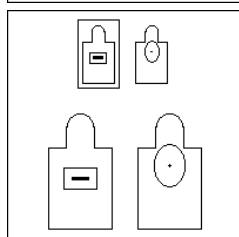
Rifle B 20m horizontal

0600019001605(21)
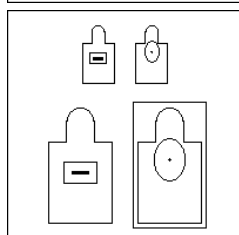
Rifle B 10m ellipse

0600019001606(18)
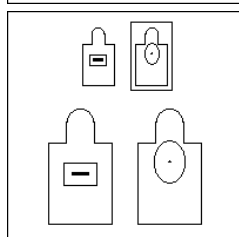
Rifle B 20m ellipse

0600019001607(15)
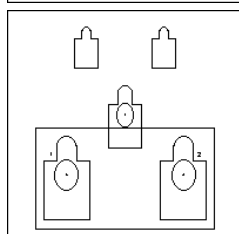
Rifle C 15m

0600019001608(12)
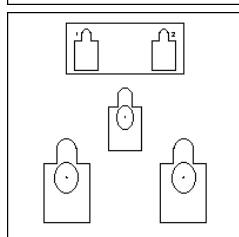
Rifle C 30m

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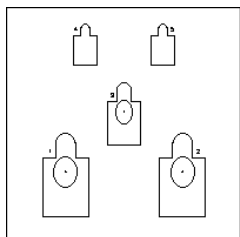
Rifle C All

0600019001610(06)
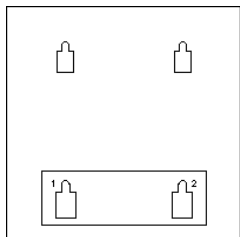
Rifle D 40m

0600019001611(03)
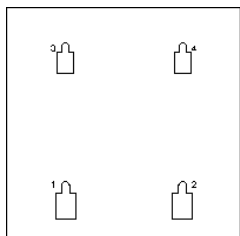
Rifle D All

0600019001612(97)

Classic

\Classic\Pistol

A10
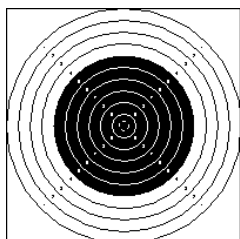
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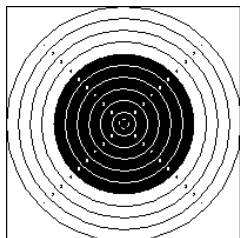
A100

0600019001811(82)

Klein links

0600019001801(15)

SIUS **SA951 CUOS**
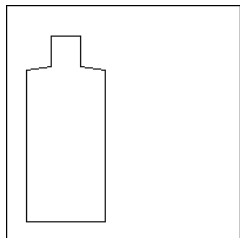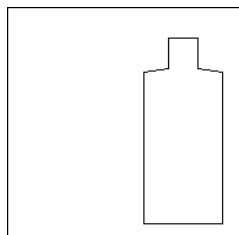
Klein rechts		06000019001802(12)
Gross links		06000019001803(09)
Gross rechts		06000019001804(06)
Klein Klein		06000019001805(03)
Klein Gross		06000019001806(97)
Gross Klein		06000019001807(94)
Gross Gross		06000019001808(91)
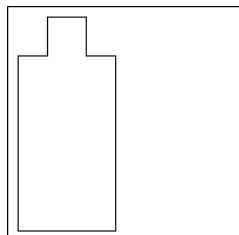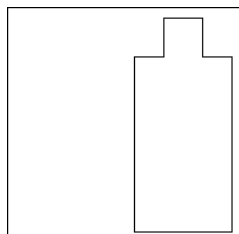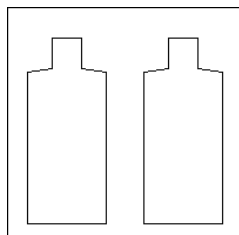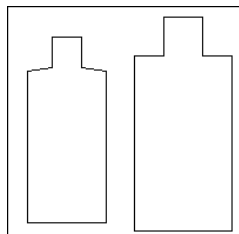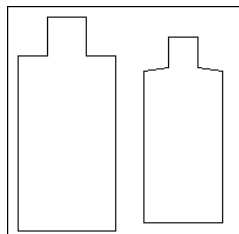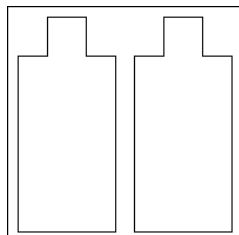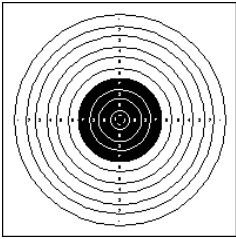
Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019001812(79)

\Classic\Rifle
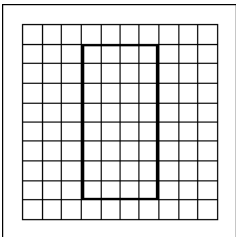
R10

06000019001800(18)

A10
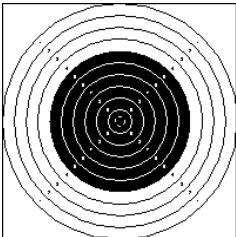
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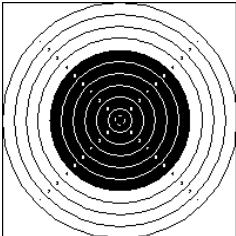
A100
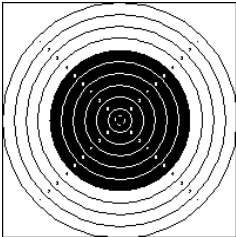
06000019000003(74)

Anschuss Scheibe

06000019001809(88)

\Classic\MG

\Classic\MG\A
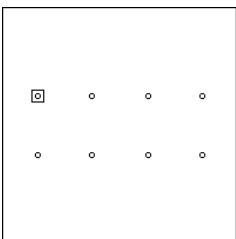
MG Ziel A1

06000019001900(09)
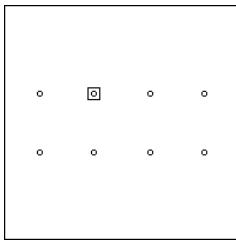
SIUS **SA951 CUOS**

MG Ziel A2

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06000019001901(06)

MG Ziel A3

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06000019001902(03)

MG Ziel A4

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06000019001903(97)

MG Ziel A5

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06000019001904(94)

MG Ziel A6

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06000019001905(91)

MG Ziel A7

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06000019001906(88)

MG Ziel A8

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06000019001907(85)

SA951
CUOS

\Classic\MG\B
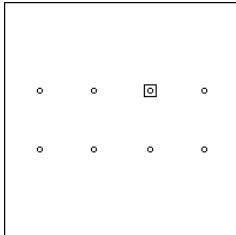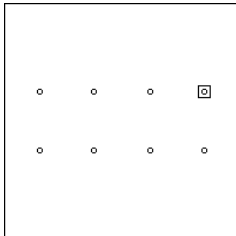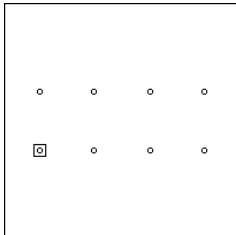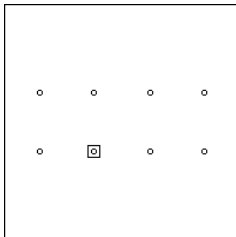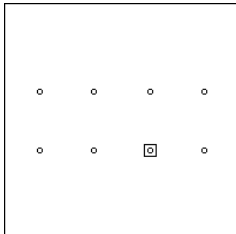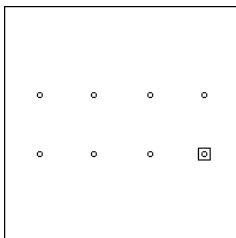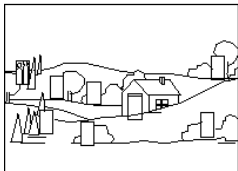
MG Ziel B1

0600019001908(82)

MG Ziel B2
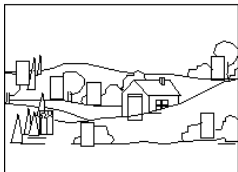
0600019001909(79)

MG Ziel B3
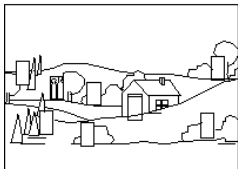
0600019001910(76)

MG Ziel B4
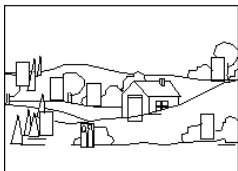
0600019001911(73)

MG Ziel B5
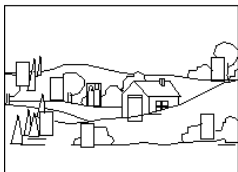
0600019001912(70)

MG Ziel B6

0600019001913(67)

SA951
CUOS
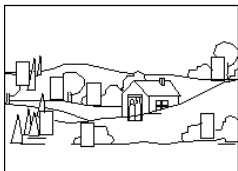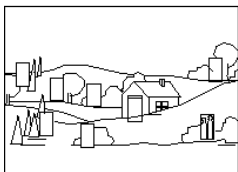
MG Ziel B7


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MG Ziel B8
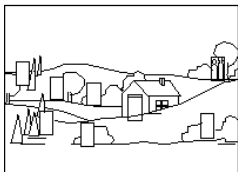

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\Classic\MG\C

MG Ziel C1
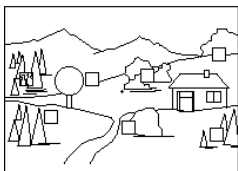

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0600001900 2000(97)
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MG Ziel C2
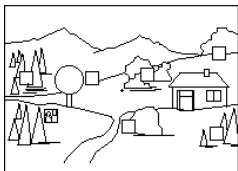

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0600001900 2001(94)
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MG Ziel C3
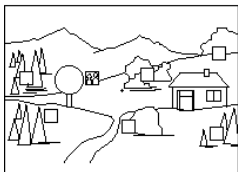

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0600001900 2002(91)
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MG Ziel C4
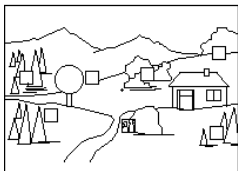

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MG Ziel C5
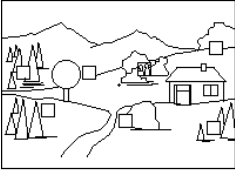
06000019002004(85)

MG Ziel C6
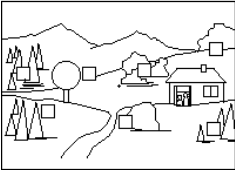
06000019002005(82)

MG Ziel C7
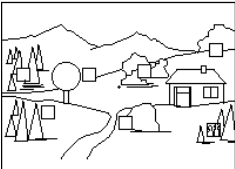
06000019002006(79)

MG Ziel C8
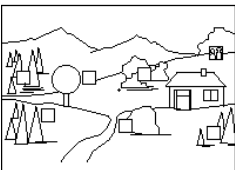
06000019002007(76)

Hunting

Moose
Summary of the moose targets:

\Moose\Left

Moose 5-5-4-3
Moose target with the scores 5-5-4-3 and 10-8-6-4.

06000019001401(51)

Moose 10
Moose target with tenner score.
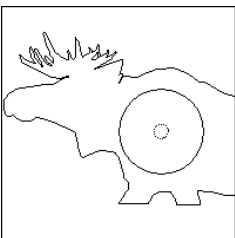
06000019001404(42)

Moose SWE (Old)
(Old) Swedish moose target with 5-5-4-3 score.

06000019001407(33)

Moose SWE
Swedish moose target with 5-5-4-3 score.

06000019002504(40)

Moose Calf
Swedish Elkcalf target with 5-5-4-3 and Hit-Score

06000019001409(27)

\Moose\Right

Moose 5-5-4-3
Moose target with the scores 5-5-4-3 and 10-8-6-4.

06000019001402(48)

Moose 10
Moose target with tenner score.

06000019001405(39)
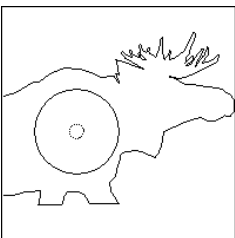
Moose SWE (Old)
(Old) Swedish moose target with 5-5-4-3 score.
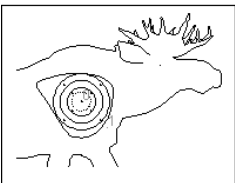
06000019001408(30)

Moose SWE
Swedish moose target with 5-5-4-3 score.

06000019002503(43)

Moose Calf
Swedish Elkcalf target with 5-5-4-3 and Hit-Score

06000019001415(09)

\Moose\Double

Moose 5-5-4-3
Moose target with the scores 5-5-4-3 and 10-8-6-4.
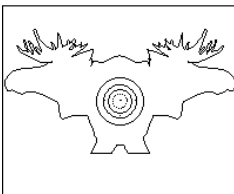
06000019001400(54)

Moose 10
Moose target with tenner score.
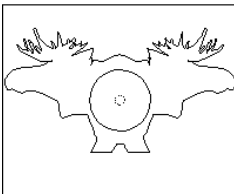
06000019001403(45)

Moose SWE (Old)
(Old) Swedish moose target with 5-5-4-3 score.
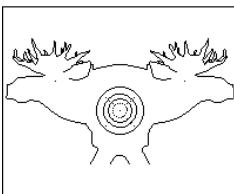
06000019001406(36)

Boar
Summary of bore targets:

Wild Boar 5
Running target 50 metre (ISSF-Bore 5; DJV No. 5);
ISSF Rules Section 6.3.2.7.1
Diameter 60mm
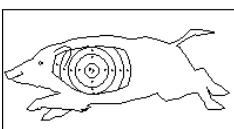
06000019000110(44)

Wild Boar 5 Right
Running target 50 metre (ISSF-Bore 5; DJV No. 5); ISSF Rules Section 6.3.2.7.1
Diameter 60mm
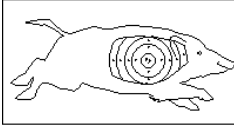
0600019000104(62)

Wild Boar 2
DJV Number 2; Bore Art. No. S100AA010V1
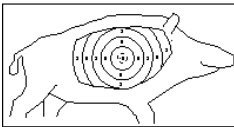
0600019001514(03)

Boar Right SWE
Swedish wild boar target.
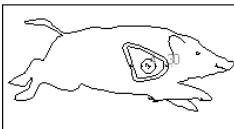
0600019002507(31)

Boar Left SWE
Swedish wild boar target.
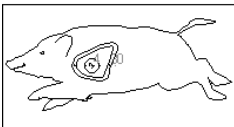
0600019002508(28)

Bear
Bear Target

Bear Left
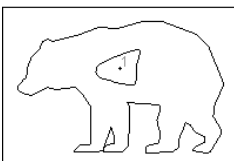
0600019001213(33)

Bear Right
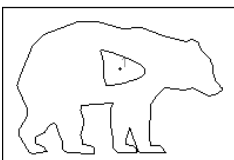
0600019001214(30)

Bear front

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0600019001215(27)

Other
Bear Target
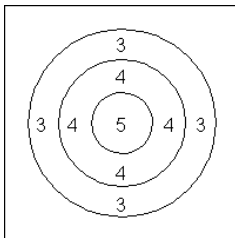
Kronhjort

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0600019002500(52)
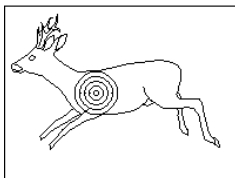
Roebuck left

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0600019002501(49)
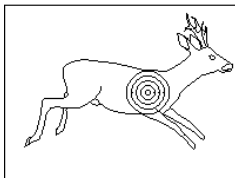
Roebuck right

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0600019002502(46)
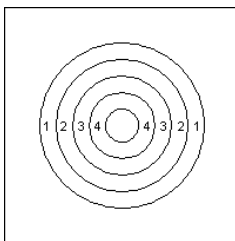
Roebuck (Rings)

‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
0600019001510(15)

\Other\Finland

\Other\Finland\10m
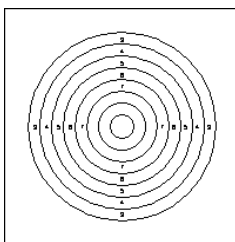
Bird 10m Finland

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0600019003100(95)

SIUS **SA951 CUOS**
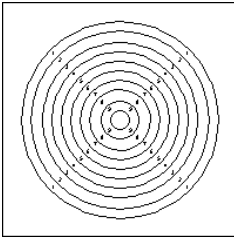
Moose 10m Finland

0600019003102(89)

\Other\Finland\100m
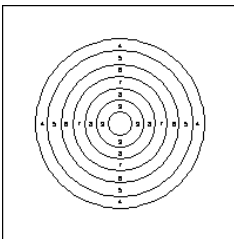
Bird 100m Finland

0600019003101(92)
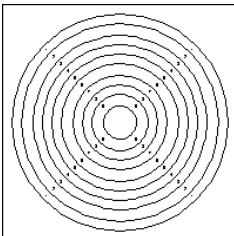
Moose 100m Finland

0600019003103(86)
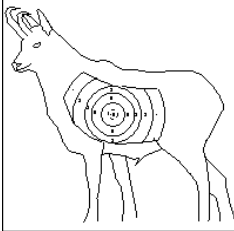
Chamois
DJV Number 1; Chamois Art. No. S100AA008V1

0600019000108(50)
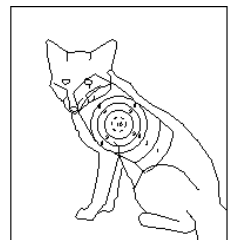
Fox
DJV Number 2; Fox Art. No. S100AA009V1

0600019000106(56)
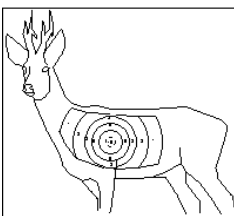
Roe
DJV Number 4; Roebuck Art. No. S100AA007V1

0600019000102(68)
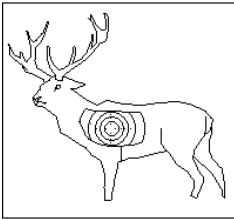
DJV 9 Rothirsch

DJV-Wildscheibe Nr. 9, Rothirsch

06000019003901(20)
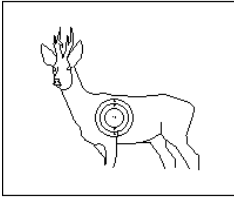
Danish Roebuck

06000019000115(29)
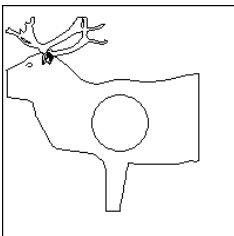
Reindeer

Reindeer DV-! Norway; Art. No. S100AA012

06000019000114(32)
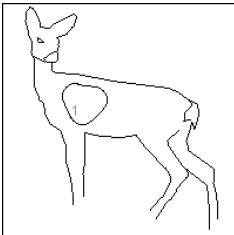
Roe Left

Hubertus Reh linkslaufend (Spezialscheibe für Kanton St. Gallen)

06000019000112(38)
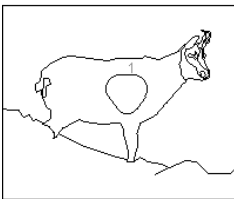
Chamois Hubertus

Hubertus Gams rechtslaufend (Spezialscheibe für Kanton St. Gallen)

06000019000113(35)
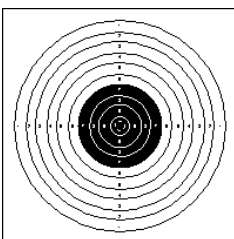
Precision

25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10

06000019000303(47)

Kärntner Rehgeiss

Kärntner Rehgeiss mit standard Ringwertung (10er und 100er).
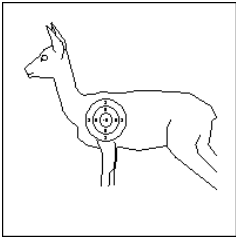
10er / 100er

Kärntner Rehgeiss mit standard Ringwertung (10er und 100er).

06000019001613(94)
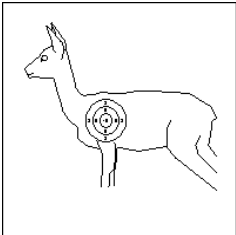
100er

Kärntner Rehgeiss mit 100er Wertung

06000019001614(91)

Scandinavia

Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Military

\Military\Major
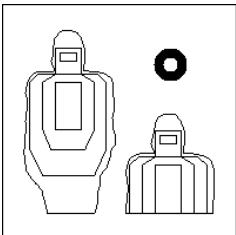
PEK2

06000019003700(41)
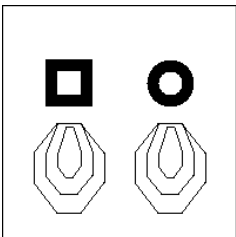
IPSC Combination 2

06000019003704(29)
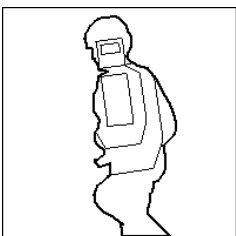
Silhouette from Right

06000019003706(23)
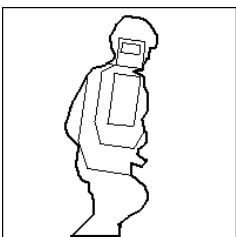
Silhouette from Left

06000019003708(17)

\Military\Minor
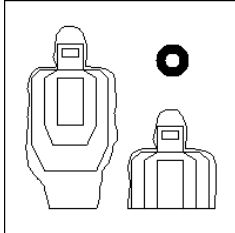
 PEK2

||||||||||||||||||||||||||||||||||||||||
0600001900 3701(38)
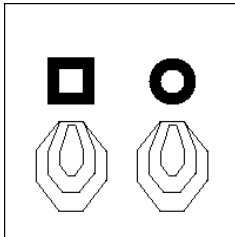
 IPSC Combination 2

||||||||||||||||||||||||||||||||||||||||
0600001900 3705(26)
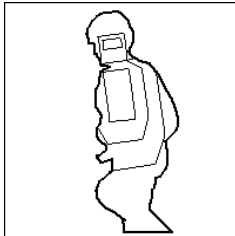
 Silhouette from Right

||||||||||||||||||||||||||||||||||||||||
0600001900 3707(20)
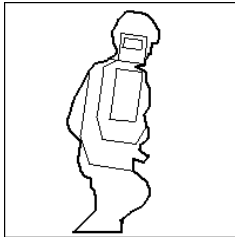
 Silhouette from Left

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0600001900 3709(14)
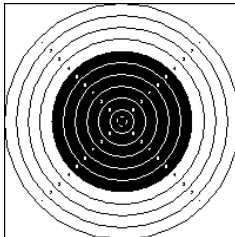
 Precision

||||||||||||||||||||||||||||||||||||||||
0600001900 3710(11)
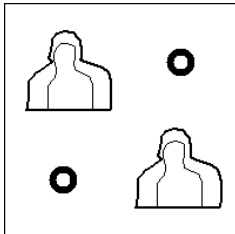
 2x1/3 figure

||||||||||||||||||||||||||||||||||||||||
0600001900 1112(45)
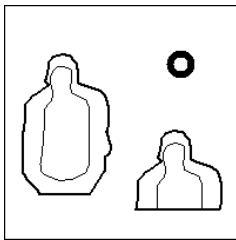
1/1+1/3 figure

0600001900113(42)
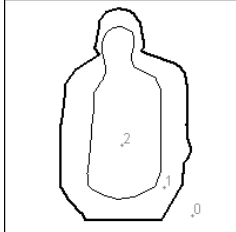
Full Figure

0600001900107(60)
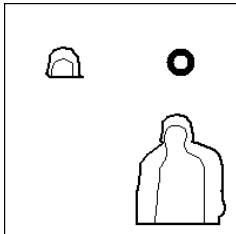
1/8+1/2 figure

0600001900114(39)
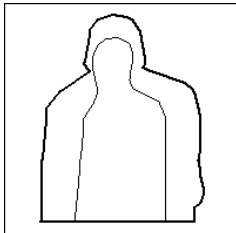
Half Figure

0600001900108(57)
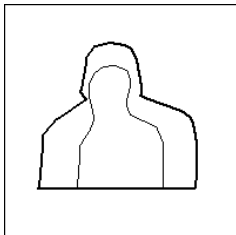
One Third Figure

0600001900109(54)
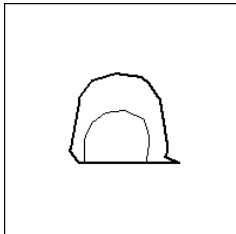
Eighth figure

0600001900110(51)

Full Bore

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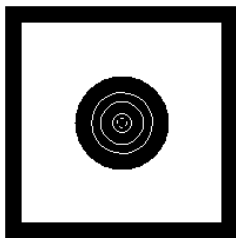
300y

06000019002300(70)
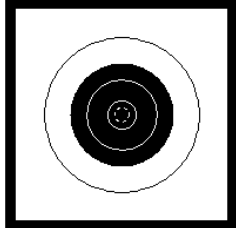
500y

06000019002301(67)
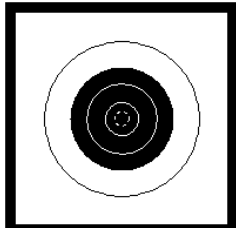
600y

06000019002302(64)
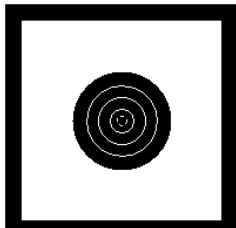
300m

06000019002303(61)
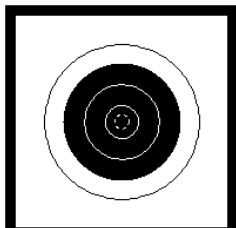
500m

06000019002304(58)
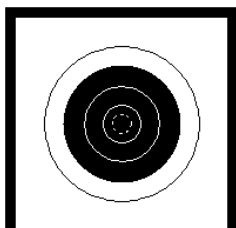
600m

06000019002305(55)
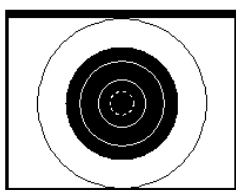
Long Range

06000019002306(52)

Norway

B

B45

06000019002210(49)

B65

06000019002211(46)

B100

06000019002212(43)

Smaen

06000019002213(40)

Minismaen

06000019002214(37)

C

C15

06000019002100(88)

SA951
CUOS
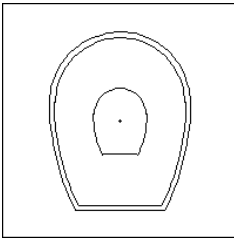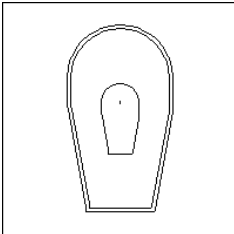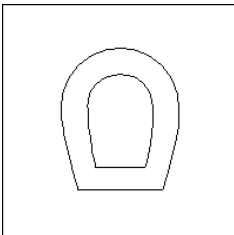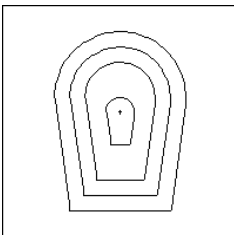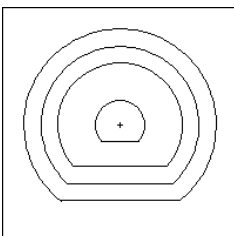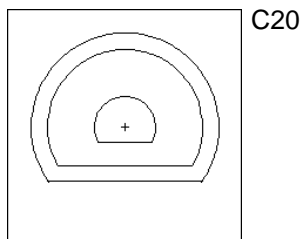
C20

|||||||||||||||||||||||||||||||||||||||||
06000019002101(85)
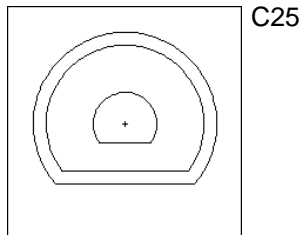
C25

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06000019002102(82)
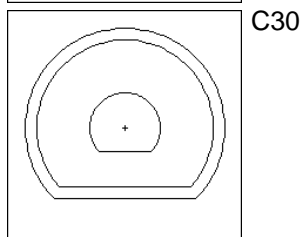
C30

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06000019002103(79)
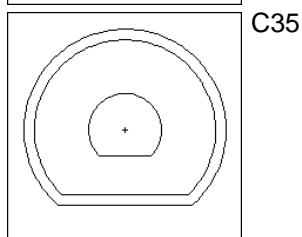
C35

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06000019002104(76)
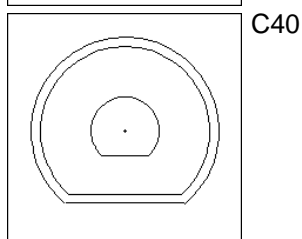
C40

|||||||||||||||||||||||||||||||||||||||||
06000019002105(73)
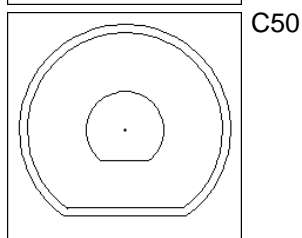
C50

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06000019002106(70)

1/x

SIUS SA951
CUOS
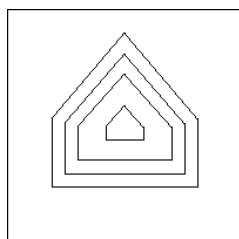
1/3Mini

06000019002200(79)
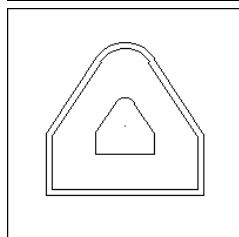
1/3

06000019002202(73)
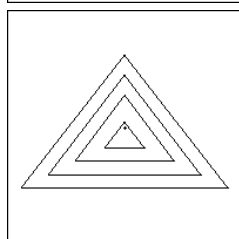
1/4Mini

06000019002201(76)
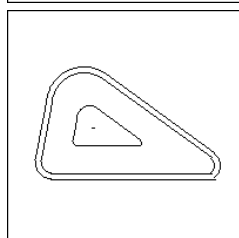
1/4Figur

06000019002207(58)
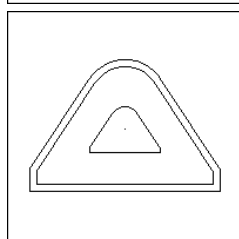
1/4

06000019002203(70)
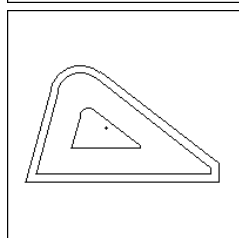
1/6

06000019002204(67)
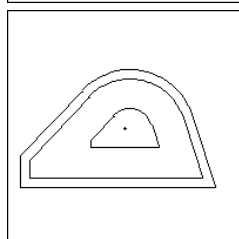
1/8

06000019002205(64)

SIUS **SA951 CUOS**

1/10
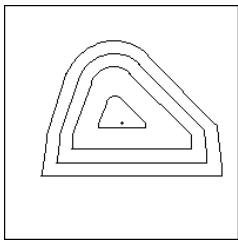
0600019002206(61)

Other
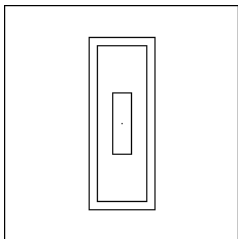
13x40

0600019002107(67)
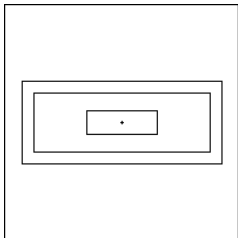
30x10

0600019002108(64)
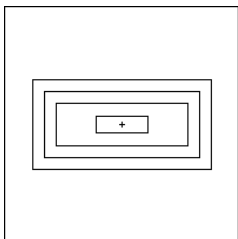
Stripe

0600019002109(61)
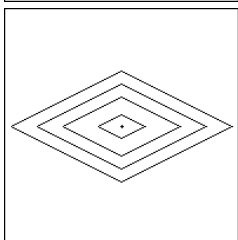
Prisme

0600019002110(58)

S25

0600019002111(55)

SIUS

SA951 CUOS
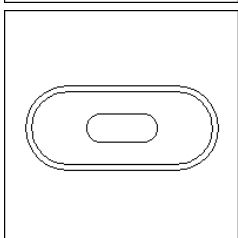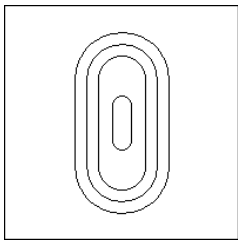
Hjul
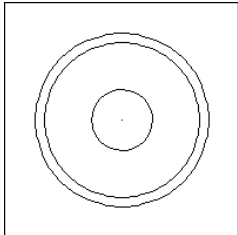
0600019002112(52)

150Sirkel

0600019002113(49)
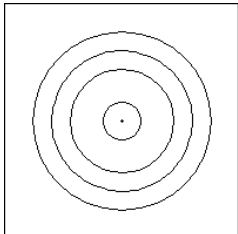
55Sirkel

0600019002114(46)
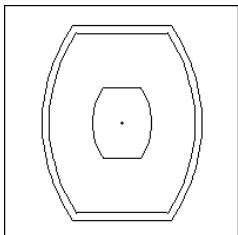
40Tonne

0600019002208(55)
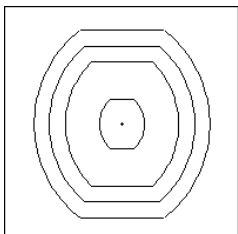
14Tonne

0600019002209(52)

NSF 15m

0600019001410(24)

DFS 15m

0600019003300(77)

SA951
CUOS
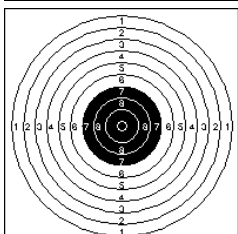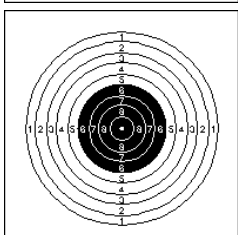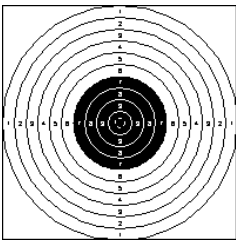
DFS100

06000019003301(74)
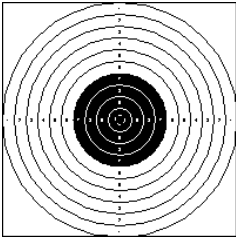
DFS 200

06000019003302(71)
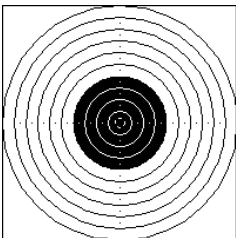
DFS 300

06000019003303(68)
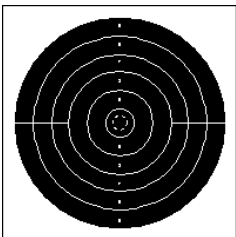
Sprintluft

06000019003304(65)

NSRA
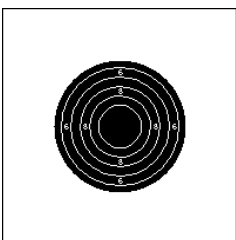
NSRA 15 Yards
NSRA 15 yards integer scoring.

06000019003600(50)
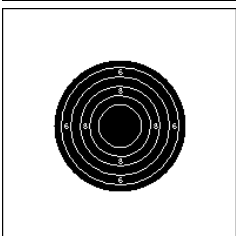
NSRA 15 Yards Final
NSRA 15 yards decimal scoring.

06000019003601(47)

SIUS **SA951 CUOS**
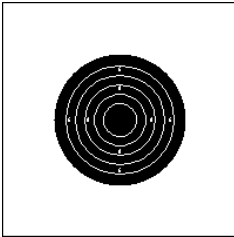
NSRA 20 Yards

UK NSRA 20 Yards Short-Range Prone Target scored by Outward Gauging (NSRA 1989 Series). Scoring according to rules 5.1.7 and 5.1.7.1 from "Rules and Regulations" book (http://www.nsra.co.uk/index.php/home/downloads/category/82-rules).
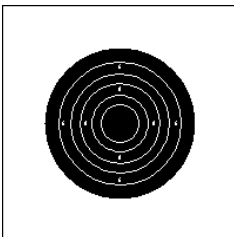
06000019003602(44)

NSRA 25 Yards Prone

UK NSRA 25 Yards Short-Range Prone Target scored by Outward Gauging (NSRA 1989 Series). Scoring according to rules 5.1.7 and 5.1.7.1 from "Rules and Regulations" book (http://www.nsra.co.uk/index.php/home/downloads/category/82-rules).
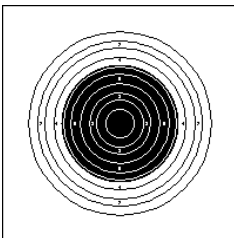
06000019003603(41)

NSRA 25 Yards Standing

UK NSRA 25 Yards Short-Range Standing & Kneeling Target scored by Outward Gauging (NSRA 1989 Series). Scoring according to rule 5.1.7 from "Rules and Regulations" book (http://www.nsra.co.uk/index.php/home/downloads/category/82-rules).
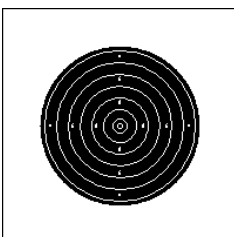
06000019003604(38)

NSRA 50 Yards

UK NSRA 50 Yards Long-Range Prone Target scored by Inward Gauging (NSRA 1989 Series). Scoring according to rule 5.1.6 from "Rules and Regulations" book (http://www.nsra.co.uk/index.php/home/downloads/category/82-rules).
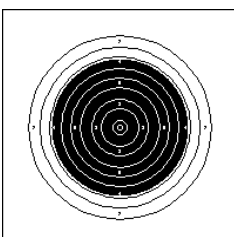
06000019003605(35)

NSRA 100 Yards

UK NSRA 100 Yards Long-Range Standing & Kneeling Target scored by Inward Gauging (NSRA 1989 Series). Scoring according to rule 5.1.6 from "Rules and Regulations" book (http://www.nsra.co.uk/index.php/home/downloads/category/82-rules).

06000019003606(32)

USA

Air
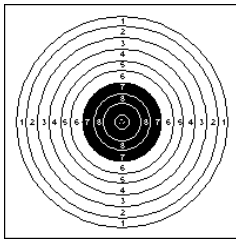
Air Pistol

10 metre air pistol target; ISSF Rules, Section 6.3.2.6; diameter 155.5mm; black reflector from ring 7 to 10
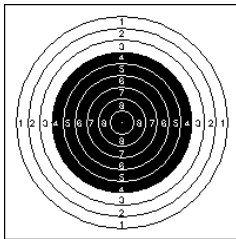
06000019000203(56)

Air Rifle

10 metre running target; ISSF Rules, Section 6.3.2.3; diameter 45.5mm; black reflector from ring 4 to 9
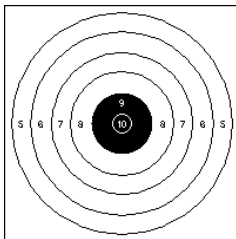
06000019000201(62)

AR-SR

06000019002810(92)
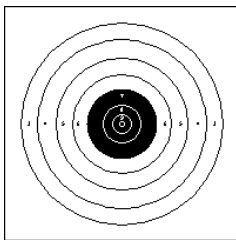
AR-MR

06000019002811(89)

Small Bore
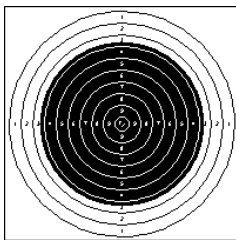
50m

50 metre precision rifle target; ISSF Rules, Section 6.3.2.2; diameter 154.4mm; black reflector from one section of ring 3 to ring 10, diameter 112.4mm

06000019000301(53)

50ft Rifle Target

06000019002803(16)

A17 50ft

06000019002812(86)

Pistol

B2 50ft slow

06000019003200(86)
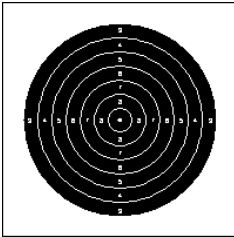
B3 50ft rapid
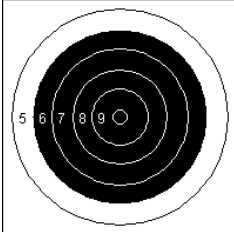
06000019003201(83)
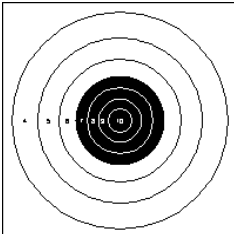
B4 20yd slow
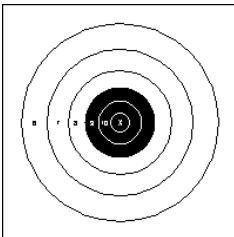
06000019003202(80)
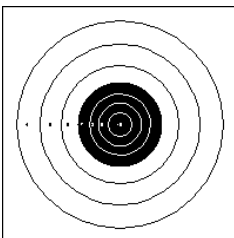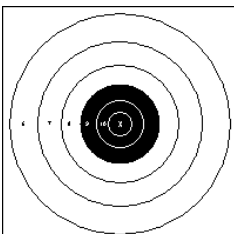
B5 20yd rapid
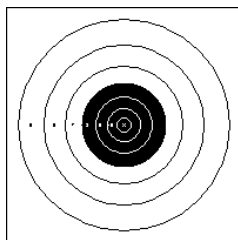
06000019003203(77)

B6 50yd slow

06000019003204(74)
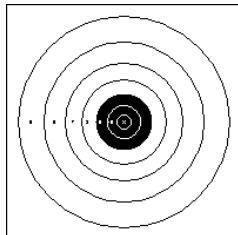
B8 25yd rapid

06000019003205(71)
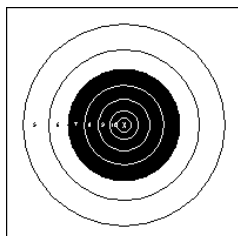
B16 25yd slow

06000019003206(68)

Rifle
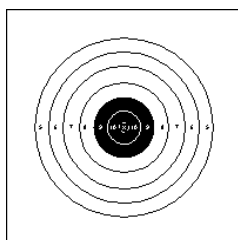
SR1 100y

06000019002807(04)
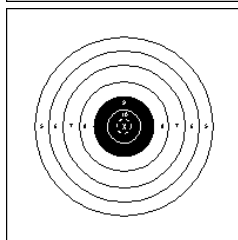
SR2 200y

06000019002805(10)
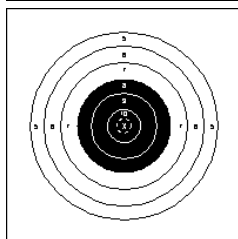
SR3 300y

06000019002808(01)

SA951
CUOS
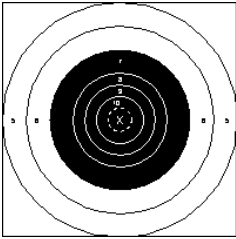
MR1 600y
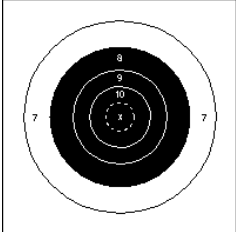
06000019002806(07)

LR1 1000yd

06000019002809(95)
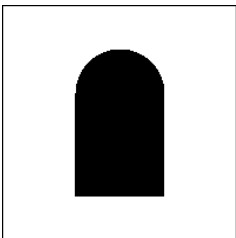
Long Range

06000019002801(22)
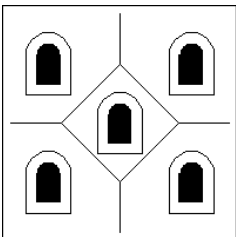
Short Range

06000019002800(25)

Hunting
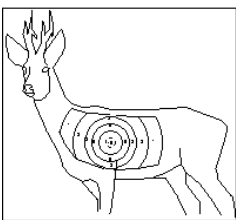
Roebuck Left

06000019000102(68)

Wild Boar 5 Left

06000019000110(44)

SIUS **SA951 CUOS**
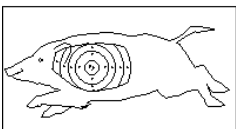
Programs

The programs are subdivided according to the usual distance, and according to categories of additional properties (e.g. Federation programs, group championships). The individual programs are designated with the target picture (e.g. A5), the type or fire (T=Test shots, S=Single fire, D=Serial fire) and the number of shots in this type of fire (T2 = 2 test shots, S5 = single fire 5 shots, D3 = serial fire 3 shots, T0 = test free/open, i.e. an open-ended number of test shots can be fired).

10m

The directory 10m is the compilation of all programs which typically are shot over a distance of 10 metres.

ISSF

Air Rifle 40

20000735(55)

Air Rifle 60

20000734(58)

Air Pistol 40

20000737(49)

Air Pistol 60

20000736(52)

Running Target

3030

20000760(77)

2020

20000761(74)

Mixed

20000762(71)

Biathlon

 15mm

06000019001302(57)

 20mm

06000019001301(60)

Pentathlon

Pentathlon 20

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20000450(37)

Pentathlon 3*10

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20000460(07)

CE

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20000451(34)

Sighters

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20000452(31)

Other

Air rifle 10.9 final

Air Rifle 30

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20000774(35)

Air Rifle 20

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20000773(38)

3 Positions Final

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20000710(33)

Air Rifle 30

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20000756(89)

Air Rifle 20

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20000757(86)

Air Rifle 3*10

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20000754(95)

Air Rifle 3*20

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20000777(26)

Air Rifle 3*40

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20000819(94)

Air Pistol 30

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20000749(13)

Air Pistol 20

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20000739(43)

Zimmerstutzen 30

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20000748(16)

Light Signal

Rapid Fire Pistol

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20000765(62)

Standard Pistol 60

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20000201(08)

Standard Pistol 40

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20000202(05)

Standard Pistol 30

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20000203(02)

Sport Pistol

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20000204(96)

Rapid Fire

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20000205(93)

Italy

P10Sp

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20000206(90)

Switzerland

Air Rifle 10

P0 mit Druck

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20000112(81)

P0 ohne Druck

||||||||||||||||||||
20000113(78)

D0

||||||||||||||||||||
20000114(75)

S10

||||||||||||||||||||
20000115(72)

Air Pistol 10

P0 mit Druck

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20000116(69)

P0 ohne Druck

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20000117(66)

D0

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20000118(63)

S10

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20000119(60)

Sweden

FT Rifle Sitting

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20000490(14)

FT Rifle Standing

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20000492(08)

FT Pistol

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20000494(02)

FT Rifle Custom

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20000496(93)

FT Pistol Custom

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20000498(87)

Finland

FT Rifle

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20000590(05)

FT Pistol

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20000592(96)

FT Rifle Custom

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20000496(93)

FT Pistol Custom

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20000498(87)

25m

The directory 25m is the compilation of all programs which typically are shot over a distance of 25 metres.

ISSF

Rapid Fire Pistol

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20000730(70)

Sport Pistol

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20000733(61)

Center Fire Pistol

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20000731(67)

Standard Pistol

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20000732(64)

CISM

Sport Pistol

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20000733(61)

Center Fire Pistol

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20000731(67)

Military Rapid Fire Men

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20000750(10)

Military Rapid Fire Women

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20000753(01)

Switzerland

25RAP

P0 mit Druck

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20000142(88)

P0 ohne Druck

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20000143(85)

D0

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20000144(82)

S5

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20000145(79)

D5

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20000146(76)

S5D5

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20000147(73)

D5D5

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20000148(70)

D5D5D5

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20000149(67)

P5 D5 D5 D5

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20000150(64)

PP10

P0 mit Druck

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20000151(61)

P0 ohne Druck

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20000152(58)

D0

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20000153(55)

S5S5

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20000154(52)

D5D5

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20000155(49)

P5 D5 D5

20000156(46)

O10

P0 mit Druck

20000157(43)

P0 ohne Druck

20000158(40)

D0

20000159(37)

S5S5

20000160(34)

D5D5

20000161(31)

S5 S5 S5

20000162(28)

D5D5D5

20000163(25)

S5 S5 S5 S5

20000164(22)

D5D5D5D5

20000165(19)

OP

20000830(61)

FS

20000831(58)

Feldstich

20000166(16)

Danmark

Small Bore

DGI Finpistol

20000894(63)

Standard Pistol

20000732(64)

Big Bore

DGI Finpistol grovpistol GPA

20000897(54)

Standard Pistol Gkal

20000893(66)

Germany

BSSB GK Kombi Wettkampf

Teil A

20000244(73)

Teil B

20000245(70)

Final

20000246(67)

Kurzwaffenwettbewerbe

Rapid Fire Pistol Junior
DSB SpO 2.31: 25m Schnellfeuerpistole (2x20) Nachwuchswettbewerb

20000261(22)

Pistole Nachwuchs
DSB SpO 2.41: 25m Pistole Nachwuchswettbewerb

20000263(16)

Sportpistole Präzision
DSB SpO 2.42: 25m Sportpistole Auflage Präzision

20000265(10)

Sportpistole Präzision Zehntel
DSB SpO 2.42: 25m Sportpistole Auflage Präzision. Wertung: Zehntel

20000266(07)

Kurzwaffen Vorkampf

20000267(04)

Kurzwaffen Endkampf

20000269(95)

Vorderlader

Präzision

20000270(92)

Präzision 200m

20000271(89)

Other

SP15

20000751(07)

Russian No. 04

||||||||||||||||||||||||
20000865(53)

50m

The directory 50m is the compilation of all programs which typically are shot over a distance of 50 metres.

ISSF

Rifle 60

||||||||||||||||||||||||
20000725(85)

Standard Rifle 3*20

||||||||||||||||||||||||
20000726(82)

Free Rifle 3*40

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20000724(88)

3 Positions Final

||||||||||||||||||||||||
20000791(81)

Pistol 60

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20000727(79)

Rifle 2x30

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20000716(15)

CISM

Rifle 60

||||||||||||||||||||||||
20000725(85)

Standard Rifle 3*20

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20000726(82)

Biathlon
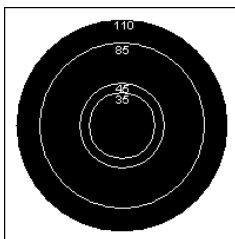
35mm

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06000019001306(45)
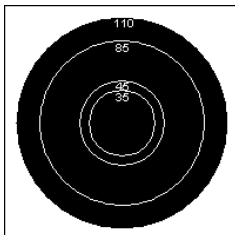
45mm

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06000019001305(48)
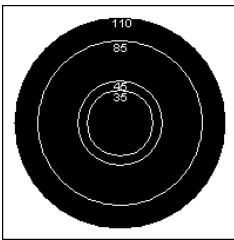
	85mm	 06000019001304(51)
	110	 06000019001303(54)
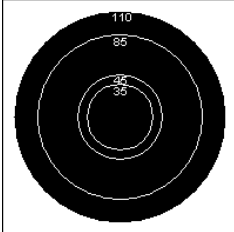
Running Target

ISSF

\ISSF\ISSF Boar

3030

20000770(47)

2020

20000771(44)

Mixed

20000772(41)

\ISSF\(Rings)ISSF Boar

3030

20000822(85)

2020

20000824(79)

Mixed

20000826(73)

DJV

Wild Boar 5

20000775(32)

SWE

Running Roebuck

20000851(95)

Roebuck (Rings)

||||||||||||||||||||||||
20000849(04)

Running Moose
60% Moose LR Running

||||||||||||||||||||||||
20000852(92)

Moose LR Running
60% Moose LR Running

||||||||||||||||||||||||
20000859(71)

Switzerland

Rifle

\Rifle\A5

P0S10

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20000092(44)

P0 D5 D5

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20000093(41)

\Rifle\A10

P0 mit Druck

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20000094(38)

P0 ohne Druck

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20000095(35)

D0

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20000096(32)

S6

||||||||||||||||||||||||
20000097(29)

S8

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20000098(26)

S10

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20000099(23)

S4 D2 D2

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20000100(20)

S4 D3 D3

||||||||||||||||||||||||
20000101(17)

S6 D2 D2

||||||||||||||||||||||||
20000102(14)

D3D3D3

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20000103(11)

Rifle 30 (15+15)

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20000715(18)

\Rifle\A20

P0 mit Druck

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20000167(13)

P0 ohne Druck

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20000168(10)

S6S8S10

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20000104(08)

\Rifle\A100

P0 mit Druck

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20000105(05)

P0 ohne Druck

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20000106(02)

D0

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20000107(96)

Nachdoppel

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20000360(16)

S3

||||||||||||||||||||||||
20000108(93)

S5

||||||||||||||||||||||||
20000109(90)

S6

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20000110(87)

S10

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20000111(84)

Pistol

OP

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20000832(55)

\Pistol\PA4

P0 mit Druck

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20000120(57)

P0 ohne Druck

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20000121(54)

D0

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20000122(51)

\Pistol\PB5

P0 mit Druck

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20000123(48)

P0 ohne Druck

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20000124(45)

D0

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20000125(42)

FS

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20000833(52)

\Pistol\PA10

P0 mit Druck

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20000126(39)

P0 ohne Druck

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20000127(36)

D0

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20000128(33)

S6

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20000129(30)

S8

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20000130(27)

S10

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20000131(24)

P0S10D5

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20000132(21)

B-Match

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20000133(18)

\Pistol\PA100

P0 mit Druck

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20000134(15)

P0 ohne Druck

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20000135(12)

D0

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20000136(09)

Nachdoppel

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20000137(06)

S3

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20000138(03)

S5

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20000139(97)

S6

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20000140(94)

S10

|||||||||||||||||||||||||
20000141(91)

Morgarten

|||||||||||||||||||||||||
20000361(13)

Danmark

40-60-40

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20000456(19)

20-60-20

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20000455(22)

FRA

TAR 50m

|||||||||||||||||||||||||
20000872(32)

Nederland

PG50 KKG
PG50 KKG

|||||||||||||||||||||||||
20000169(07)

Other

Rifle 3*10

|||||||||||||||||||||||||
20000755(92)

Rifle 3*15

|||||||||||||||||||||||||
20000769(50)

Rifle 30

|||||||||||||||||||||||||
20000758(83)

Rifle 20

|||||||||||||||||||||||||
20000714(21)

300m

The directory 300m is the compilation of all programs which typically are shot over a distance of 300 metres.

ISSF

Free Rifle 3*40

|||||||||||||||||||||
20000721(97)

Free Rifle 60

|||||||||||||||||||||
20000722(94)

Standard Rifle 3*20

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20000723(91)

CISM

Standard Rifle 3*20

|||||||||||||||||||||
20000723(91)

Rapid Fire 3x20
*Military Rapid Fire 3*20*

|||||||||||||||||||||
20000816(06)

Switzerland

OP

Complete

|||||||||||||||||||||
20000840(31)

OP A5 Sighters

|||||||||||||||||||||
20000839(34)

OP Part 1
A5 S5

|||||||||||||||||||||
20000838(37)

OP B4 Sighters

|||||||||||||||||||||
20000836(43)

OP Part 2
B4 S5 D2 D3 D5

|||||||||||||||||||||
20000837(40)

Group championship

A5P
Unlimited test shots feature on the A5 window

|||||||||||||||||||||
20000398(96)

A10P
Unlimited test shots feature on the A10 window

|||||||||||||||||||||
20000397(02)

Field A
GM Field A

|||||||||||||||||||||
20000084(68)

Field B
GM Field B

|||||||||||||||||||||
20000014(84)

Field D
GM Field D

20000083(71)

Field E
GM Field E

20000074(01)

A

\A\A5

P0 mit Druck

20000011(93)

P0 ohne Druck

20000085(65)

\A\A5\Shot by Shot

S4

20000019(69)

S5

20000012(90)

S6

20000013(87)

S8

20000020(66)

S10

20000015(81)

\A\A5\Deferred

D0

20000010(96)

D5

20000023(57)

D6

20000024(54)

D3D3

20000025(51)

D4D4

20000026(48)

D5D5

20000016(78)

\A\A5\Deferred\Include sighters

P2 D2 D3 D5

||||||||||||||||||||||||
20000344(64)

P1 D2 D3 D4 D5

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20000346(58)

P2 D2 D2 D3 D3

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20000348(52)

\A\A5\Combined

S4D4

||||||||||||||||||||||||
20000006(11)

S5D3

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20000021(63)

S2 D3 D5

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20000009(02)

S4 D3 D3

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20000022(60)

S5 D3 D4

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20000007(08)

S6 D3 D3

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20000676(38)

S2 D2 D3 D5

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20000008(05)

\A\A5\Combined\Include sighters

S6D4

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20000002(23)

P2 S1 D3 D6

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20000027(45)

P2 S2 D3 D3

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20000668(62)

P2 S2 D3 D5

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20000003(20)

P2 S5 D3 D4

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20000667(65)

P3 S6 D3 D3

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20000001(26)

P2 D2 D2 D3 D3

20000005(14)

P1 S2 S3 S4 S5

20000004(17)

\A\A10

P0 mit Druck

20000031(33)

P0 ohne Druck

20000086(62)

\A\A10\Shot by Shot

S5

20000033(27)

S6

20000034(24)

S8

20000035(21)

\A\A10\Shot by Shot\Include sighters

Opening shooting

20000763(68)

P2S6

20000666(68)

P2S10

20000029(39)

P2S6S4

20000038(12)

\A\A10\Deferred

D0

20000030(36)

D5

20000043(94)

D6

20000044(91)

D3D3

20000045(88)

D5D5

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20000090(50)

\A\A10\Deferred\Include sighters

P2D1

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20000694(81)

P2 D2 D3 D5

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20000040(06)

P2 4*D5

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20000028(42)

\A\A10\Combined

S3D3

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20000041(03)

S4D4

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20000042(97)

S5D3

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20000046(85)

S6D4

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20000032(30)

S2 D3 D5

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20000039(09)

S2 D3 D5

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20000357(25)

S4 D3 D3

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20000210(78)

S3 S4 D4 D4

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20000677(35)

\A\A10\Combined\Include sighters

S4D4

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20000047(82)

S5D3

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20000037(15)

S6D6

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20000048(79)

P2 S5 D2 D3

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20000356(28)

P2 4*D5

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20000695(78)

Prone 4*S10

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20000589(08)

Standing 4*S10

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20000579(38)

Kneeling 4*S10

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20000569(68)

\A\A100

P0 mit Druck

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20000051(70)

P0 ohne Druck

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20000087(59)

\A\A100\Shot by Shot

S2
Nachdoppel

||||||||||||||||||||
20000052(67)

S3

||||||||||||||||||||
20000053(64)

S4

||||||||||||||||||||
20000054(61)

S5

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20000055(58)

S6

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20000056(55)

S10

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20000057(52)

S15

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20000088(56)

P1S4

||||||||||||||||||||
20000665(71)

D0

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20000050(73)

D4D4

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20000049(76)

P2 S5 D2 D3

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20000058(49)

B

\B\B4

P0 mit Druck

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20000061(40)

P0 ohne Druck

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20000089(53)

S6

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20000062(37)

\B\B4\Deferred

D0

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20000060(43)

D5

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20000064(31)

D6

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20000063(34)

D3D3

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20000065(28)

D4D4

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20000066(25)

P2 D4 D6 KOM

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20000349(49)

\B\B4\Combined

S3 D3 D3

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20000067(22)

S3 D3 D6

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20000379(56)

S3 D3 D3 D3

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20000069(16)

S4D4

||||||||||||||||||||||||
20000345(61)

Feldstich

||||||||||||||||||||||||
20000091(47)

\B\B4\Combined\Include sighters

P2 S1 S3 S6

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20000068(19)

P2 S2 D3 D5

|||||||||||||||||||||||||||||
20000669(59)

S4D4

|||||||||||||||||||||||||||||
20000070(13)

P2 S6 D6 D6

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20000075(95)

\B\B10

P0

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20000968(35)

S0

|||||||||||||||||||||||||||||
20000076(92)

D0

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20000077(89)

S2 D3 D5

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20000376(65)

S2D2

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20000078(86)

D3D5

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20000079(83)

\B\B100

P0

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20000967(38)

S0

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20000081(77)

D0

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20000080(80)

S10

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20000082(74)

\B\PB5

P0

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20000394(11)

S0

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20000071(10)

D0

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20000073(04)

D4D6

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20000072(07)

Other

FS

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20000059(46)

Knabenschiessen

The youth shooting practice is solely for the Zurich Youth Shoot. Therefore it has a special score (A6) and a special printout. In youth shooting 5 shots are fired at an A5 target. The innermost ring (5-er ring) is valued with 6 points. The outermost ring counts for 2 points instead of 1 point. Each hit outside the outermost ring that nonetheless hits the target counts for 1 point. Moreover at the end each target hit is further awarded 1 point and this sum is included in the total result. The maximum is therefore 5 x 6 points + 5 hits = 35 points.

||||||||||||||||||||||||
20000399(93)

Morgarten

||||||||||||||||||||||||
20000362(10)

Pfäffiker winter practice

Hit score for single firer: every 10 shots in 10-er score; for group score 2. Pass (E4) in 100-er score.

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20000377(62)

Ustertag-Scheibe

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20000738(46)

Vögelinsegg

||||||||||||||||||||||||
20000363(07)

Hans Waldmann Schiessen

||||||||||||||||||||||||
20000776(29)

Endschiessen

||||||||||||||||||||||||
20000170(04)

\Other\Gams

Opening shooting

||||||||||||||||||||||||
20000596(84)

Grümpel Stich

||||||||||||||||||||||||
20000597(81)

F5

D0

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000976(11)

S0

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000986(78)

Scandinavia

Swedish program

Double
P0 S5 S5 S5 S5

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20000718(09)

10
P0 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000719(06)

25
P0 S5 S5 S5 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000720(03)

Swedish championship

First relay
P0 S5 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000705(48)

Middle relay
P0 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000706(45)

Final
P0 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000707(42)

Reserved
P0 S5 S5 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000708(39)

Final reserved
P0 S5 S5 S5

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000709(36)

Other

Rifle 2x30

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000717(12)

Rifle 3*10

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000728(76)

Rifle 20

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
20000713(24)

Other

All targets that do not clearly fall under one of the preceding distances are included in the category 'Other'.

50ft

50ft Rifle 3x40

```
||||| ||| ||| ||| ||| |||||| ||| |||
20000845(16)
```

50ft Rifle 3x20

```
||||| ||| ||| ||| ||| |||| ||| ||||
20000841(28)
```

200m

C200

C200 60

```
||||| ||| ||| ||| ||| ||| ||| |||
20000854(86)
```

C200 3x20

```
||||| ||| ||| ||| ||| ||| ||| |||
20000855(83)
```

TAR 200m

```
||||| ||| ||| ||| ||| ||| |||
20000871(35)
```

A10 Reduced 200

Free Rifle 60

```
||||| ||| ||| ||| ||| ||| |||
20000866(50)
```

Standard Rifle 3*20

```
||||| ||| ||| ||| ||| ||| |||
20000867(47)
```

NRA

MR1 600y

```
||||| ||| ||| ||| ||| ||| |||
20000925(67)
```

Short Range

```
||||| ||| ||| ||| ||| ||| |||
20000920(82)
```

Long Range

```
||||| ||| ||| ||| ||| ||| |||
20000921(79)
```

Combined Range

```
||||| ||| ||| ||| ||| ||| |||
20000922(76)
```

Full Bore

3yDL

```
||||| ||| ||| ||| ||| ||| |||
20000860(68)
```

5yDL

```
||||| ||| ||| ||| ||| ||| |||
20000861(65)
```

6yDL

```
||||| ||| ||| ||| ||| ||| |||
20000862(62)
```

LRDL

20000863(59)

Austria

Pistol

\Pistol\1
1

Pistol A 5m

20000500(81)

Pistol A 10m

20000501(78)

\Pistol\2
2

Pistol B 5m

20000502(75)

Pistol B 10m

20000503(72)

\Pistol\3
3

Pistol D 5m

20000504(69)

Pistol D 10m

20000505(66)

\Pistol\4
4

Pistol D 5m

20000504(69)

Pistol D 10m

20000505(66)

5
5

20000504(69)

6
6

20000504(69)

7
7

20000506(63)

8
8

20000508(57)

9

9

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20000508(57)

10

10

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20000507(60)

11

11

║█║█║█║█║█║█║║█║█║█║
20000509(54)

12

12

║█║█║█║█║█║█║║█║█║█║
20000510(51)

Rifle

\Rifle\5

5

Rifle A 10m vertical

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20000511(48)

Rifle A 20m vertical

║█║█║█║█║█║█║║█║█║█║
20000512(45)

\Rifle\6

6

Rifle B 10m horizontal

║█║█║█║█║█║█║║█║█║█║
20000513(42)

Rifle B 20m horizontal

║█║█║█║█║█║█║║█║█║█║
20000514(39)

\Rifle\7

7

Rifle B 10m ellipse

║█║█║█║█║█║█║║█║█║█║
20000515(36)

Rifle B 20m ellipse

║█║█║█║█║█║█║║█║█║█║
20000516(33)

\Rifle\8

8

Rifle B 10m ellipse

║█║█║█║█║█║█║║█║█║█║
20000515(36)

Rifle B 20m ellipse

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20000516(33)

9

9

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20000515(36)

10
10

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20000515(36)

11
11

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20000515(36)

12
12

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20000519(24)

13
13

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20000519(24)

\Rifle\14
14

Rifle C 15m

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20000517(30)

Rifle C 30m

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20000518(27)

15
15

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20000520(21)

16
16

||||||||||||||||||||
20000521(18)

Scandinavia

Targets that are used only in Scandinavia are stored in this directory. The exception is animal images (moose and reindeer) which can be found under '\Other\Hunting\Moose'.

Military

2x1/3 figure

||||||||||||||||||||
20000740(40)

1/1+1/3 figure

||||||||||||||||||||
20000741(37)

Full Figure

||||||||||||||||||||
20000742(34)

1/8+1/2 figure

||||||||||||||||||||
20000743(31)

Half Figure

||||||||||||||||||||
20000744(28)

One Third Figure

||||||||||||||||||||
20000745(25)

Eighth figure

||||||||||||||||||||
20000746(22)

Precision

‖‖‖‖‖‖‖‖‖‖‖‖
20000747(19)

Hunting

Moose

‖‖‖‖‖‖‖‖‖‖‖‖
20000850(01)

Moose LR Running

‖‖‖‖‖‖‖‖‖‖‖‖
20000853(89)

Boar L/R SWE
Swedish wild boar target.

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20000858(74)

Muzzle Loader

C50

‖‖‖‖‖‖‖‖‖‖‖‖
20000250(55)

C200

‖‖‖‖‖‖‖‖‖‖‖‖
20000251(52)

USA

The directory 10m is the compilation of all programs which typically are shot over a distance of 10 metres.

ISSF

10m

Air Rifle 40

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20000735(55)

Air Rifle 60

‖‖‖‖‖‖‖‖‖‖‖‖
20000734(58)

Air Pistol 40

‖‖‖‖‖‖‖‖‖‖‖‖
20000737(49)

Air Pistol 60

‖‖‖‖‖‖‖‖‖‖‖‖
20000736(52)

25m

Rapid Fire Pistol

‖‖‖‖‖‖‖‖‖‖‖‖
20000730(70)

Sport Pistol

‖‖‖‖‖‖‖‖‖‖‖‖
20000733(61)

Center Fire Pistol

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20000731(67)

Standard Pistol

|||||||||||||||||||||||||||||||
20000732(64)

50m

Rifle 60

|||||||||||||||||||||||||||||||
20000725(85)

Standard Rifle 3*20

|||||||||||||||||||||||||||||||
20000726(82)

Free Rifle 3*40

|||||||||||||||||||||||||||||||
20000724(88)

3 Positions Final

|||||||||||||||||||||||||||||||
20000791(81)

Pistol 60

|||||||||||||||||||||||||||||||
20000727(79)

NCAA

NCAA AR60

|||||||||||||||||||||||||||||||
20000470(74)

50ft Rifle 3x20

|||||||||||||||||||||||||||||||
20000841(28)

50ft 3 Position Final

|||||||||||||||||||||||||||||||
20000864(56)

Junior

Standing

Air Rifle 40

|||||||||||||||||||||||||||||||
20000735(55)

Air Rifle 60

|||||||||||||||||||||||||||||||
20000734(58)

ARS2x20

|||||||||||||||||||||||||||||||
20000607(51)

ARS3x20

|||||||||||||||||||||||||||||||
20000608(48)

Final

|||||||||||||||||||||||||||||||
20000471(71)

Other

Air Rifle 3*10

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20000754(95)

Air Rifle 3*20

|||||||||||||||||||||||||||||||||
20000766(59)

Junior 4P

|||||||||||||||||||||||||||||||||
20000612(36)

Junior 4P Final

|||||||||||||||||||||||||||||||||
20000600(72)

CMP

NMAR

NMAR - Half Course

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20000609(45)

NMAR - Full Course

|||||||||||||||||||||||||||||||||
20000610(42)

NMAR - Sporter Garand

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20000611(39)

Pistol

\Pistol\President's Course

1

|||||||||||||||||||||||||||||||||
20000613(33)

2

|||||||||||||||||||||||||||||||||
20000614(30)

3

|||||||||||||||||||||||||||||||||
20000615(27)

\Pistol\National Match Course

1

|||||||||||||||||||||||||||||||||
20000616(24)

2

|||||||||||||||||||||||||||||||||
20000617(21)

3

|||||||||||||||||||||||||||||||||
20000618(18)

Rifle

\Rifle\President's Course

1

||||||||||||||||||||||
20000619(15)

2

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20000620(12)

3

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20000621(09)

Final

||||||||||||||||||||||
20000650(19)

\Rifle\National Match Course

1

||||||||||||||||||||||
20000622(06)

2

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20000623(03)

3

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20000624(97)

4

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20000625(94)

NRA

Pistol

\Pistol\National Match Course

1

||||||||||||||||||||||
20000616(24)

2

||||||||||||||||||||||
20000617(21)

3

||||||||||||||||||||||
20000618(18)

\Pistol\Short Course

1

||||||||||||||||||||||
20000626(91)

2

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20000627(88)

3

||||||||||||||||||||||
20000628(85)

\Pistol\Camp Perry Course

1

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20000629(82)

2

||||I|I|I||I||I|I|I||I||I|I|||||I||
20000630(79)

3

||||I|I|I||I||I|I|I||I||I||I||I||||
20000631(76)

\Pistol\Marksman League Course
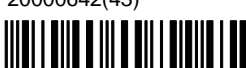
1

||||I|I|I||I||I|I|I||I||I|I|||I||I||
20000632(73)

2

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20000633(70)

3

||||I|I|I||I||I|I|I||I||I||I||I|||||
20000634(67)

\Pistol\Gallery Course

1

||||I|I|I||I||I|I|I||I||I|I||||I||I||
20000635(64)

2

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20000636(61)

3

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20000637(58)

4

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20000638(55)

5

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20000639(52)

6

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20000640(49)

Rifle

\Rifle\National Match Course

1

||||I|I|I||I||I|I|I||I||I|I|||I||I||
20000641(46)

2

||||I|I|I||I||I|I|I||I||I|I||I||I||I||
20000642(43)

3

||||I|I|I||I||I|I|I||I||I|I|||I||I||
20000643(40)

4	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000644(37)

\Rifle\Regional Course

1	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000645(34)
2	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000646(31)
3	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000647(28)
4	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000648(25)
5	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000649(22)

Norway

Rifle

DFS 15m

\DFS 15m\A

A ARE V65 V73 1 AG3	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000400(90)
A Kl J 2 V55 Åpen	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000403(81)
A Kl 3 4 5	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000406(72)

\DFS 15m\B

B ARE V65 V73 1 AG3	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000409(63)
B Kl J 2 V55 Åpen	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000411(57)
B Kl 3 4 5	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000413(51)
DFS100	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000415(45)
DFS 200	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖ 20000418(36)

DFS 300

‖‖‖‖‖‖‖‖‖‖‖‖
20000421(27)

Pistol

Sprintluft

‖‖‖‖‖‖‖‖‖‖‖‖
20000425(15)

Hurtigpistol

SmlB

‖‖‖‖‖‖‖‖‖‖‖‖
20000753(01)

BigB

‖‖‖‖‖‖‖‖‖‖‖‖
20000750(10)

Fripistol B

‖‖‖‖‖‖‖‖‖‖‖‖
20000424(18)

NAIS

SmlB

‖‖‖‖‖‖‖‖‖‖‖‖
20000426(12)

BigB

‖‖‖‖‖‖‖‖‖‖‖‖
20000427(09)

GER

Anschiessen

Pistole/ZF-Gewehr

‖‖‖‖‖‖‖‖‖‖‖‖
20000211(75)

Maschinenpistole

‖‖‖‖‖‖‖‖‖‖‖‖
20000212(72)

Gewehr G3

‖‖‖‖‖‖‖‖‖‖‖‖
20000213(69)

Maschinengewehr

‖‖‖‖‖‖‖‖‖‖‖‖
20000214(66)

G22

‖‖‖‖‖‖‖‖‖‖‖‖
20000215(63)

G36-T

‖‖‖‖‖‖‖‖‖‖‖‖
20000216(60)

G36-V

‖‖‖‖‖‖‖‖‖‖‖‖
20000217(57)

G3-Übungen

G-V

`20000218(54)`

G-S-1

`20000219(51)`

G-S-2

`20000220(48)`

G-S-3a

`20000221(45)`

G-S-3a (WÜ)

`20000222(42)`

G-S-3a (Probe)

`20000223(39)`

G-S-3c

`20000224(36)`

G-S-3c (WÜ)

`20000225(33)`

G-S-3c (Probe)

`20000226(30)`

G36-Übungen

G36-S-1a

`20000227(27)`

G36-S-1b

`20000228(24)`

G36-S-3

`20000229(21)`

MP-Übungen

MP-S-1

`20000230(18)`

MP-S-2

`20000231(15)`

P-Übungen

P-S-1

`20000232(12)`

ZfG-Übungen

ZfG-S-1-100

```
20000233(09)
```

ZfG-S-1-100-W

```
20000234(06)
```

ZfG-S-1-200

```
20000235(03)
```

ZfG-S-1-200-W

```
20000236(97)
```

ZfG-S-1-300

```
20000237(94)
```

ZfG-S-1-300-W

```
20000238(91)
```

G22-Übungen

G22-V

```
20000239(88)
```

G22-S-1a-200

```
20000240(85)
```

G22-S-1b-200

```
20000241(82)
```

G22-S-1a-300

```
20000242(79)
```

G22-S-1b-300

```
20000243(76)
```

Control

The control menu contains all the functions that are necessary during a running program. The menu pops up automatically into this view after a program is selected.

Zoom

Most target pictures can be represented in three different sizes (zoom levels). The zoom command switches to the next size. When the smallest size has been reached, then the next zoom command brings up the largest size again.

099052(52)

Match

In the course of a match, by means of the Match button (RC211) the major commands for controlling the match can be carried out by the firer. Thus the setting can be changed from the test group to the first single group. So long as the single group has not yet shot, triggering this command again can enable a return to the test group. In user practices and in free series this command does not appear in the menu. In this case (if the RC211 is pressed or if the corresponding barcode is input) a group total is triggered.

990636(75)

Sighters

In free series the fire type can be restarted at any time with the commands Test, Single and Series.

99063400(49)

Shot by Shot

In free series the fire type can be restarted at any time with the commands Test, Single and Series. If the fire type is already set to single, with this command the single group can be totalised and immediately a new group can be started. In this way for example every 10 shots a group total of an ISSF shoot can be simulated.

99063401(46)

Subtotal

Closes off the current open group and prints out a group total. The function is available only when an open group (P-, S- or D-) is shot. A group where the number of shots is prescribed cannot be skipped. If shooting takes place without a shot logoff, then shots which have totally missed the target must be reported to the system with the command '\Other\Insert zero shot'.

990530(05)

Total

In a free series the group total corresponds to the intermediate total or to a position total. The current group is added up. This corresponds to a subtotal. In addition all the groups since the last group total are counted together and removed. Thereafter the group can be continued.

990531(02)

TOTAL

In a free series the match total stops the current program (program total). It triggers a subtotal and a group total. In addition all shot values (except test shots) are added together and shown as the 'large' total. Other programs than the free series (match, user practice and fixed programs) cannot be stopped prematurely. They can only be broken off and filled

990532(96)

with manual nulls. An abort can be brought about by the command '\Other\Abort' or by loading another program. In the event of an abort the shot values are also added together and displayed.

Deferred

In free series the fire type can be restarted at any time with the commands Test, Single and Series. If the fire type is already set to Series, with this command the series group can be shown and totalised. Subsequently a new series group is automatically started.

99063402(43)

Show

In a group with serial shots all shots fired up to the present moment are displayed in advance. Correspondingly at the end of the group, only those shots which have not yet been displayed are shown. In groups with the fire type Test or Single Shot the barcode has no effect.

099054(46)

Score

In free series the command Value can change the secondary score to the primary score. This is useful if first a qualifier and then a final are shot. At most official shoots the finals are scored in tenths, but the qualifiers are scored in whole tens. If the command is carried out a second time, then the original score is switched on again. With the commands '\Other\Next Primary Score' and '\Other\Next Secondary Score' the primary and secondary scores can be controlled.

990643(54)

Print screen

The current screen content is printed on the graphics printer.

099050(58)

Repeat

Restarts a closed off practice with the same settings (firer number, firer name, weapon and position). This command can be blocked with the setting '\Other\Start\Permit Repeat\(Off)'.

91(18)

SC-Programs

Practice

In programs that show a match structure, under 'Group' it is possible to select which setting you want to begin with. In this way for example only the final of a match can be shot. During the match in progress, under 'Group' the setting 'Test' can be selected. This test corresponds to the regulated exceptional test which can be permitted after weapon malfunction. If the setting 'Test' is selected, then under 'Group' only the position that was shot most recently appears. Choosing this position enables you to return to the official match.

Malfunction

In the 25m pistol disciplines, various rules are defined which lay down the procedures for weapon failures. According to the discipline and the type of weapon failure (allowable / non allowable) the fired shots must be completed and evaluated. Individual commands enable the system to correctly calculate the end result and to correctly show the individual shots on the screen as well as on the scoreboard.

Fill Series

The active group is stocked with zeros. This also happens when the group have not yet shot.

99063700(22)

Insert zero shot

Inserts a shot with the value 0 into the current program. This function is needed if shooting took place without the use of the shot sensor and the target was missed. The system itself cannot recognise the shot in this situation.

099058(34)

Allowable

A permitted weapon malfunction (decision of the referee) permits the firer to complete the group according to the discipline (sport pistol, central fire pistol in rapid fire section) or to repeat it (standard pistol, rapid fire). The execution of this command produces at least one log entry.

99063701(19)

Non-Allowable

Non allowable weapon failures normally result in the open group being completed with zero and no repeat being available to the firer. Additionally a log entry is produced.

99063702(16)

Compute series

'Calculate series' completes the handling of weapon malfunctions. Even when several repetitions have had to be shot, on this command the shots are correctly selected and counted according to the rules of the ISSF.

99063703(13)

Other

Frequently used operating elements can be found directly under the Control menu\Other.

Abort

Produces in addition to the match total an abort (log entry) in order to mark the current group as invalid.

50(44)

Insert zero shot

Inserts a shot with the value 0 into the current program. This function is needed if shooting took place without the use of the shot sensor and the target was missed. The system itself cannot recognise the shot in this situation.

099058(34)

Clear target window

Clears the shots from the target window without removing them from the score. (see also the setting 'Clear target window after shots')

099062(22)

Clear List

Clears all entries from the list window, without removing the fired shots from the score.

990630(93)

Convert last sighting shot

09906901(97)

Convert both sighters

09906902(94)

Timer

This commands are used to control the embedded Timer.

Set Timer

Sets the Timer to the entered value and displays it in the titlebar

990650(33)

Start Timer

starts the timer

990651(30)

Reset Timer

Resets the timer to the value set by the Set Timer command

990652(27)

Remove Timer

Disables the Timer and removes it from the Display

990653(24)

Fix timer values

Here is a collection of fix timer values to configure the timer via Barcode

30s

30s

9906600030(34)

40s

40s

9906600040(04)

50s

50s

9906600050(71)

60s

60s

9906600060(41)

90s

90s

9906600090(48)

300s

5 min

9906600300(97)

1h

1h

9906603600(91)

Target Lifter

Target height control

Up

Adjust target height upwards

09906916(52)

Down

Adjust target height downwards

09906917(49)

Reference Calibration

Calibrate target lifter. The lifter returns to ist previous position upon completion of the calibration.

09906919(43)

Next Primary Score

Every target image has a number of score methods installed, which can be used to evaluate the target. With the command '\Other\Next Primary Score' these different score methods can be scrolled

9906421999(45)

through. These amendments can only be made for free series. It should also be observed that different score methods are not strongly compatible one with another. It is therefore not advisable to change the score method while a program is running.

Next Secondary Score

Just as for the primary score, so too can the score method for the secondary score be changed.

9906422999(52)

Edit Barcode

990646(45)

System

Settings and commands that in normal shooting operation must rarely be changed or used. Some of the functions available are also reserved for specific user groups (administrator and Sius staff).

Reports

With many reports information about past programs can be printed out.

Reload

The last ten groups can subsequently be loaded once more and considered with the discussion mode. However in a subsequently loaded group no further amendments can be carried out. The shot picture can in this way once again also be created from completed programs and displayed.

1

Load the last program that was shot in order that it can be discussed.

|||||||| 99063800(13)

2

Load the program before last in order that it can be discussed.

|||||||| 99063801(10)

3

Load the third from last program in order that it can be discussed.

|||||||| 99063802(07)

4

Load the fourth from last program in order that it can be discussed.

|||||||| 99063803(04)

5

Load the fifth from last program in order that it can be discussed.

|||||||| 99063804(01)

6

Load the sixth from last program in order that it can be discussed.

|||||||| 99063805(95)

7

Load the seventh from last program in order that it can be discussed.

|||||||| 99063806(92)

8

Load the eighth from last program in order that it can be discussed.

|||||||| 99063807(89)

9

Load the ninth from last program in order that it can be discussed.

|||||||| 99063808(86)

10

Load the tenth from last program in order that it can be discussed.

|||||||| 99063809(83)

Reprint

In the event of a paper jam or other printer problem it can happen that a score sheet does not print out as desired. Finished groups can therefore be repeatedly printed out.

1

Print out the last program again.

|||||||| 09905520(69)

2

Print out the program before last again.

09905521(66)

3

Print out the third from last program again.

09905522(63)

4

Print out the fourth from last program again.

09905523(60)

5

Print out the fifth from last program again.

09905524(57)

6

Print out the sixth from last program again.

09905525(54)

7

Print out the seventh from last program again.

09905526(51)

8

Print out the eighth from last program again.

09905527(48)

9

Print out the ninth from last program again.

09905528(45)

All

Reprint all programs remaining in the log.

09905529(42)

Shot Counter

Mechanical shot counters:
The optional mechanical shot counter only counts the shots on your own target. It cannot be reset. Demo shots or inserted no scores are not counted. A detailed description of the whole function can be found in the user manual under 'Mechanical shot counters'.
Software shot counters:
The software shot counter counts shots in different categories. Own shots, cross shots, missed shots, demo shots etc. are differentiated and displayed separately. The shot count report is displayed in the list window and provided a printer is connected and switched on, is printed out. The shot counters are connected to the control units. If the settings are reset to factory settings, the shot counts are also reset to zero. The same occurs when the battery has to be changed. With a normal interruption to the power supply, the values are not lost. The software shot counters can also be reset independently of the settings under '\Maintenance\Reports\Shot Counters'.

Report Shot Counter

The current shot numbers are displayed on the screen and on the printer.

09903608(82)

Invalid shots

Non-allowable shots (shots during the Stop, Pause or the Show Phase and cross shots) are not only counted, they are kept in the control unit as pending and can be queried at any time. The shots are then shown with the time and if possible with the score. With a warm start or with the command 'Erase' under '\Maintenance\Invalid Shots' the report can be rejected. The shots remain in the log throughout and furthermore can be documented in a log printout.

Show

The report on invalid shots is displayed in the list window.

990562(06)

Print

The report on invalid shots is printed out on the connected printer. If the printer is not turned on, the report is rejected.

990564(97)

Log

Events that are of relevance for the duration of a program are filed in the memory (events memory, log). This information is needed to be able to reproduce a program after a power interruption. The CU951 investigates this data at every system start-up. If it is established that the last program to be shot was not correctly ended, then a repetition process is introduced. By means of the log past programs can also be reloaded or a copy can be printed once again. The log is stored in the volatile memory of the control unit, which is buffered with a battery. The data is protected from misinterpretation by a check sum. If the check sum is not correct at system start-up, for example due to a faulty battery, the log is initialised again. The control unit communicates this by a triple beep and a report in the list window. The log is restricted in memory size. In the event of an overload, the oldest events are overwritten by the most recent on a rolling basis. Typically more than ten programs can be stored in the log. The log can also be manually erased under '\Maintenance\Reports\Log'. The format of the printout is described in the user manual.

All

All events are printed out in chronological order. The oldest events first, and the most recent events at the end. The printout can be broken off at any time by switching off the printer.

09905500(32)

10

The ten most recent events are printed out in chronological order.

09905501(29)

20

The twenty most recent events are printed out in chronological order.

09905502(26)

50

The fifty most recent events are printed out in chronological order.

09905505(17)

Inverse

All events are printed out in reverse chronological order, the most recent events first, and the oldest events at the end. The printout can be broken off at any time by switching off the printer.

09905509(05)

Settings

The performance of the control unit can be adapted to the user's own needs by means of very many different settings. Programs can behave differently according to the properties selected. On the other hand, it is possible for fixed programs to overwrite particular properties. So for example shots are printed out differently in ISSF programs to other programs. It is also possible for programs to select a setting simply as a basic setting, which subsequently (after the program has been switched on) can be changed again by the user. The printout of shots in ISSF disciplines can subsequently be changed again under '\Presentation\Shot\Standard\Print format'.

Presentation

All the settings that affect the images of objects in the wider sense are stored under 'Presentation'. This applies not only to representation on the screen, but also to forms of representation on the printer and other display equipment.

Shot

The directory '\Presentation\Shot' contains settings which alter the appearance of the shots. This affects not only the shot symbol but also the image in the shot window, in the list window and on the printer.

\Shot\Last Shot

In the directory '\Last shot' the settings which influence the depiction of the last represented shot are stored.

\Shot\Last Shot\Symbol

The symbol of a shot can be varied according to appearance, size and background.

\Shot\Last Shot\Symbol\Form

The form of the symbol can be preset individually for the last shot and jointly for all other shots.

Cross
The shot is displayed with a cross.

||||||||||||||||||||||||
09907110(52)

Number
The shot is displayed with its shot number.

||||||||||||||||||||||||
09907111(49)

None
The shot is not displayed.

||||||||||||||||||||||||
09907112(46)

X
The shot is displayed with an X.

||||||||||||||||||||||||
09907113(43)

Dot
The shot is displayed with a dot.

||||||||||||||||||||||||
09907114(40)

Thin Cross
The shot is displayed with a thin cross.

||||||||||||||||||||||||
09907115(37)

Circle
The shot is displayed with a cross.

||||||||||||||||||||||||
99071106(17)

Calibre (Default)
The shot is represented in its true dimensions as a circle, as long as it is no smaller than 5 Pixel. When the dimensions are too small, the image changes automatically to a 'cross'.

||||||||||||||||||||||||
99071107(14)

\Shot\Last Shot\Symbol\Size

The image size of the shot can be altered. The size is given in screen dots (Pixels). In the calibre form this setting has no effect.

14
Dots

||||||||||||||||||||||||
99073300(31)

16
Dots

||||||||||||||||||||||||
99073301(28)

18
Dots

||||||||||||||||||||||||
99073302(25)

20
Dots

||||||||||||||||||||||||
99073303(22)

22 (Default)
Dots

||||||||||||||||||||||||
99073304(19)

24
Dots

||||||||||||||||||||||||
99073305(16)

26
Dots

||||||||||||||||||||||||
99073306(13)

28
Dots

||||||||||||||||||||||||
99073307(10)
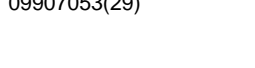
30

Dots

```
99073308(07)
```

32

Dots

```
99073309(04)
```

Off (Default)

The shot is represented normally.

```
09907140(59)
```

On

The shot is represented in inverse colours.

```
09907141(56)
```

\Shot\Last Shot\Last Shot Window

In the shot window alongside the shot value, the shot number and a secondary score are indicated. In order to make the representation still clearer, it can be worthwhile to omit the secondary score or the shot number. It is also possible to switch the shot window off altogether.

\Shot\Last Shot\Last Shot Window\Screen

In the shot window alongside the shot value, the shot number and a secondary score are indicated. In order to make the representation still clearer, it can be worthwhile to omit the secondary score or the shot number. It is also possible to switch the shot window off altogether.

Off

The display field for the last shot is faded out.

```
09907050(38)
```

Primary

In the shot window only the primary score is shown.

```
09907051(35)
```

SNr Prim

In the shot window the shot number and the primary score are shown.

```
09907052(32)
```

SNr Prim Sec (Default)

In the shot window the shot number, primary and secondary score (100-er score, ISSF tenner ring score) are displayed.

```
09907053(29)
```

Timer

```
09907054(26)
```

\Shot\Last Shot\Last Shot Window\Deferred Shots

On (Default)

On

```
99080701(41)
```

Off

Off

```
99080700(44)
```

\Shot\Last Shot\Display Inner ten

Most target pictures have a small ring defined which besides the normal score is valued as a particularly good hit. A hit in this ring (the inner ten, Mouche) can be displayed on the control unit by an animated picture on the target window.

Off

An inner ten (Mouche) hit is displayed as normal.

```
99074100(56)
```

On (Default)

In the event of a hit on the inner ten (Mouche) the control unit shows concentric circles of different sizes one after another several times in the centre of the target.

99074101(53)

\Shot\Last Shot\Last Shot Color

Defines the color for the last shot in the graphics window and the Last Shot Window.

Green

099085901504(34)

Red

099085963488(31)

\Shot\Standard

In the directory '\Standard' all the settings which affect the depiction of all shots except the last shot are stored.

\Shot\Standard\Symbol

The symbol of a shot can be varied according to appearance, size and background.

\Shot\Standard\Symbol\Form

The form of the symbol can be preset individually for the last shot and jointly for all other shots.

Cross

The shot is displayed with a cross.

09907030(01)

Number

The shot is displayed with its shot number.

09907031(95)

None

The shot is not displayed.

09907032(92)

X

The shot is displayed with an X.

09907033(89)

Dot

The shot is displayed with a dot.

09907034(86)

Thin Cross

The shot is displayed with a thin cross.

09907035(83)

Circle

The shot is displayed with a cross.

99070306(89)

Calibre (Default)

The shot is represented in its true dimensions as a circle, as long as it is no smaller than 5 Pixel. When the dimensions are too small, the image changes automatically to a 'cross'.

99070307(86)

\Shot\Standard\Symbol\Size

The image size of the shot can be altered. The size is given in screen dots (Pixels). In the calibre form this setting has no effect.

14

Dots

‖‖‖‖‖‖‖‖‖‖
09907040(68)

16

Dots

‖‖‖‖‖‖‖‖‖‖
09907041(65)

18 (Default)

Dots

‖‖‖‖‖‖‖‖‖‖
09907042(62)

20

Dots

‖‖‖‖‖‖‖‖‖‖
09907043(59)

22

Dots

‖‖‖‖‖‖‖‖‖‖
09907044(56)

24

Dots

‖‖‖‖‖‖‖‖‖‖
09907045(53)

26

Dots

‖‖‖‖‖‖‖‖‖‖
09907046(50)

28

Dots

‖‖‖‖‖‖‖‖‖‖
09907047(47)

30

Dots

‖‖‖‖‖‖‖‖‖‖
09907048(44)

32

Dots

‖‖‖‖‖‖‖‖‖‖
09907049(41)

\Shot\Standard\Symbol\Inverse

All symbols are primarily conceived as a white symbol on a dark background. Most targets are black in the centre. The graphics can be inverted. The symbol will then be depicted as a black symbol on a white background.

Off

The shot is represented normally.

‖‖‖‖‖‖‖‖‖‖
09907320(04)

On (Default)

In the event of a hit on the inner ten (Mouche) the control unit shows concentric circles of different sizes one after another several times in the centre of the target.

‖‖‖‖‖‖‖‖‖‖
09907321(01)

\Shot\Standard\Print-format

The print format dictates the image of a shot on the printout. Print formats are often prescribed directly by programs. So the printout at an international contest is laid out differently to that of a compulsory confederation practice in Switzerland.

\Shot\Standard\Print-format\Use Always

On

‖‖‖‖‖‖‖‖‖‖
99073199(43)

Off (Default)

‖‖‖‖‖‖‖‖‖‖
99073198(46)

Default (Default)
The printer prints the shot with shot number, direction arrow, primary and secondary score.

99073100(49)

Xy
On the printer the primary and secondary score and the XY coordinates are printed out.

99073101(46)

t x/y
As well as the primary score, the time of the shot and its coordinates are displayed.

99073109(22)

Time
In the 'Time' format the time difference from the first shot of the group is always depicted.

99073108(25)

Debug
The debug format is only intended for test purposes. It supplies all the values which have been measured by the LON electronic measuring system. As well as register values the recorded temperature and other information is listed.

99073102(43)

\Shot\Standard\Screen-format

Default (Default)
The shot is displayed with shot number, direction arrow, primary and secondary score in the list window.

99070800(62)

Xy
In the list window the primary and secondary scores and the XY coordinates are displayed.

99070801(59)

Xy Compact
Identical to XY Format but without padding whitespaces to fit on one line.

99070810(32)

t x/y
As well as the primary score, the time of the shot and its coordinates are displayed.

99070809(35)

Time
Display format 'Time' the time gap to the first shot of the current group will also be displayed.

99070808(38)

Debug
The debug format is only intended for test purposes. It supplies all the values which have been measured by the LON electronic measuring system. As well as register values the recorded temperature amongst others is listed.

99070802(56)

\Shot\Standard\Secondary Score
The secondary score can be always switched off.

Off
The secondary score is switched off.

09907120(22)

On (Default)

The secondary score is switched on.

||||||| ||||| ||||| |||||
09907121(19)

\Shot\Standard\Clear target after shots

In test and single groups the setting 'Clear target window after shots' enables the target window to be regularly cleared and so to remain clear. Thereby the shots are counted comprehensively by group. But this is only in test and single groups. In series groups all shots are shown one after another without shots being cleared in between. Consequently with the setting 10 in the following program: 'T2 S4 S4 S4' the target window is cleared after 2 shots (because the test group has come to an end and the shoot will continue with a single group). Additionally the same action is carried out in the last 'S4' group after the second shot (because 10 shots have been used in the single groups).

0

Clears the target window after twenty shots.

||||||| ||||| ||||| |||||
99078600(39)

5

Clears the target window after five shots.

||||||| ||||| ||||| |||||
99078605(24)

10 (Default)

Clears the target window after ten shots.

||||||| ||||| ||||| |||||
99078610(09)

20

Clears the target window after twenty shots.

||||||| ||||| ||||| |||||
99078620(76)

\Shot\Cross Shot

In the directory '\Cross shots' the settings which influence the depiction of cross shots (shots from another lane onto one's own target) are stored.

\Shot\Cross Shot\Show

Cross shots are indicated with a symbol in the right bottom corner of the target window. The symbol remains active for seven minutes. If the last cross shot is more than seven minutes old, then the symbol is extinguished again. Additionally in the list window an entry can be generated which draws attention to the cross shot.

Off (Default)

The showing of cross shots is suppressed in the list window. The first cross shot is displayed with a symbol in the target window in the bottom right corner.

||||||| ||||| ||||| |||||
09907060(08)

On

Cross shots are displayed in the list window with the entry 'cross shot'.

||||||| ||||| ||||| |||||
09907061(05)

\Shot\Cross Shot\Print

As well as being shown in the target window, cross shots can also be printed.

Off (Default)

Cross shots are not displayed on the printer. In particular if printing is done onto pre-printed sheets (federal programs, field shooting) cross shots may not influence the formatting.

||||||| ||||| ||||| |||||
09907170(66)

On

A cross shot is output on the printer.

||||||| ||||| ||||| |||||
09907171(63)

\Shot\Illegal Shot

In the directory '\Invalid shots' all the settings which affect the depiction of shots outside the permitted time, during the stop, pause or show phase, are stored.

\Shot\Illegal Shot\Show

Invalid shots can be displayed in the list window.

Off
The showing of non-allowable shots is suppressed in the list window.

‖‖‖‖‖‖‖‖‖
99073400(22)

On (Default)
Invalid shots are indicated in the list window with 'Invalid Shot'.

‖‖‖‖‖‖‖‖‖
99073401(19)

\Shot\Illegal Shot\Print
Invalid shots can be printed.

Off
Invalid shots are not printed.

‖‖‖‖‖‖‖‖‖
99073500(13)

On (Default)
An non-allowable shot is printed out on the score sheet as 'non-allowable shot'.

‖‖‖‖‖‖‖‖‖
99073501(10)

\Shot\Best shot
In serial groups the best shot (low shot) at the end can be shown once more and printed out in round brackets together with the shot number.

Off
The display of the best low shot is suppressed.

‖‖‖‖‖‖‖‖‖
99079700(37)

On (Default)
The best low shot is displayed in series groups.

‖‖‖‖‖‖‖‖‖
99079701(34)

Printing
In the directory '\Presentation\Printing' all the settings which control the printer can be changed.

\Printing\Column Configuration
With the column configuration the program can be set up to print out in two columns at once. It should however be observed that certain shot print formats (e.g. with ISSF disciplines) cannot be placed on half of the paper. The information is cut off after 19 characters. This can lead to loss of information on the printout.

\Printing\Column Configuration\Use Always

On

‖‖‖‖‖‖‖‖‖
99071399(11)

Off (Default)

‖‖‖‖‖‖‖‖‖
99071398(14)

Left
The program is printed out aligned left. The full width of the paper is available.

‖‖‖‖‖‖‖‖‖
09907130(89)

Right
The program is printed out on the right half of the paper. Only half the width of the paper is available.

‖‖‖‖‖‖‖‖‖
09907131(86)

Double (Default)
The program is printed out twice in parallel. Only half the width of the paper is available in each case.

‖‖‖‖‖‖‖‖‖
09907132(83)

\Printing\Print Protocol

The printing out of shots on the printer during a program can always be switched on and off with 'Print records'.

Off
The records are not printed.

||||| 99076300(52)

On (Default)
The records are printed.

||||| 99076301(49)

\Printing\Secondary Score

Although the secondary score is shown, the printout of the secondary score can be suppressed.

Off (Default)
The secondary score is not printed.

||||| 09907250(20)

On
The secondary score is printed.

||||| 09907251(17)

\Printing\Sighters

Test shots are usually printed out just like all other shots. However, in order that pre-printed score sheets are not overwritten with test shots, it is possible to block the printing out of test shots.

Off
Test shots are displayed only on the screen.

||||| 09907160(96)

On (Default)
Test shots are displayed on the printer. The exception to this is shooting programs consisting of only one test group. These shots are never printed. This was done so that pre-prepared score sheets could be sued correctly.

||||| 09907161(93)

\Printing\Subtotal

The shots of every group are counted together and the result is displayed in the list window and on the printer. It is possible to suppress these totals on the printout.

Off
Subtotals or group totals are not printed.

||||| 09907210(43)

On (Default)
Subtotals or group totals are printed.

||||| 09907211(40)

\Printing\Print Overtime

Off

||||| 99080600(53)

On (Default)

||||| 99080601(50)

\Printing\Print number of Innertens

Off (Default)

||||| 99081300(87)

On

||||| 99081301(84)

\Printing\Number of line feeds

After a program the printer should advance the paper so far that with continuous paper it can be torn off correctly on the cutting edge of the printer. With pre-printed score sheets it can happen that this paper feed must be altered. With '\Number of Empty Lines' it is possible to specify how many empty lines (paper feed) should be printed after a program.

0

Empty lines

99074000(65)

1

Empty lines

99074001(62)

2

Empty lines

99074002(59)

3

Empty lines

99074003(56)

4

Empty lines

99074004(53)

5

Empty lines

99074005(50)

6

Empty lines

99074006(47)

7

Empty lines

99074007(44)

8

Empty lines

99074008(41)

9

Empty lines

99074009(38)

10

Empty lines

99074010(35)

11 (Default)

Empty lines

99074011(32)

12

Empty lines

99074012(29)

13

Empty lines

99074013(26)

14

Empty lines

99074014(23)

Number of line feeds

After a program the printer should advance the paper so far that with continuous paper it can be torn off correctly on the cutting edge of the printer. With pre-printed score sheets it can happen that this

990645(48)

paper feed must be altered. With '\Number of Empty Lines' it is possible to specify how many empty lines (paper feed) should be printed after a program.

Shoot

With the settings '\Presentation\ Program' or '\Presentation\ Group' the form of depiction of expressions and readouts in the list window can be changed. But many programs have their own fixed format. These settings should only be changed in consultation with Sius AG.

\Shoot\Print

\Shoot\Print\Header

Empty

99075100(63)

Name (Default)

99075105(48)

Short

99075101(60)

Line feed

99075102(57)

\Shoot\Programed Timers

This settings determines if the programmed Timers for ISSF-Disziplines should be used or not.

Off (Default)
Disables the programmed Timers fo ISSF-Disziplines

99080800(35)

On
Activates the programmed Timers for ISSF-Disziplines

99080801(32)

Practice

With the settings '\Presentation\ Program' or '\Presentation\ Group' the form of depiction of expressions and readouts in the list window can be changed. But many programs have their own fixed format. These settings should only be changed in consultation with Sius AG.

\Practice\Print

\Practice\Print\Footer

Total (Default)

99075407(15)

Total with SeqNr

99075412(97)

Group

The directory '\Presentation\Group' contains settings which influence the behaviour of individual groups.

\Group\Reset Shot Number

If this option is selected, the shots within this group are always numbered beginning with a 1. Otherwise the shots within the whole practice are continuously numbered. Test shots are excluded from this.

Off (Default)

The shot numbers are continuously numbered in a program.

||||||||||||||||||||||||
99073700(92)

On

The numbering of the shots begins again with '1' with every group.

||||||||||||||||||||||||
99073701(89)

\Group\Subtotal

The group totals in a program can be displayed in the program progress window. For completed groups the fire type and the number of shots (e.g. E2 S4) are replaced by the respective subtotals.

Off (Default)

The end of program window shows the types of fire and the active group.

||||||||||||||||||||||||
99073600(04)

On

In the program progress window the fire type of the concluded groups is replaced by the subtotal of the current group.

||||||||||||||||||||||||
99073601(01)

Other

In the directory '\Presentation\Other' can be found the settings which cannot be assigned to another group.

\Other\Control unit

Settings affecting the basic layout of the image are stored under '\Screen'.

\Other\Control unit\Layout

The image on the control unit can be adjusted to meet individual needs as far as possible.

Classic (Default)

The classic representation best meets the most frequent needs of firers.

||||||||||||||||||||||||
99073900(74)

Stop at Left

If the screen is mounted on the right hand side of the firer, it can be useful for the status notification to be visible by means of a small movement of the head. For this reason the status window in the layout 'Stop Left' was moved. In the layout 'Stop Left' the status window was omitted for reasons of space. Parameters that are represented in the status window are no longer displayed in the list window.

||||||||||||||||||||||||
99073901(71)

Final

If the screen of the control unit is to be made visible also for the spectators, the target image can be made as large as possible with the 'Final' layout. In the 'Final' layout the status window, the practice progress window and the selection window are not shown.

||||||||||||||||||||||||
99073902(68)

\Other\Control unit\Function Keys

The window with the menu keys is displayed on the LCD of the control unit and at the lower edge of the screen. In portable devices (handheld) the function key window should not be switched off because this device has no LCD.

Off

The bar with the function keys is concealed. Details of the keypad mode are only available on the LCD of the control unit.

||||||||||||||||||||||||
99074400(29)

On (Default)

The bar with the function keys is also overlayed on the screen.

||||| ||| | || ||| |||| ||
99074401(26)

\Other\Control unit\Status flashing

In order that the firer's attention can better be drawn to the screen, the most important status information (stop, offline) flashes in the status window. This effect, which can also be distracting, can be turned off with this setting.

Off (Default)

The status window will indicate no status by flashing.

||||| ||| || ||| ||| | ||
99078800(21)

On

The most important information (stop, offline, show) is displayed flashing.

||||| ||| || ||| ||| || |
99078801(18)

\Other\Control unit\Practice progress window

The display of the program progress window can be suppressed.

Off

The end of program window is not displayed.

||||| ||| || | ||||| ||| ||
99074300(38)

On (Default)

The end of program window is displayed.

||||| ||| || | ||||| || ||
99074301(35)

\Other\Control unit\Timer Window

Timer Window

Off (Default)

OFF

||||| || || ||| | ||| ||||
99086000(52)

On

ON

||||| || || ||| | ||| |||
99086001(49)

\Other\Control unit\Large font in Listwindow

Specifies font used in list window.

Off (Default)

Normal font is used in list window.

||||| || ||| | ||| ||| ||||
99080200(89)

On

Large font is used in list window.

||||| || ||| | ||| ||| |||
99080201(86)

\Other\Control unit\Autozoom

Off (Default)

||||| || ||| ||| | ||| ||||
99085000(45)

On

||||| || ||| ||| | ||| |||
99085001(42)

\Other\Message

Under 'Messages' the way the control unit handles messages can be configured.

\Other\Message\Display Messages

The control unit displays various texts as reports in the list window. With this setting these outputs can be limited.

Off

Reports are no longer displayed.

||||||||||||||||||||||||
99073800(83)

On-screen (Default)

Only reports that are displayed in the list window are shown. The readouts on the LCD are suppressed. This setting is useful when the display screen is to be set up directly next to the control unit. In this situation readouts on the LCD can then be suppressed.

||||||||||||||||||||||||
99073801(80)

\Other\Message\Target Feed Message

The S10, the S25/50, the S101 and other targets have a materials handling (paper or rubber band feed). If the motors stall, the material runs out or the band jams, then the target reports a band feed error to the control unit. It is essential to correct this error as missing band feed can lead to incorrect measurements in the detection system. However, the display of the error message can be suppressed. This only serves a useful purpose when no targets with band feed have been installed or for test purposes, when no band is available, but the unit nonetheless needs to run in simulation mode.

Off

Reported line feed errors are suppressed.

||||||||||||||||||||||||
99073000(58)

On-screen (Default)

Reported line feed errors are only displayed in the list window of the screen.

||||||||||||||||||||||||
99073001(55)

On printer

Reported line feed errors are only printed.

||||||||||||||||||||||||
99073002(52)

On Both

Reported line feed errors are shown in the list window and printed.

||||||||||||||||||||||||
99073003(49)

\Other\Display target name

The target description and the names of the active score methods are displayed in the upper left corner of the target window.

Off

The target description and the score information are suppressed.

||||||||||||||||||||||||
99074200(47)

On (Default)

In the target window the target name and the score information are shown.

||||||||||||||||||||||||
99074201(44)

\Other\Display calibre

The calibre is displayed together with the measurement in the upper left corner of the target window. If the calibre is written inside round brackets, then in addition this means that the score is calculated as centre score. The advantage of score methods with central score is that they are independent of the calibre.

Off (Default)

The calibre information is suppressed.

||||||||||||||||||||||||
99078300(66)

On

The calibre information is displayed.

||||||||||||||||||||||||
99078301(63)

\Other\Indication

There are situations in which the firer should not be informed about the shot which has been fired. If the screen is switched off, then the shot situation is not relayed. No entry is made in the list window and no printout is produced. Only the shot number is displayed in the shot window.

Off

All displays (graphics window, list window, shot window and printer) are suppressed. The shot information is visible only on an associated PC and in the log. The function is used when statistical measurements need to be made and the firer must not be influenced by the result.

09907260(87)

On (Default)

Images are no longer suppressed.

09907261(84)

Parameter

Parameters are optional functions that can be turned on if desired. Parameters can be set in many ways. There are parameters that affect the image, parameters that calculate statistical values, and many more. Parameters must be switched on before a particular program is input.

MPI

The MPI (mean point of impact) calculates the mean point of impact of the last five shots and indicates this spot as coordinates in the statistics window and as a small square in the target window. The number of shots that were included in the calculation of the MPI can also optionally be displayed in the statistics window.

\MPI\Text

The text readout in the statistics window can be suppressed.

Off

Only the small square on the site of the mean hit point is indicated. The text readout in the statistics window is suppressed.

99079500(55)

On (Default)

In addition to the graphic square in the statistics window a text with direction and place details is displayed via the MPI.

99079501(52)

\MPI\MPI

The MPI can be turned on and off as a whole (graphics and text).

Off

The MPI is not calculated.

99078100(84)

On (Default)

The MPI is calculated.

99078101(81)

Shot Group

Off (Default)

99086300(25)

On

99086301(22)

Simulator SCB

The SCB parameter (scoreboard) simulates the details of a scoreboard in the statistics window.

Off

The SCB is not copied.

99080100(01)

On (Default)

The scoreboard is replicated in the statistics window.

99080101(95)

Divisions

The divider is a score method which is used above all in Germany. It shows the distance of the point of entry of a shot from the centre of the target in 1/10 millimetre. The goal of a firer is to achieve the lowest possible number of dividers. The divider exists as a parameter and is displayed in the statistics window. In addition the divider values of all shots in one program are added up. The divider can be chosen as a score method in free series. In this way it is possible to select the divider as a primary or secondary score.

Off (Default)

The divider parameter in the statistics window is turned off.

99079300(73)

On

The divider parameter in the statistics window is turned on.

99079301(70)

Fi

The parameter Fi indicates the distance between the shots which are furthest apart in a group in the statistics window.

Off (Default)

The parameter Fi is not calculated.

99079100(91)

On

The parameter Fi is calculated.

99079101(88)

FiFi

The parameter FiFi indicates the distance between the shots which are furthest apart in an entire program in the statistics window. With very large numbers of shots, this parameter is very calculation intensive and the operating rate of the control unit can become noticeably slower.

Off (Default)

The parameter FiFi is not calculated.

99079200(82)

On

The parameter FiFi is calculated.

99079201(79)

Biathlon

Off (Default)

99079000(03)

On

99079001(97)

Spread

The distance between those shots which lie furthest apart horizontally is calculated and displayed in the statistics window. The distance between those shots which lie furthest apart vertically is similarly calculated and displayed.

Off (Default)

The X and Y ranges are not calculated.

99080000(10)

On

The X and Y ranges are calculated.

99080001(07)

English (Default)
The menu operation is displayed in English.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070200(19)

Deutsch
The menu operation is displayed in German.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070201(16)

Language

The control unit supports several languages. The language of the user guidance can be individually adjusted.

English (Default)
The menu operation is displayed in English.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070200(19)

Deutsch
The menu operation is displayed in German.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070201(16)

Français
The menu operation is displayed in French.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070202(13)

Español
The menu operation is displayed in Spanish.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070207(95)

Dansk
The menu operation is displayed in Danish.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070204(07)

Norsk
The menu operation is displayed in Norwegian.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070205(04)

Svenska
The menu operation is displayed in Swedish.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070206(01)

Italiano
The menu operation is displayed in Italian.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070203(10)

русский

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070208(92)

中国

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070209(89)

Suomi
The menu operation is displayed in Suomi.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070210(86)

Polski
The menu operation is displayed in Polish.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99070211(83)

Time

The clock time that is shown in the title bar can be set and the form of the representation can be changed.

Adjust Clock

The clock time can be set on every control unit. If several control units are connected together over a LON network, then every adjustment to the time will be relayed to all the control units. At best the time on the control unit is always synchronised with the lowest subnet number. The control unit with the lowest subnet number is therefore automatically responsible for ensuring that all the connected devices are synchronised. To ensure correct escore of shots, above all when shooting takes place with a shot logoff, the correct clock time on all devices is most important.

Year minus 1
One year will be subtracted from the year set now.

||||| ||| || | ||| || ||| |||| |||
99063100(76)

Year plus 1
One year is added to the year that is set now.

||||| ||| || | ||| || ||| |||| |||
99063101(73)

Month minus 1
One month will be subtracted from the month set now.

||||| ||| || | ||| || ||| |||| |||
99063102(70)

Month plus 1
One month is added to the month that is set now.

||||| ||| || | ||| || ||| |||| |||
99063103(67)

Day minus 1
One day will be subtracted from the day set now.

||||| ||| || | ||| || ||| |||| |||
99063104(64)

Day plus 1
One day will be added to the day set now.

||||| ||| || | ||| || ||| |||| |||
99063105(61)

Hour minus 1
One hour will be subtracted from the hour set now.

||||| ||| || | ||| || ||| |||| |||
99063106(58)

Hour plus 1
One hour is added to the hour that is set now.

||||| ||| || | ||| || ||| |||| |||
99063107(55)

Minute minus 1
One minute will be subtracted from the minute set now.

||||| ||| || | ||| || ||| |||| |||
99063108(52)

Minute plus 1
One minute is added to the minute that is set now.

||||| ||| || | ||| || ||| |||| |||
99063109(49)

Set second zero
The selected minute starts afresh.

||||| ||| || | ||| || ||| |||| |||
99063110(46)

Date format
The date format can be adjusted according to the circumstances of the country.

Short format
The date in short format looks for example like this: 27.09 17:32

||||| ||| || | ||| || ||| |||| |||
99076900(95)

European (Default)
The date in 'European' format looks for example like this: 27.09.2004 17:32

||||| ||| || | ||| || ||| |||| |||
99076901(92)

European with Seconds
The date in 'European plus seconds' format looks for example like this: 27.09.2004 17:32:15

||||| ||| || | ||| || ||| |||| |||
99076902(89)

US
The date in 'US' format looks for example like this: 09/27/2004 17:32

||||| ||| || | ||| || ||| |||| |||
99076903(86)

US+Seconds
The date in 'US plus seconds' format looks for example like this: 09/27/2004 17:32:15

||||| ||| || | ||| || ||| |||| |||
99076904(83)

Other

The directory '\Other\Settings' contains all settings that cannot be unequivocally classified in any other category.

Start

Start settings concern the system startup(switching on) on the one hand, and variations in program start settings on the other hand.

\Start\Enable Repeat

After a program has been shot the control menu changes automatically. When the status changes to 'Stop', a new button 'Repeat' appears. There are occasions when a firer may shoot a program only once. In this case the permission for 'Repeat' must be denied.

Off

The function 'Repeat' is barred.

||||||| 99077100(77)

On (Default)

The function 'Repeat' is permitted.

||||||| 99077101(74)

\Start\Free series start setting

Free series are represented in the practice progress window with three open groups. The method of operation of the free series is described in the user manual. The start setting defines which of the three groups should be started.

Sighters (Default)

Every free series starts with the test group. In the practice progress window the test group T is on a white background.

||||||| 99079400(64)

Shot by Shot

Alternatively a free series can also be started directly with the open single group S-.

||||||| 99079401(61)

\Start\Startup program

If a program has been selected this can be saved as a start-up program. The control unit will then in future automatically load the start-up program as long as no rebuild has been launched. User programs cannot be consigned as start-up programs. If the start-up program is saved after a user program has been loaded, in future the control unit will start up with a free series but with the right target.

Clear

If an autostart program has been saved, then this setting is erased. In future the control unit will not automatically select any program when turned on.

||||||| 990798000000(58)

Save

The program that has currently been chosen will load automatically in future when the control unit is turned on.

||||||| 990798065535(72)

\Start\SC-Programs

\Start\SC-Programs\Single Execution

Off (Default)

||||||| 99081100(08)

On

||||||| 99081101(05)

\Start\Scale Factor

In some situations targets have to be scaled because of shooting range reasons. For creating comparable shooting programs it is possible to resize targets in that way that other distances may be simulatet. For example a 300 Meter target was resized to 2/3 to use it at 200 Meter distance. Scale Factor can now be set to 667 for using the original 300 meter target from the catalogue but shooting on smaller, nearer target on 200 meter.

Reset
Resets the scale factor to its standard value.

9908101000(58)

Scale Factor (600)

9908100600(94)

Set Scale Factor
Starts an editor for having the scale factor entered. Its value has to be between 100 and 9999 where 1000 is the standard value.

99064700(29)

\Start\Target Alternative
Setting for special variants of programs.

Default
Default

99080900(26)

Right
Used for Moving Mosse Exercise starting on right side instead of left side.

99080901(23)

\Start\Enable Autoreset
Under certain conditions the resources of the control unit can become limited. This affects mainly the on hand working memory, its fragmentation and the working speed of the control unit. If certain limits are exceeded, the control unit can restart by itself and thus fix the resource shortage. This only occurs when the status of the control unit has been on 'Stop' for a long time or if the screen saver is activated. In these situations the control unit starts up again automatically.

Off
The control unit may not be restarted automatically.

99078400(57)

On (Default)
The control unit may restart automatically under certain conditions.

99078401(54)

Filter
With many filters the menu can be shortened to those items which the user finds most essential. For instance if a certain distance is selected, all other distances and the programs associated with them can be suppressed. Thus so-called filter dimensions are created (user groups, distance, category etc.). A filter dimension contains several filter characteristics. The dimension 'User Group' comprises the characteristics Standard, Advanced, Administrator and Sius. A comprehensive description of the filter options can be found in the user manual.

\Filter\Distance
All the targets and programs were organised as a first priority by distance. Target images that are used exclusively for one distance are filed accordingly. The distance filter is the most effective filter.

\Filter\Distance\Other
Targets and programs that cannot be assigned unequivocally to one distance, or that are regularly used for various distances.

Off (Default)
The filter characteristic is deactivated.

990635030400(49)

On
The filter characteristic is activated.

990635030401(46)

\Filter\Distance\10m

Targets and programs that are employed for 10 metre distance.

Off (Default)
The filter characteristic is deactivated.

990635030000(85)

On
The filter characteristic is activated.

990635030001(82)

\Filter\Distance\25m

Targets and programs that are employed for 25 metre distance.

Off (Default)
The filter characteristic is deactivated.

990635030100(76)

On
The filter characteristic is activated.

990635030101(73)

\Filter\Distance\50m

Targets and programs that are employed for 50 metre distance.

Off (Default)
The filter characteristic is deactivated.

990635030200(67)

On
The filter characteristic is activated.

990635030201(64)

\Filter\Distance\300m

Targets and programs that are employed for 300 metre distance.

Off (Default)
The filter characteristic is deactivated.

990635030300(58)

On
The filter characteristic is activated.

990635030301(55)

Reset
Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635039902(61)

\Filter\Category

Programs and targets are grouped in second priority after categories. This was with the intention that programs or a target could be assigned as far as possible to the most widespread category. This means for example that the pistol target for 50 metres is to be found under ISSF, although this target is also frequently used in Switzerland. But ISSF is a more general category than Switzerland. Therefore this target image was stored under ISSF.

\Filter\Category\Other

Programs or targets that do not fit into any other category.

Off (Default)
The filter characteristic is deactivated.

990635010800(67)

On
The filter characteristic is activated.

990635010801(64)

\Filter\Category\ISSF

Targets and programs that are regulated by the ISSF.

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635010000(42)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635010001(39)

\Filter\Category\CISM
Targets and programs that are regulated by the CISM.

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635010100(33)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635010101(30)

\Filter\Category\Hunting
Targets and programs that are used exclusively as hunting targets or hunting programs.

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635010400(06)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635010401(03)

\Filter\Category\Belgium
Targets and programs that are used almost exclusively in Belgium..

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635011000(49)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635011001(46)

\Filter\Category\Switzerland
Targets and programs that are used almost exclusively in Switzerland.

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635010200(24)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635010201(21)

\Filter\Category\Scandinavia
Targets and programs that are used almost exclusively in Scandinavia.

Off (Default)
The filter characteristic is deactivated.

||||||||||||||||||||||||||
990635010300(15)

On
The filter characteristic is activated.

||||||||||||||||||||||||||
990635010301(12)

\Filter\Category\Military
The category Military forms a subcategory in various regions. For example in Scandinavia public shoots and military contests are common. With the category 'Military' the targets and programs that are used exclusively for public sport are excluded.

Off (Default)

The filter characteristic is deactivated.

990635010900(58)

On

The filter characteristic is activated.

990635010901(55)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635019902(18)

\Filter\Weapon

Certain types of weapons are only employed for certain distances. For example air pressure weapons are employed only for 10 metres and 25 metres, and pistols are not used for 300 metres. For a setup where exclusively pistols are to be shot, all rifle targets and rifle programs can be masked by the use of a filter.

\Filter\Weapon\Other

All targets and programs that cannot be assigned to another weapon type.

Off (Default)

The filter characteristic is deactivated.

990635050400(92)

On

The filter characteristic is activated.

990635050401(89)

\Filter\Weapon\Rifle

Targets and programs that are shot exclusively with rifles.

Off (Default)

The filter characteristic is deactivated.

990635050000(31)

On

The filter characteristic is activated.

990635050001(28)

\Filter\Weapon\Pistol

Targets and programs that are shot exclusively with pistols.

Off (Default)

The filter characteristic is deactivated.

990635050100(22)

On

The filter characteristic is activated.

990635050101(19)

\Filter\Weapon\Air Rifle

Targets and programs that are shot exclusively with air rifles.

Off (Default)

The filter characteristic is deactivated.

990635050200(13)

On

The filter characteristic is activated.

990635050201(10)

\Filter\Weapon\Air Pistol

Targets and programs that are shot exclusively with air pistols.

Off (Default)

The filter characteristic is deactivated.

990635050300(04)

On

The filter characteristic is activated.

990635050301(01)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635059902(07)

\Filter\Function

All the functions of the control unit were organised in function groups. By filtering individual function group the fields which are not needed can be masked.

\Filter\Function\Other

Functions which cannot be assigned to another function group.

Off (Default)

The filter characteristic is deactivated.

990635020200(94)

On

The filter characteristic is activated.

990635020201(91)

\Filter\Function\Logon

Functions which are needed for the identification of firer.

Off (Default)

The filter characteristic is deactivated.

990635020000(15)

On

The filter characteristic is activated.

990635020001(12)

\Filter\Function\Free Series

Functions which are needed only in free series.

Off (Default)

The filter characteristic is deactivated.

990635020100(06)

On

The filter characteristic is activated.

990635020101(03)

\Filter\Function\Programs

Functions which are needed only in free series.

Off (Default)

The filter characteristic is deactivated.

990635020300(85)

On

The filter characteristic is activated.

990635020301(82)

\Filter\Function\Firer number

When only the function 'Firer number' is permitted, but not the function 'Report', then the firer number can be retrieved but the other information about position, weapon, sight etc. remains invisible.

Off (Default)

The filter characteristic is deactivated.

990635020400(76)

On

The filter characteristic is activated.

990635020401(73)

Reset

Switch off all settings of this filter dimension and thereby deactivate filtering in this dimension.

990635029902(88)

\Filter\Mode

In contrast to the other settings, the Mode does not filter any menu functions. In previous Sius systems the mode was urgently needed so that the correct detection system would be recognised. In the control unit this information is no longer necessary. But the mode can be used as before as a lock. Every target and every program identify a particular mode. A group can only be loaded when the filter Mode is set to 'Off' or when the program mode corresponds to the set mode. This lock also functions when the target or the program are entered via barcodes. If for example the mode '300m' is selected, no further hunting images can be selected. The control unit always issues an appropriate error warning in the list window.

Off (Default)

All the programs can be selected.

99071899(63)

Air pressure weapons

Shooting mode for air pressure weapons and programs that are shot over a 10 metre distance. (Mode 2)

99071802(63)

25m

Mode for 25 metre and 50 metre small calibre and large calibre pistols as well as for small calibre rifles. (Mode 3)

99071803(60)

50m

Targets and programs that are shot from 50 metres. This concerns large and small calibre pistols and small calibre rifles as well as special Swiss groups (Morgarten). (Mode 4)

99071804(57)

300m

Targets and programs for 300 metre disciplines (Mode 0)

99071800(69)

Hunting

Hunting targets and hunting programs (Mode 1)

99071801(66)

Scandinavia

Scandinavian targets (Denmark, Norway, Sweden) (Mode 11)

99071811(36)

Running Target

Targets and programs for the running target for 10 and 50 metres (Mode 12)

99071812(33)

Biathlon

Targets and programs for biathlon disciplines (Mode 13)

99071813(30)

Calibre

With most targets and programs a certain calibre is implicitly assumed. With targets that are well known to be fired at with different weapons types and thus with different calibres, the most common selection options are already available. The calibre is used on the one hand for the image in the graphics window, and on the other hand certain score methods require the calibre to calculate the score. In the modern ISSF disciplines the score is calculated by means of the shot hole centre (centre score). The calibre is fixed (e.g. air pressure disciplines 4.5mm.) Even when a larger calibre is employed, these disciplines are evaluated with the calibre that was fixed. Such score methods are identified in the target window with the note 'centre score'. With older targets that are evaluated with edge score, the selected calibre has an effect on the score. Changes to this setting are therefore logged.

\Calibre\Use Always

On

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99079699(40)

Off (Default)

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99079698(43)

Off

All disciplines that are not assessed with a fixed given calibre are assessed with centre score.

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990796000000(26)

450

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 4.5mm calibre.

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990796000450(34)

560

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 5.6mm calibre.

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990796000560(92)

800

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 8.0mm calibre.

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990796000800(51)

900

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 9.0mm calibre.

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990796000900(42)

965

All disciplines that are not assessed with a fixed given calibre or with centre score are assessed with 9.65mm calibre.

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990796000965(41)

1158

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990796001158(44)

1270

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990796001270(96)

Control Mode

The control mode regulates various stages of the remote control. The control unit is configured so that for example it can be controlled remotely by Siusdata ®.

Local (Default)

All functions can be carried out via the keyboard or the barcode reader.

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09907790(49)

Practice Control

*In certain ISSF disciplines (e.g. 3*40 rifle shoot) the control unit goes into a paused state. This state can be released with a command from SiusData ®. In this way a change of position can be ordered for a whole score.*

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09907791(46)

Remote

If the control unit is totally remotely controlled, entries via the keyboard or the barcode reader are

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09907792(43)

barred.

Demo

The demo mode is displayed in the status window (small font). In demo mode shots can be created via the insert key ('Ins'). The control unit requests the connected target to create a shot at a chance coordinate and to send this back to the control unit. The demo shot implicitly tests both the connected target and the communication. Demo mode is switched off every time at startup.

Off (Default)

Turns off the demo mode.

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09907000(91)

On

Selects demo mode.

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09907001(88)

Hit Miss Diameters

\Hit Miss Diameters\Use Always

On

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99086199(37)

Off (Default)

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99086198(40)

Custom Diameters

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99086100(43)

5, 4, 3, 3, 3mm

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99086101(40)

10, 8, 6, 5, 4mm

‖‖‖‖‖‖‖‖‖‖‖‖‖‖
99086102(37)

32, 32, 32, 16, 16mm

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99086103(34)

Activate remote barcode

This command sets the CU in the remote barcode mode. While activated all Barcodes from the connected Barcodereader will be sent to the specified Lane. To change the selected lane press the specified keys on the keyboard, to exit remotebarcode mode press escape. The configuration of the key-lane selection can be downloaded from siusdata, default setting is

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099067(07)

Demonstration Mode

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099068(04)

Settings Control

It is possible to store one's own setting configurations in the permanent memory of a control unit. These customer settings will not be lost even with a change of battery. Even during a 'cold start' these settings will not be overwritten by the factory settings. So it can be guaranteed that your own settings can also be selected as standard. The settings will only be lost if a new software version is loaded. It is possible to save these settings as a file on a computer and with SiusData to load them via the LON network onto all connected control units. Warm start: A warm start is triggered by a short power failure or by the explicit command 'Maintenance\Warm-Start'. The current settings are preserved during a warm start. Cold start: A cold start can be forced if during boot-up the cold start button is pressed (above the two 1mm drillholes on the back of the control unit, on the right near the control unit socket). The control unit confirms the cold start

with a beep. A cold start is also necessary if the memory content is lost due to too little battery power during an electricity failure. The control unit announces this process with the message 'crc-Failed'. In a cold start the user settings that were most recently saved are always loaded. The devices are supplied with various user settings. In particular the filters are preconfigured for the customer.

Factory Settings

With the command 'Factory Settings' all settings in the volatile memory are reset to the factory settings. The customer settings are stored. In the event of a system 'cold start' the customer settings are also reloaded with this command. In order for the factory settings to be selected as the standard settings after a 'cold start', they must be saved as customer settings following this command.

09903601(06)

Customer Settings

All settings that were changed during the current operation are reset to the customer settings. The same occurs if a cold start takes place on the control unit, or if the buffer battery is changed.

09903612(70)

Save Customer Settings

The settings in current use are saved as customer settings. This process writes data from the volatile memory into the non-volatile memory. The process only lasts a few seconds but it is very important that it is carried out completely as otherwise the control unit can be damaged. If the process is not carried out completely, it can happen that the control unit will no longer start after the next interruption to the power supply. In this event the software would have to be reinstalled. The control unit must not be switched off during the memory process. The power supply must not be interrupted. The conclusion of the memory process is signalled with a beep.

09903613(67)

SetSetting2

Offers a unified access method for modifing a setting.

The syntax is as follows:

992<sssss><f><data>

Legend:
- <sssss> Setting index (valid range [00000..65534]).
- <f> Force Setting / use always switch: {0 = do not change, 1 = ON, 2 = OFF}
- <data> Payload for setting data. Max payload: 20 digits.

This barcode is not fully implemented yet!

99200000(74)

Maintenance

The directory 'Maintenance' contains functions which go beyond daily use. Diagnosis, upkeep and error searches are supported through various start points. These functions should be carried out only by well trained staff.

Reports

Expanded reports are listed under '\Maintenance\Reports'. Also kept here are the functions which are available for erasing the data belonging to these reports and so to set the corresponding report to zero. For example the log can be deleted or the software shot counter can be reset to zero.

Settings

Printing out settings:

Print

Prints out a list of the current settings that differ from the factory settings. In addition the shaft settings of the target images and the filter configurations are listed, insofar as these differ from the factory settings.

09903602(03)

Shoot

Many settings are taken over into a program when the program is launched. Additionally a program use of additional settings that were stored when the program was being developed. The command '\Settings\Program' prints all the settings of the actively selected program.

09903610(76)

Shot Counter

Mechanical shot counters:
The optional mechanical shot counter only counts the shots on your own target. It cannot be reset. Demo shots or inserted no scores are not counted. A detailed description of the whole function can be found in the user manual under 'Mechanical shot counters'.
Software shot counters:
The software shot counter counts shots in different categories. Own shots, cross shots, missed shots, demo shots etc. are differentiated and displayed separately. The shot count report is displayed in the list window and provided a printer is connected and switched on, is printed out. The shot counters are connected to the control units. If the settings are reset to factory settings, the shot counts are also reset to zero. The same occurs when the battery has to be changed. With a normal interruption to the power supply, the values are not lost. The software shot counters can also be reset independently of the settings under '\Maintenance\Reports\Shot Counters'.

Reset Shot Counter

Resets the software shot counter back to zero.

09903609(79)

Invalid shots

Non-allowable shots (shots during the Stop, Pause or the Show Phase and cross shots) are not only counted, they are kept in the control unit as pending and can be queried at any time. The shots are then shown with the time and if possible with the score. With a warm start or with the command 'Erase' under '\Maintenance\Invalid Shots' the report can be rejected. The shots remain in the log throughout and furthermore can be documented in a log printout.

Clear

The report on the latest cross shots and illegal shots is erased.

990560(12)

Log

Events that are of relevance for the duration of a program are filed in the memory (events memory, log). This information is needed to be able to reproduce a program after a power interruption. The CU951 investigates this data at every system start-up. If it is established that the last program to be shot was not correctly ended, then a repetition process is introduced. By means of the log past programs can also be reloaded or a copy can be printed once again. The log is stored in the volatile memory of the control unit, which is buffered with a battery. The data is protected from misinterpretation by a check sum. If the check sum is not correct at system start-up, for example due to a faulty battery, the log is initialised again. The control unit communicates this by a triple beep and a report in the list window. The log is restricted in memory size. In the event of an overload, the oldest events are overwritten by the most recent on a rolling basis. Typically more than ten programs can be stored in the log. The log can also be manually erased under '\Maintenance\Reports\Log'. The format of the printout is described in the user manual.

Clear

The log memory is explicitly wiped. Because this means that previous programs are irretrievably erased, this command must be authorised by a further confirmation.

Confirm

099057(37)

Log Hex

The 'Log-Hex' is an expanded log printout which prints out all events additionally in hexadecimal form. This printout allows events to be analysed at a very detailed level. The printout is exclusively used to search for software errors.

990559(15)

Self Test

Hardware components can be tested by some special commands. These tests are normally used to fulfill the final check of a new installation.
They can be used to filter an erroneous function while the system is running.

Target test

The target test requests the most important status information from the LON electronic measuring system. Along with the software and hardware version, the temperature, the assembly alignment and the Target Index Code are conveyed. The running time of the enquiry indirectly provides information on how well synchronised the equipment is with respect to time. The target test can be used to test the network cabling to the LON electronic measuring system and the functioning of the communication chips on the control unit and the LON electronic measuring system. The target test only functions if a LON electronic measuring system is connected and linked to the control unit via the correct subnet (please refer to '\Hardware\Target\Connections').

99063300(58)

Scoreboard

The scoreboard itself has a test program available. This test program can be started from the control unit on its own scoreboard (subnet Addressing must be in agreement).

09903508(91)

Beep

The beep test issues a series of ten short beeps one after another. They must be acoustically audible from the control unit.

09903511(82)

Reset

System Reset

Restart System

With a warm start the control unit is forced to start up again (reboot process). This corresponds to the same process as when the control unit is turned on without power for a short time. (see also '\Settings\Setting controls')

Confirm

09903600(09)

Full System Reset

A full system reset erases all data and settings and restores the control unit to its original production state. The full system reset is not to be confused with the factory settings reset.

Confirm

0990361400(95)

Hardware

Settings that directly affect the hardware components of the control unit are stored under '\Hardware'. Some of these components are optionally available for the equipment and only have an effect when these components are running.

SCB

SCB

Communication to the scoreboard can be basically suppressed. Communication reduces the speed of execution of the control unit by several percent. It is therefore worthwhile to configure the SCB as 'Off' when it is not present. Communication to the SCB must be switched on before a program is loaded.

Off (Default)

The SCB is not responded to.

||||||| 99078900(12)

On

The SCB is responded to.

||||||| 99078901(09)

Control unit

'\Screen' contains several hardware settings that directly affect the control unit.

Set Lane Number

Sius AG devices communicate with one another via the field bus LON. Each device has its own address. One part of this address is the so-called subnet. The LON electronic measuring system and the control unit with the same subnet always belong together. Different lanes must be correspondingly differentiated in the subnet. Every LON electronic measuring system sends its own detected shots to the control unit in the same subnet in which it is itself addressed. A LON electronic measuring system with subnet 5 sends its shots to the control unit with subnet 5.
By setting a subnet on a control unit only the address of the control unit is affected. A previously linked LON electronic measuring system must be reconnected after this alteration (please refer to '\Hardware\Target\Connect' and instructions for use.
Insofar as a LON electronic measuring system is located in the same subnet, the status of the control unit changes from 'Offline' to 'Stop' or 'Ready' according to whether a program is selected or not.
The subnet can be selected via the 10-er keyboard. Pressing the Enter key confirms a given value. With 'Esc' the entry can be cancelled. The F5 key allows incorrect entries to be corrected in time.

\Set Lane Number\1..9

1 (Default)

||||||| 9907270001(58)

2

||||||| 9907270002(55)

3

||||||| 9907270003(52)

4

||||||| 9907270004(49)

5

||||||| 9907270005(46)

6

||||||| 9907270006(43)

7

||||||| 9907270007(40)

8

||||||| 9907270008(37)

9
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9907270009(34)

\Set Lane Number\10..19

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9907270010(31)

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9907270011(28)

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9907270012(25)

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9907270013(22)

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9907270014(19)

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9907270015(16)

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9907270016(13)

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9907270017(10)

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9907270018(07)

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9907270019(04)

\Set Lane Number\20..29

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9907270020(01)

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9907270021(95)

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9907270022(92)

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9907270023(89)

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9907270024(86)

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9907270025(83)

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9907270026(80)

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9907270027(77)

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9907270028(74)

29 ||||||||||||||||||||||||||||||||
9907270029(71)

\Set Lane Number\30..39

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9907270030(68)

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9907270031(65)

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9907270032(62)

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9907270033(59)

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9907270034(56)

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9907270035(53)

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9907270036(50)

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9907270037(47)

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9907270038(44)

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9907270039(41)

\Set Lane Number\40..49

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9907270040(38)

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9907270041(35)

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9907270042(32)

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9907270043(29)

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9907270044(26)

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9907270045(23)

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9907270046(20)

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9907270047(17)

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9907270048(14)

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9907270049(11)

\Set Lane Number\50..59

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9907270050(08)

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9907270051(05)

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9907270052(02)

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9907270053(96)

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9907270054(93)

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9907270055(90)

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9907270056(87)

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9907270057(84)

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9907270058(81)

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9907270059(78)

\Set Lane Number\60..69

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9907270060(75)

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9907270061(72)

62

9907270062(69)

63

9907270063(66)

64

9907270064(63)

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9907270065(60)

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9907270066(57)

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9907270067(54)

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9907270068(51)

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9907270069(48)

\Set Lane Number\70..79

70

9907270070(45)

71

9907270071(42)

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9907270072(39)

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9907270073(36)

74

9907270074(33)

75

9907270075(30)

76

9907270076(27)

77

9907270077(24)

78

9907270078(21)

79

9907270079(18)

\Set Lane Number\80..89

80

9907270080(15)

81

9907270081(12)

82

9907270082(09)

83

9907270083(06)

84

9907270084(03)

85

9907270085(97)

86

9907270086(94)

87

9907270087(91)

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9907270088(88)

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9907270089(85)

\Set Lane Number\90..99

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9907270090(82)

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9907270091(79)

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9907270092(76)

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9907270093(73)

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9907270094(70)

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9907270095(67)

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9907270096(64)

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9907270097(61)

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9907270098(58)

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9907270099(55)

Menu

The keyboard menu can be switched off. This is especially helpful when the configuration is to be used only via the barcode reader. The barcode reader offers the advantage that the commands and programs permitted for the user can be compiled on one sheet of paper.

Off

The keyboard menu is suppressed. Use of the equipment is possible only via a barcode reader or a central computer.

|||||||||||||||||||||
99078000(93)

On (Default)

The keyboard menu is switched on again. If the menu is switched off, it can no longer be switched on via the keyboard. Normally it must be switched on again by a barcode, from a central computer or by means of a cold start. A further possibility is to switch the menu on again by the code '282806'. The code must be entered in one go on the transparency keyboard. For this reason it should be made available only to experienced persons.

|||||||||||||||||||||
99078001(90)

Touch

The touch functionality can be switched off.

Off

Switched off

|||||||||||||||||||||
99086200(34)

On (Default)	‖‖‖‖‖‖‖‖‖‖‖
Switched on	99086201(31)

Keystroke

Escape	‖‖‖‖‖‖‖‖‖‖‖
	9906442001(82)

Opt	‖‖‖‖‖‖‖‖‖‖‖
	9906442002(79)

Help	‖‖‖‖‖‖‖‖‖‖‖
	9906442003(76)

Next Window	‖‖‖‖‖‖‖‖‖‖‖
	9906442004(73)

Enter	‖‖‖‖‖‖‖‖‖‖‖
	9906442005(70)

Zoom	‖‖‖‖‖‖‖‖‖‖‖
	9906442006(67)

Menu	‖‖‖‖‖‖‖‖‖‖‖
	9906442007(64)

Match	‖‖‖‖‖‖‖‖‖‖‖
	9906442008(61)

Backspace	‖‖‖‖‖‖‖‖‖‖‖
	9906442009(58)

F1	‖‖‖‖‖‖‖‖‖‖‖
	9906441001(75)

F2	‖‖‖‖‖‖‖‖‖‖‖
	9906441002(72)

F3	‖‖‖‖‖‖‖‖‖‖‖
	9906441003(69)

F4	‖‖‖‖‖‖‖‖‖‖‖
	9906441004(66)

F5	‖‖‖‖‖‖‖‖‖‖‖
	9906441005(63)

Right	‖‖‖‖‖‖‖‖‖‖‖
	9906443001(89)

Up	‖‖‖‖‖‖‖‖‖‖‖
	9906443002(86)

Left	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443003(83)
Down	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443004(80)
Home	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443005(77)
End	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443006(74)
Page Up	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443007(71)
Page Down	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443008(68)
Insert	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906443009(65)
0 (Default)	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440000(71)
1	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440001(68)
2	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440002(65)
3	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440003(62)
4	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440004(59)
5	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440005(56)
6	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440006(53)
7	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440007(50)
8	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440008(47)
9	‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
	9906440009(44)

Set Lane Number

Sius AG devices communicate with one another via the field bus LON. Each device has its own address.

‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖
99064000(92)

One part of this address is the so-called subnet. The LON electronic measuring system and the control unit with the same subnet always belong together. Different lanes must be correspondingly differentiated in the subnet. Every LON electronic measuring system sends its own detected shots to the control unit in the same subnet in which it is itself addressed. A LON electronic measuring system with subnet 5 sends its shots to the control unit with subnet 5.

By setting a subnet on a control unit only the address of the control unit is affected. A previously linked LON electronic measuring system must be reconnected after this alteration (please refer to '\Hardware\Target\Connect' and instructions for use. Insofar as a LON electronic measuring system is located in the same subnet, the status of the control unit changes from 'Offline' to 'Stop' or 'Ready' according to whether a program is selected or not. The subnet can be selected via the 10-er keyboard. Pressing the Enter key confirms a given value. With 'Esc' the entry can be cancelled. The F5 key allows incorrect entries to be corrected in time.

Off

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079900(19)

On

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079901(16)

Short format

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079902(13)

RC211

Optionally a RC211 (shoot box) can be connected to a control unit. The RC211 is controlled by means of three buttons (Zoom, Menu and Shoot).

Match Menu

Via the Menu button an additional window can be opened on the screen. This window lists all the functions available in the Control Menu. In this way the control unit can be remotely controlled by the firer without having to leave his position.

In official ISSF contests the firer is not permitted to carry out these functions himself. It must therefore be possible to switch off the Shoot Menu.

Off

The match menu is switched off. The Match button on the RC211 has no function.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079900(19)

On

The match menu is switched on.

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079901(16)

Short format

Only a reduced number of functions is available (Clear Graphics).

‖‖‖‖‖‖‖‖‖‖‖‖‖
99079902(13)

Target

Settings that must be communicated to the LON electronic measuring system are stored under '\Target'. These settings are also frequently dependent on the program selected and therefore can be overwritten if necessary.

Connect

This barcode switches the control unit over to a special configuration mode. The control unit waits for a service PIN message from any LON electronic

‖‖‖‖‖‖‖‖‖‖‖‖‖
99063200(67)

measuring system. This message can be created on the LON electronic measuring system, either when the service PIN is pressed or when shooting takes place. But a shot triggers a Service PIN message only if the LON electronic measuring system was not previously configured. Every LON electronic measuring system that first reports this Service PIN message is reprogrammed by the control unit to its own subnet address. This function is used only if the LON electronic measuring system does not have its own LNR (lane number box).

Delta X/Y

Apply horizontal and vertical shot coordinate corrections. This correction is stored separately for each DistanceIndex.

\Delta X/Y\DeltaX

The absolute point of entry can be shifted in the horizontal direction. This can be used to compensate for assembly inaccuracies.

Reset
DeltaX = 0mm

|||||||||||||||||||||
099072832767(09)

X-0.1mm
to the left

|||||||||||||||||||||
099072800000(49)

X+0.1mm
to the right

|||||||||||||||||||||
099072800001(46)

X-1mm
to the left

|||||||||||||||||||||
099072800002(43)

X+1mm
to the right

|||||||||||||||||||||
099072800003(40)

X-10mm
to the left

|||||||||||||||||||||
099072800004(37)

X+10mm
to the right

|||||||||||||||||||||
099072800005(34)

\Delta X/Y\DeltaY

The absolute point of entry can be shifted in the vertical direction. This can be used to compensate for assembly inaccuracies.

Reset
DeltaY = 0mm

|||||||||||||||||||||
099072932767(30)

Y-0.1mm
downwards

|||||||||||||||||||||
099072900000(70)

Y+0.1mm
upwards

|||||||||||||||||||||
099072900001(67)

Y-1mm
downwards

|||||||||||||||||||||
099072900002(64)

Y+1mm

upwards

||||||||||||||||||||||||||||
099072900003(61)

Y-10mm

downwards

||||||||||||||||||||||||||||
099072900004(58)

Y+10mm

upwards

||||||||||||||||||||||||||||
099072900005(55)

ACE Detection Field

Define ACE detection field dimensions.

\ACE Detection Field\Detection Field Width [mm]

Define the total width of the active detection field in [mm].

Off

Turns off the horizontal detection field limitation.

||||||||||||||||||||||||||||
099085600000(21)

Set

Define the total width of the active detection field [mm]. This Barcode calls the numeric input editor because of its SET parameter (=65535). Any other value can be set by defining a barcode (see BarcodeLibrary) with a parameter value in the range 1..65533 [mm].

||||||||||||||||||||||||||||
099085665535(35)

Reset to Default.

Reset to Factory default (1200mm).

||||||||||||||||||||||||||||
099085665534(38)

\ACE Detection Field\Detection Field Height [mm]

Define the total height of the active detection field [mm]. Reference point is the central microphone.

Off

Turns off the vertical detection field limitation.

||||||||||||||||||||||||||||
099085700000(42)

Set

Define the total height of the active detection field [mm]. Reference point is the central microphone. This Barcode calls the numeric input editor because of its SET parameter (=65535). Any other value can be set by defining a barcode (see BarcodeLibrary) with a parameter value in the range 1..65533 [mm].

||||||||||||||||||||||||||||
099085765535(56)

Reset to Default.

Reset to Factory default (1200mm).

||||||||||||||||||||||||||||
099085765534(59)

Target changer

Some detection systems are quipped with a target changer (S101, S310). Each target image has been programmed with a basic setting or a shaft. If a program with a specific target is selected, the preselected shaft is automatically activated. If the detection system is not equipped with a changing mechanism, the command is ignored. If the target image is mounted in a different shaft or if the target image on the control unit does not correspond to the physical target image, the shaft can be changed by means of the target changer commands. The target image is hereby automatically programmed for the new choice of shaft. If the same program is selected again later, the latest shaft to be selected will again be selected in any case.

A (Default)

The 'shaft' A corresponds to the fixed frame of the detection system.

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09907190(06)

B

The shaft B is the alternative frame.

||||||| ||| ||||| |||| ||
09907191(03)

C

With the target S101 there are two alternative frames available. The shaft C is the second alternative frame.

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09907192(97)

Paper feed

After every shot, detection systems controlling a materials handling unit (paper or rubber tape) trigger an automatic feed unit. The feed unit is measured in millimetres. Depending on the discipline and the weapon, the tape must be fed a greater or lesser distance. These distances are laid down in the target images. But every discipline can define its own actual setting values. The tape feed for a 10 metre discipline is 20 millimetres. In ISSF finals the feed distance is increased to 30 millimetres. The tape feed can be changed after a program has been selected.

\Paper feed\Use Always

On

||||||| ||| ||||| |||| ||
99077899(08)

Off (Default)

||||||| ||| ||||| |||| ||
99077898(11)

0

mm

||||||| ||| ||||| |||| ||
99077800(14)

1

mm

||||||| ||| ||||| |||| ||
99077801(11)

2

mm

||||||| ||| ||||| |||| ||
99077802(08)

3

mm

||||||| ||| ||||| |||| ||
99077803(05)

4

mm

||||||| ||| ||||| |||| ||
99077804(02)

5

mm

||||||| ||| ||||| |||| ||
99077805(96)

10

mm

||||||| ||| ||||| |||| ||
99077810(81)

20 (Default)

mm

||||||| ||| ||||| |||| ||
99077820(51)

30

mm

||||||| ||| ||||| |||| ||
99077830(21)

40

mm

||||||| ||| ||||| |||| ||
99077840(88)

50

mm

||||||| ||| ||||| |||| ||
99077850(58)

Target Lifter

Target height control

Standing

Sets target height to position "Standing".

‖‖‖‖‖‖‖‖‖‖‖‖
09906910(70)

Prone

Sets target height to position "Prone".

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09906911(67)

Kneeling

Sets target height to position "Kneeling".

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09906912(64)

Up

Adjust target height upwards

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09906916(52)

Down

Adjust target height downwards

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09906917(49)

Reference Calibration

Calibrate target lifter. The lifter returns to ist previous position upon completion of the calibration.

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09906919(43)

Light

On

‖‖‖‖‖‖‖‖‖‖‖‖
9906920000(36)

Off

‖‖‖‖‖‖‖‖‖‖‖‖
9906921000(43)

Brighter

‖‖‖‖‖‖‖‖‖‖‖‖
9906922000(50)

Darker

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9906923000(57)

Set intensity

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9906924000(64)

Distance Index

0 (Default)

‖‖‖‖‖‖‖‖‖‖‖‖
99081200(96)

1

‖‖‖‖‖‖‖‖‖‖‖‖
99081201(93)

2

‖‖‖‖‖‖‖‖‖‖‖‖
99081202(90)

3

‖‖‖‖‖‖‖‖‖‖‖‖
99081203(87)

4

‖‖‖‖‖‖‖‖‖‖‖‖
99081204(84)

Sensitivity

The detection systems are fitted with various amplifier settings for the microphone. For most systems and weapons a low sensitivity is the correct setting. In the 25 metre rapid fire pistols with a very small recoil are used. The speed of the projectile is correspondingly small and the impact on the rubber very light. For these disciplines a high sensitivity is necessary so that the shot can always be correctly picked up. But the setting must be set to high only in these disciplines because with other firearms otherwise crosstalk onto neighbouring lines could ensue. The setting is normally correctly adjusted for the programs and must not be adjusted manually.

\Sensitivity\Use Always

On

‖‖‖‖‖‖‖‖‖‖‖‖
99072099(45)

Off (Default)

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99072098(48)

Low (Default)

Low sensitivity is required for most bullets.

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09907200(73)

High

High sensitivity is needed above all for sport shooting (25m), which is shot with high recoil weapons, typically on targets S10 and S25/50

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09907201(70)

Time Control Unit

Time Control Unit

Off (Default)

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99080300(80)

On

‖‖‖‖‖‖‖‖‖‖‖‖
99080301(77)

Duel mode

Off (Default)

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99080400(71)

On

‖‖‖‖‖‖‖‖‖‖‖‖
99080401(68)

Shot sensor

The shot sensor allows cross shots and no scores to be detected. Without the shot sensor all shots are interpreted as own shots on the own target. Even a shot from a neighbouring lane onto the own target is interpreted as an own shot and included in the calculation of the results. With the shot sensor, within a certain timescale after the Shot Off signal the corresponding Shot On signal must be produced. If only a Shot Off signal is produced, the firer has not hit the target. The shot sensor can be connected to the control unit as an optional extra. The setting 'shot sensor on/off' is used to enable or disable the shot sensor.

Off (Default)

On installations without a shot logoff, this setting should be switched off.

‖‖‖‖‖‖‖‖‖‖‖‖
09907010(61)

On

|||||||| ||| ||| | || ||| |||| ||||
09907011(58)

Setup Wizard

The Setup Wizard helps to configure the device optimally for a specific operation purpose.

|||| ||| ||| | || | ||| | |||
99064800(20)

Help

|||| || || ||||| ||| || ||| | |||| |||
9906442003(76)

SIUS **SA951 CUOS**

Logon

In order that the system can adhere to the necessary rules, under certain circumstances particular information about the firer and his weapon is needed. All this information can be recorded under the section 'Registration'.

User Group

User Rights

Standard (Default)

A standard user can use only the normal shooting operation. He is forbidden to change settings or even to configure hardware components.

09908540(30)

Administrator

Maintenance tasks and hardware settings can only be amended if at least one administrator is configured.

09908541(27)

SIUS

Special functions are reserved for Sius staff.

09908542(24)

Reset Time

Off

9908550000(97)

5 minutes

9908550300(70)

Set Reset Time

99064900(11)

Info

Requirements

With set assumptions the system requires information about weapon, position and/or firer number before a group can be loaded. As long as this information is missing the group cannot be input.

Legalisation

If a legalisation unequal to 0 is chosen, then both the practice and the firer must produce the same legalisation in their codes in order for it to be authorised. The legalisation of the firer is however only active if the firer number is requested at the same time. This command is not to be confused with the command firer legalisation, under which the legalisation of the firer can explicitly be provided. Fact: the settings '\Requirements\Legalisation' and '\Register\Legalisation' must agree or one or other must be set to 0 in order that a program can be started and shooting can take place.

0 (Default)

No legalisation is required.

99077000(86)

1

Demanded legalisation

99077001(83)

2

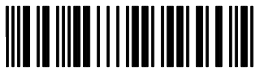*Demanded legalisation*

99077002(80)

3

Demanded legalisation

99077003(77)

4

Demanded legalisation

99077004(74)

5

Demanded legalisation

99077005(71)

6

Demanded legalisation

99077006(68)

7

Demanded legalisation

99077007(65)

8

Demanded legalisation

99077008(62)

9

Demanded legalisation

99077009(59)

Weapon required

In order that in contests it can be determined which program was shot with which weapon, it is possible to force the setting 'Position required'. Before a program can be loaded, a weapon type must be declared.

Off (Default)

Weapon identification is optional.

99077300(59)

On

A weapon specification must be input before a program can be selected.

99077301(56)

Position required

In order that in contests it can be determined which program was shot in which position, it is possible to force the setting 'Position required'. Before a program can be loaded, a position must be declared.

Off (Default)

Reporting of position is optional.

99077200(68)

On

A position report must be input before a program can be selected.

99077201(65)

Firer number required

The firer number identifies the firer (see also '\Registering\Firer number'.

Off (Default)

The firer number is optional.

99077400(50)

On

A firer number must be input before a program can be selected.

99077401(47)

Legalisation

Legalisation can be loaded either individually or together with a firer number practice code. The firer must as a result input his firer number first (inclusive of legalisation) and then a program. Only when both legalisations agree, or one or other has a zero value, can the program be launched. Otherwise the screen gives the error message 'Wrong legalisation'. A firer in possession

of the legalisation 0 in his practice code can shoot all programs, and a program that shows a legalisation 0 can be shot by all firers.

0 (Default)
Legalisation of the firer

|||||||||||||||||||||||||||
99077700(23)

1
Legalisation of the firer

|||||||||||||||||||||||||||
99077701(20)

2
Legalisation of the firer

|||||||||||||||||||||||||||
99077702(17)

3
Legalisation of the firer

|||||||||||||||||||||||||||
99077703(14)

4
Legalisation of the firer

|||||||||||||||||||||||||||
99077704(11)

5
Legalisation of the firer

|||||||||||||||||||||||||||
99077705(08)

6
Legalisation of the firer

|||||||||||||||||||||||||||
99077706(05)

7
Legalisation of the firer

|||||||||||||||||||||||||||
99077707(02)

8
Legalisation of the firer

|||||||||||||||||||||||||||
99077708(96)

9
Legalisation of the firer

|||||||||||||||||||||||||||
99077709(93)

Weapon Type

For the assessment of a contest, it can be important that the type of weapon used in a program that has been shot is known, for example if various rank listings are to be established for storm rifle 90 and storm rifle 57. In such a case the weapon type can be se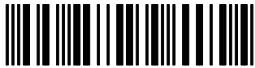t. With the setting '\Requirements\Weapon type' the specification of a weapon type can be insisted upon before a program can be installed. Otherwise the program would be declined with a message 'weapon type needed'. The weapon type selected is displayed on the screen and on the paper printout.

Off (Default)

|||||||||||||||||||||||||||
99076800(07)

Rifle

|||||||||||||||||||||||||||
99076801(04)

Standard Rifle

|||||||||||||||||||||||||||
99076815(59)

Free Rifle

|||||||||||||||||||||||||||
99076821(41)

Carbine

|||||||||||||||||||||||||||
99076802(01)

Stgw 57/02

||||||| ||| ||| ||||| ||| ||||
99076803(95)

Stgw 57/03

||||||| ||| ||| ||||| ||| ||||
99076813(65)

Stgw 90

||||||| ||| ||| ||||| ||| ||||
99076804(92)

Biathlon Rifle

||||||| ||| ||| ||||| ||| ||||
99076814(62)

Free Pistol

||||||| ||| ||| ||||| ||| ||||
99076805(89)

Sport Pistol

||||||| ||| ||| ||||| ||| ||||
99076806(86)

Rimfire Pistol

||||||| ||| ||| ||||| ||| ||||
99076811(71)

Centerfire Pistol

||||||| ||| ||| ||||| ||| ||||
99076812(68)

Sport Pistol Big Bore

||||||| ||| ||| ||||| ||| ||||
99076807(83)

Sport Pistol Small Bore

||||||| ||| ||| ||||| ||| ||||
99076808(80)

Ordnance pistol

||||||| ||| ||| ||||| ||| ||||
99076809(77)

Ordnance pistol 75

||||||| ||| ||| ||||| ||| ||||
99076810(74)

Air Rifle

||||||| ||| ||| ||||| ||| ||||
99076816(56)

Air Pistol

||||||| ||| ||| ||||| ||| ||||
99076817(53)

Air Pistol 5 Shot

||||||| ||| ||| ||||| ||| ||||
99076818(50)

Position

For the assessment of a contest, it can be important that the position in which shooting took place is known. In such a case the position can be input either on the menu or via a barcode. With the setting '\Requirements\Position' the specification of a position can be insisted upon before a program can be installed. The position selected is displayed on the screen and on the paper printout.

Off (Default)

||||||| ||| ||| ||||| ||| ||||
99077600(32)

SA951
CUOS

Prone

99077601(29)

Prone supported

99077604(20)

Kneeling

99077603(23)

Standing

99077602(26)

Firer number

The firer number identifies the firer. The firer number can also be loaded via a barcode (Sius barcode inclusive of legalisation or SSV licence card) or via the keyboard. The firer number is transferred to the central processor. From the central processor the name of the firer can be construed from the firer number. The firer number is displayed on the screen and on the printer.
Should the setting Firer number needed' be activated and 'Repeat allowed' be switched off, then the firer number is erased after each program. This ensures that with this configuration before every program a firer number must be introduced.

99063900(04)