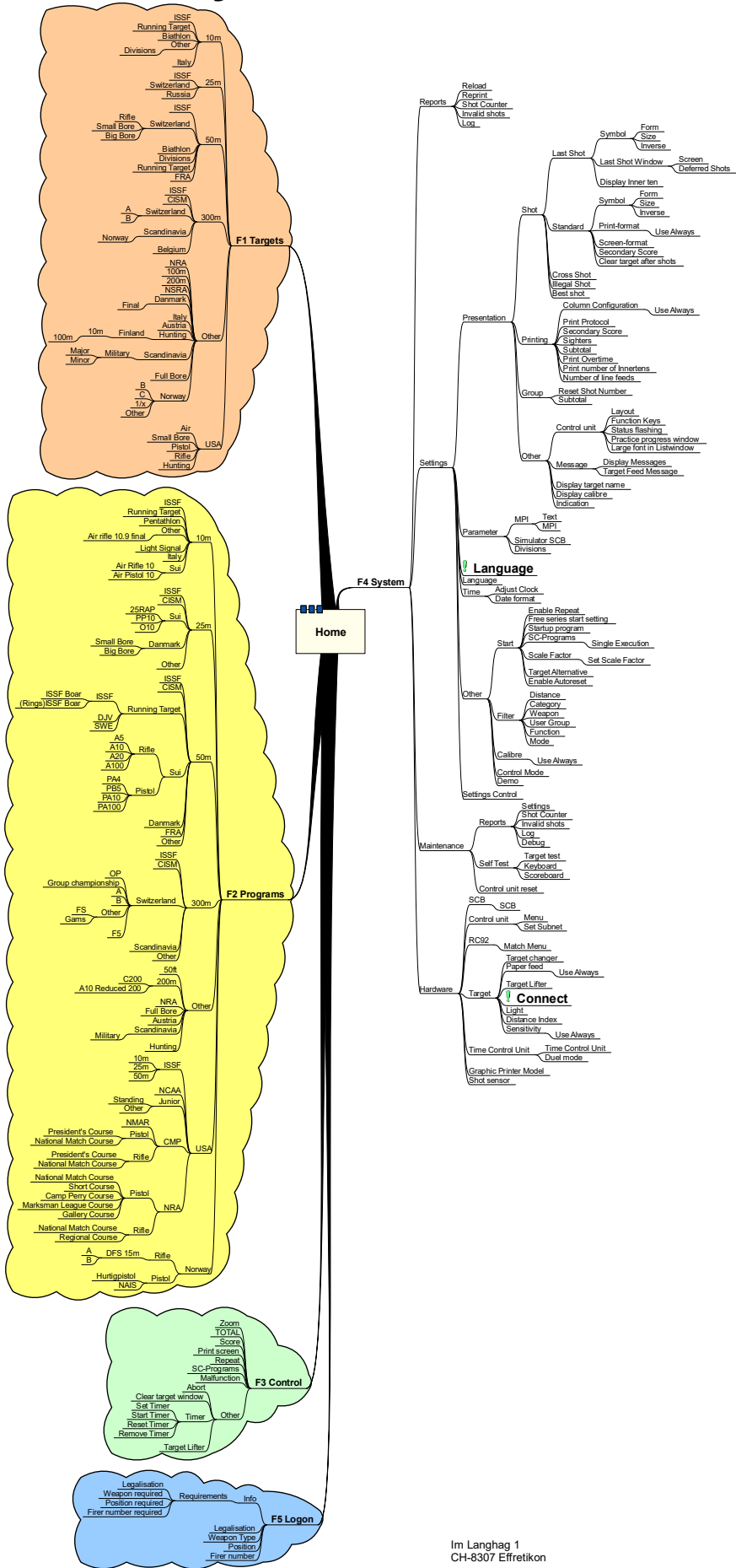


# SIUS User Manual Appendix

## System 7



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

# SIUS AG

BASYS7AH1ER1  
 Menu.mmp - 03.07.2019

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# SIUS

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## Targets

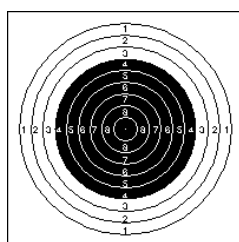
Free series are programs which do not prescribe any set numbers of shots. They are especially suitable for completing open training courses. With free series all official shoots can be simulated.

### 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.

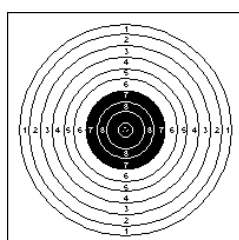


#### Air Rifle

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

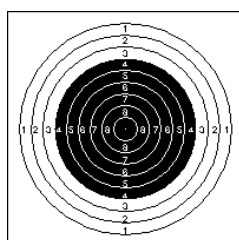
10 metre air pistol target; ISSF Rules, Section 6.3.2.6; diameter 155.5mm; black reflector from ring 7 to 10



06000019000203(56)

#### Switzerland

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

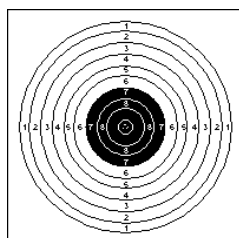


#### Air Rifle

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)

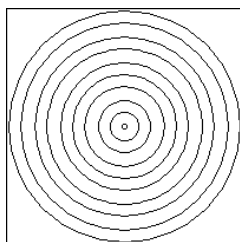


#### Air Pistol

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)



**Volkscheibe**

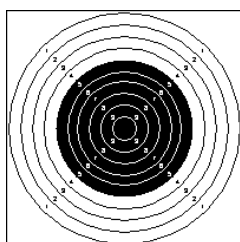
*A 10 air rifle target with large 10-er ring for public events.*



06000019000209(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.*

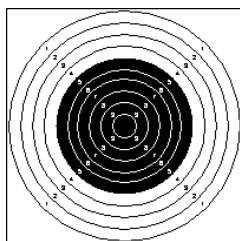


**Standard**

*10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10*



06000019001200(72)



**Final**

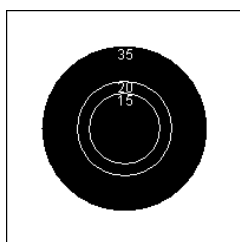
*10 metre running target; ISSF Rules, Section 6.3.2.7.2; diameter 50.5mm; black reflector from ring 5 to 10*



06000019001201(69)

## Biathlon

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

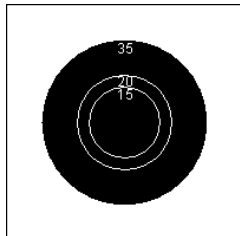


**15**

*Target image with 15 millimetre circle.*



06000019001302(57)

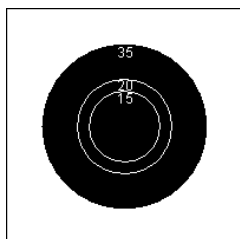


**20**

*Target image with 20 millimetre circle.*



06000019001301(60)

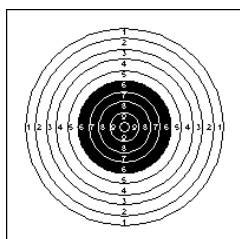


35  
*Target image with 35 millimetre circle.*



06000019001300(63)

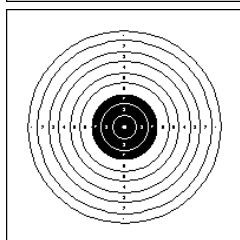
### Other



Zimmerstutzen  
*German target*



06000019000210(35)

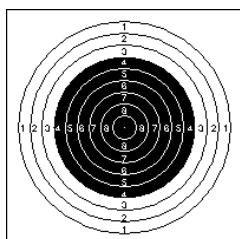


Croatian AR Target



06000019000211(32)

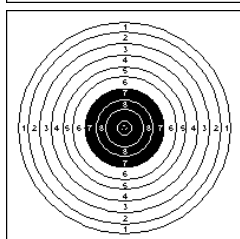
### Divisions



Air Rifle 10



06000019002600(43)

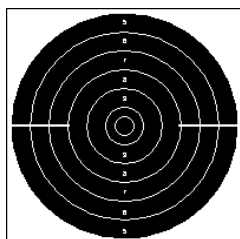


Air Pistol 10



06000019002601(40)

### Italy



10m Rapid Fire



06000019000212(29)

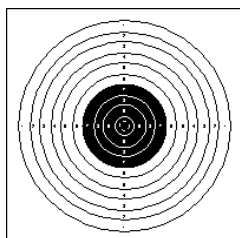


### 25m

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.

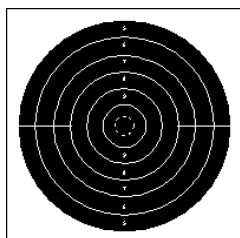


##### Precision

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

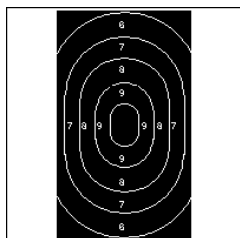
25 metre rapid fire target, ISSF Rules, Section 6.3.2.4, Diameter 500mm; black reflector from ring 5 to 10



06000019000305(41)

#### Switzerland

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



##### O10

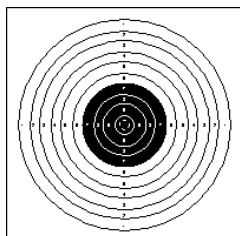
Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17



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.

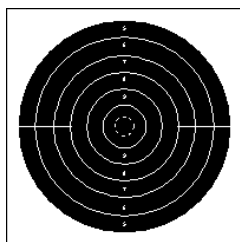


##### Precision

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)

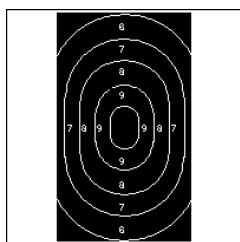


### Rapid Fire

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



06000019000313(17)



### O10

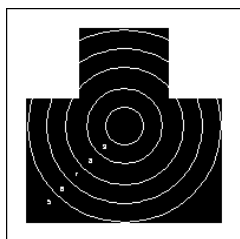
Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17



06000019000707(96)

## Russia

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

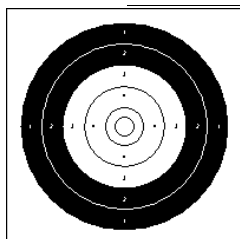


### Russian No. 04

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



06000019003000(07)



### Unterhebelrepetierer



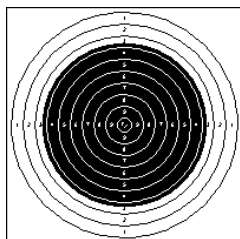
06000019002702(28)

## 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.*

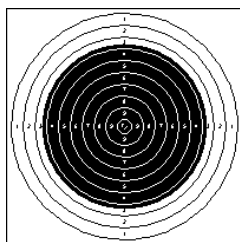


### Rifle

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



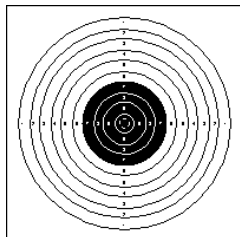
06000019000301(53)



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

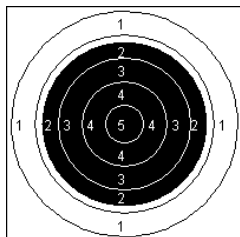


06000019000303(47)

## Switzerland

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

### Rifle

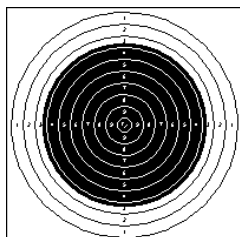


A5

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



06000019000307(35)

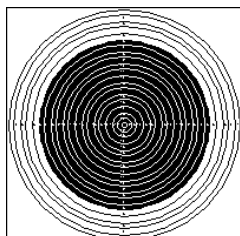


A10

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



06000019000308(32)

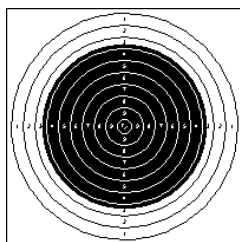


A20

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



06000019000309(29)



**A100**

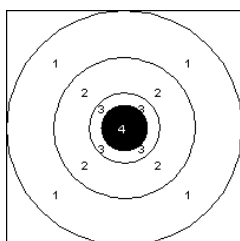
50 metre precision rifle target with a one hundred ring score instead of the ISS ten ring score; diameter 154.4mm; black reflector diameter 112.4mm



06000019000310(26)

## Small Bore

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

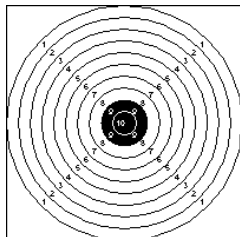


**PA4**

Pistol target A40; circular target with four rings.



06000019000401(44)

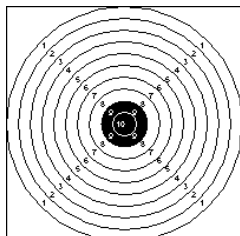


**PA10**

Pistol target A10; circular target with ten rings.



06000019000402(41)

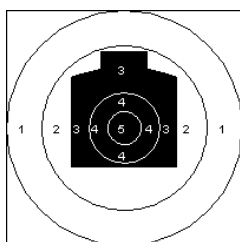


**PA100**

Pistol target A100; circular target with one hundred rings.



06000019000403(38)

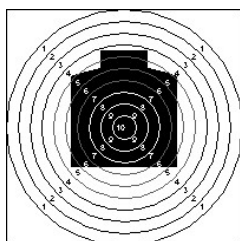


**PB5**

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



06000019000404(35)

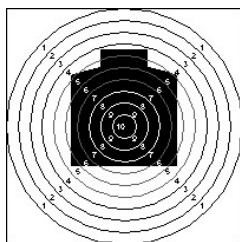


**PB10**

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



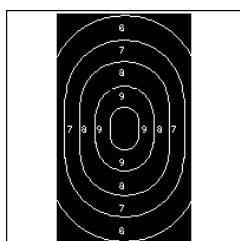
06000019000405(32)



**PB100**  
*Pistol target B100; circular target with one hundred equal rings and an outline.*



06000019000406(29)



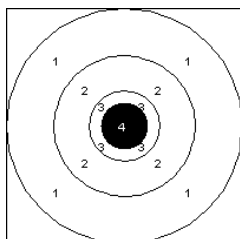
**O10**  
*Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17*



06000019000407(26)

### Big Bore

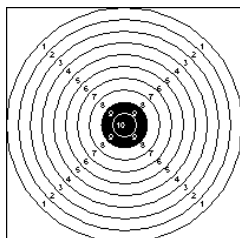
*Big bore pistol*



**PA4**  
*Pistol target A40; circular target with four rings.*



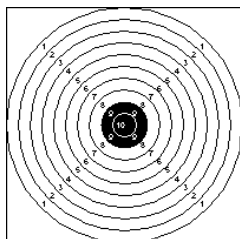
06000019000701(17)



**PA10**  
*Pistol target A10; circular target with ten rings.*



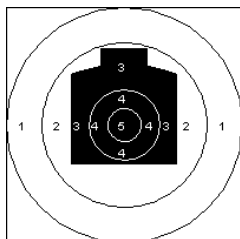
06000019000702(14)



**PA100**  
*Pistol target A100; circular target with one hundred rings.*



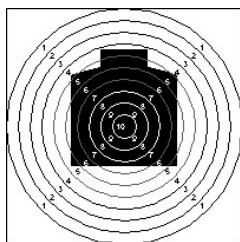
06000019000703(11)



**PB5**  
*Pistol target B5; circular target with five equal rings and an outline whereby the outline is worth at least three points.*



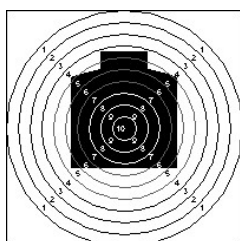
06000019000704(08)



**PB10**  
*Pistol target B10; circular target with ten equal rings and an outline.*



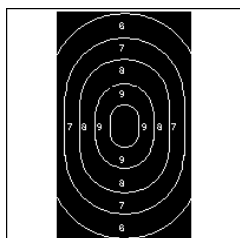
06000019000705(05)



**PB100**  
*Pistol target B100; circular target with one hundred equal rings and an outline.*



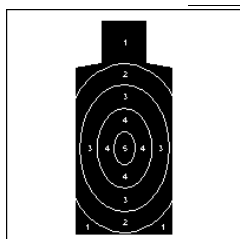
06000019000706(02)



**O10**  
*Swiss ordnance rapid fire pistol target (military); outline with ovals; Form 34.17*



06000019000707(96)



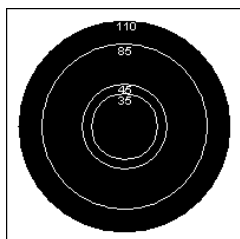
**Morgarten**  
*Outline target with five scores, whereby the value two is assigned to five ellipses and the value one to the rest of the outline.*



06000019000410(17)

## Biathlon

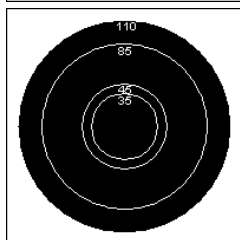
*The target pictures for biathlon are filed in this directory. Biathlon targets can be found under 10 metres and 50 metres.*



**35mm**  
*Target image with 35 millimetre circle.*



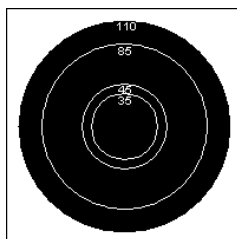
06000019001306(45)



**45mm**  
*Target image with 45 millimetre circle.*



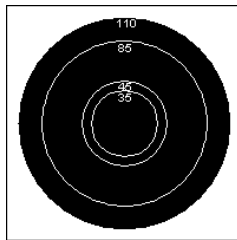
06000019001305(48)



85mm  
Target image with 85 millimetre circle.



06000019001304(51)

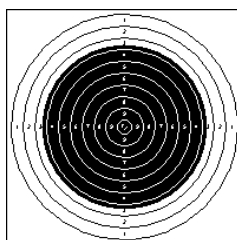


110  
Target image with 110 millimetre circle.



06000019001303(54)

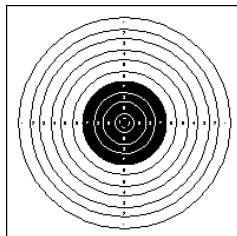
### Divisions



Rifle



06000019002602(37)



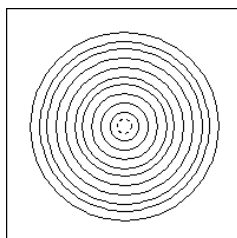
Pistol



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.

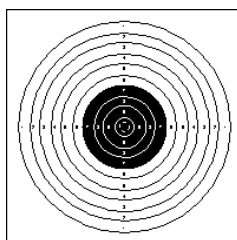


Standard



06000019001208(48)

### FRA



C50



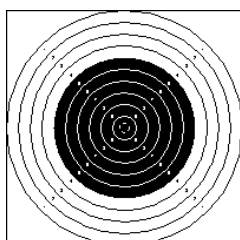
06000019002708(10)

### 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.



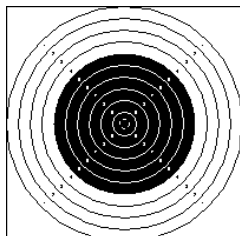
A10



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



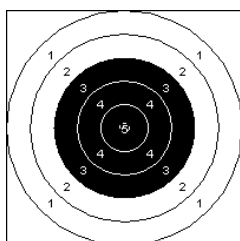
06000019000002(77)

#### Switzerland

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

##### A

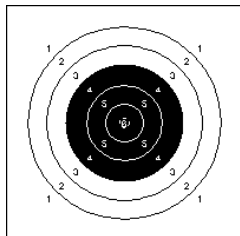
A-targets with varied scores:



A5



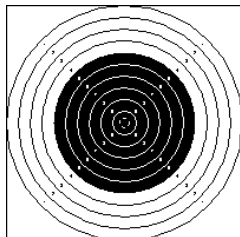
06000019000001(80)



A6



06000019000005(68)

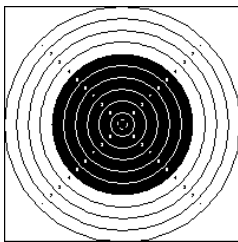


A10



06000019000002(77)

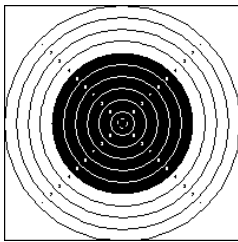




A100



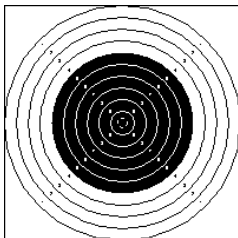
06000019000003(74)



A10/FA10



06000019000014(41)



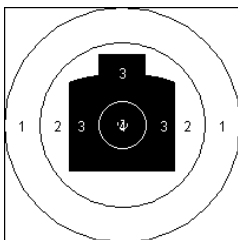
A10 final



06000019000015(38)

## B

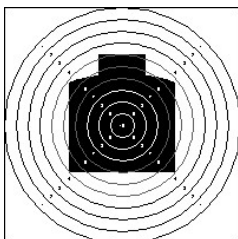
*B-targets with different scores (field target B Form. 34.21.2.88):*



B4



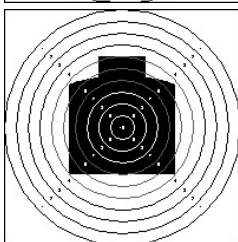
06000019000004(71)



B10



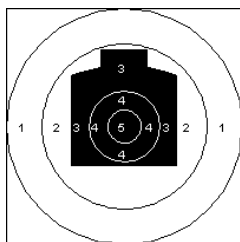
06000019000008(59)



B100



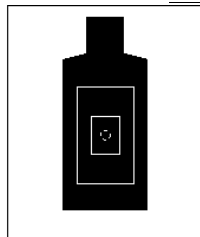
06000019000009(56)



**PB5**  
Pistol target PB5



06000019000010(53)



**F5**

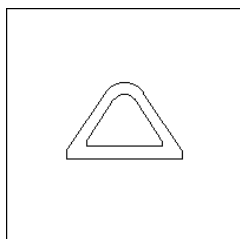


06000019000007(62)

## 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 'OtherHunting\Moose'.

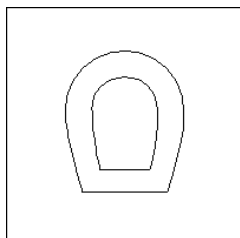
### Norway



**Nor7**



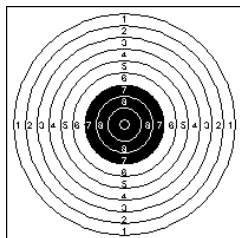
06000019001101(78)



**Nor8**



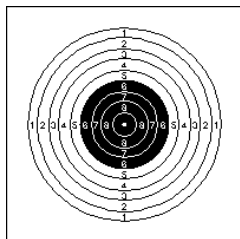
06000019001102(75)



**NSF 15m**



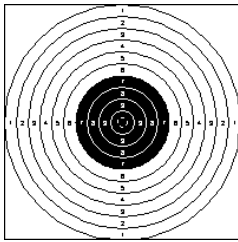
06000019001410(24)



**DFS 15m**



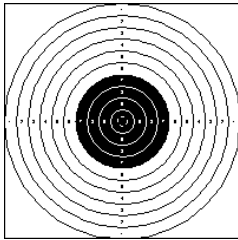
06000019001411(21)



DFS100



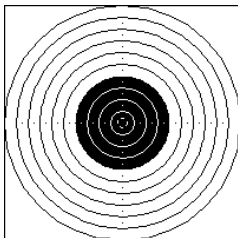
06000019001103(72)



DFS 200



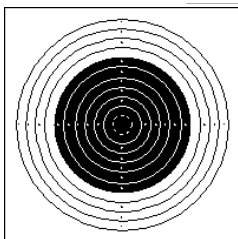
06000019001412(18)



DFS 300



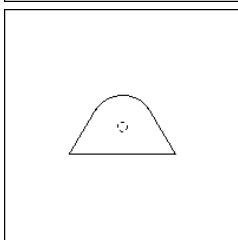
06000019001413(15)



New Swedish target



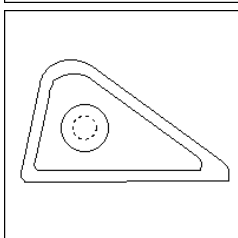
06000019001100(81)



16FIG



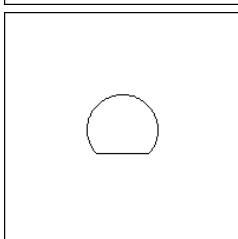
06000019001105(66)



16V



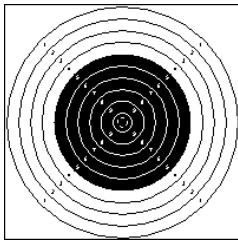
06000019001106(63)



C30



06000019001104(69)



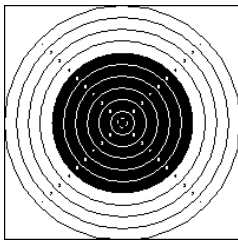
A10 Reduced 200



06000019001414(12)

## Belgium

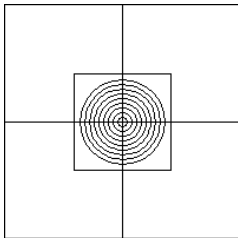
*Targets from Belgium*



A10



06000019000002(77)

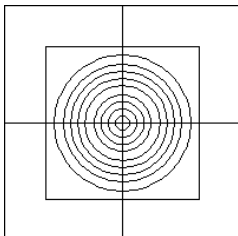


Oly100

*Oly100 Target*



06000019001501(42)

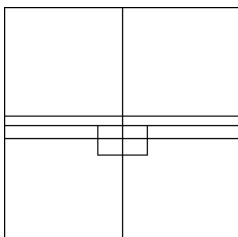


Oly200

*Oly200 Target*



06000019001502(39)

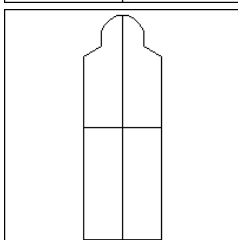


Schijf K

*Schijf K Target*



06000019001503(36)

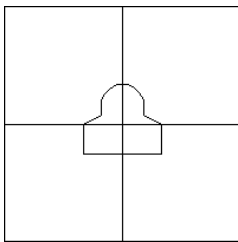


Schijf 4

*Schijf 4 Target*



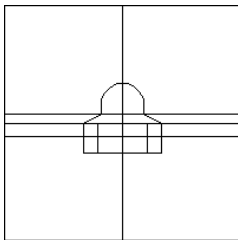
06000019001504(33)



Schijf 5  
*Schijf 5 Target*



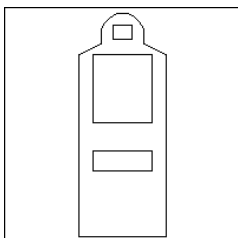
06000019001505(30)



Schijf S  
*Schijf S Target*



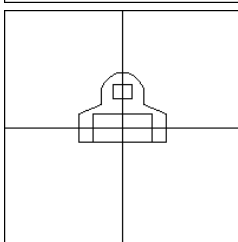
06000019001506(27)



NTTC4



06000019001507(24)



NTTC5

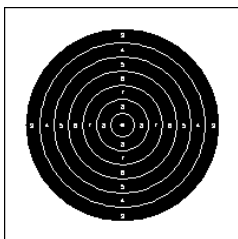


06000019001508(21)

## Other

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

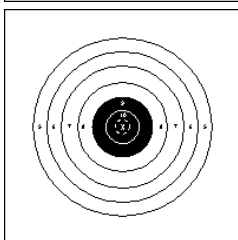
### NRA



50ft Rifle Target



06000019002803(16)

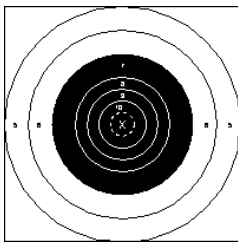


SR2 200y



06000019002805(10)

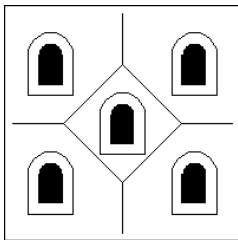
# SIUS



MR1 600y



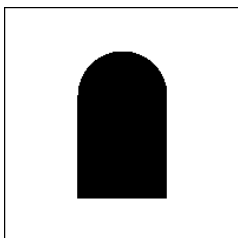
06000019002806(07)



Short Range



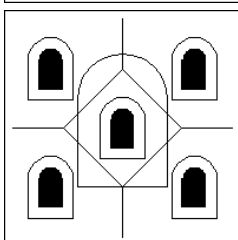
06000019002800(25)



Long Range



06000019002801(22)

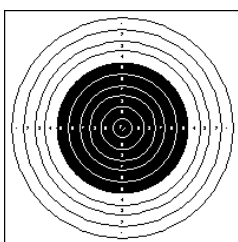


Combined Range



06000019002802(19)

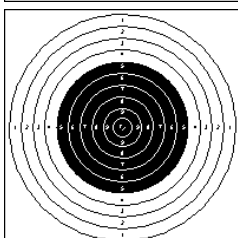
**100m**



AUT 100m KK



06000019002701(31)

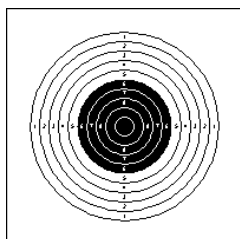


Schijf Woerden



06000019002700(34)

**200m**

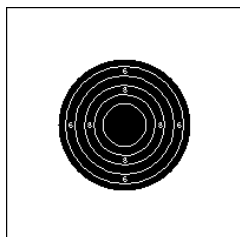


C200



06000019002707(13)

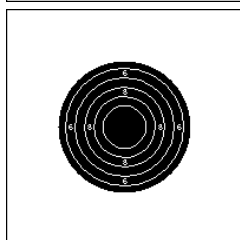
## NSRA



NSRA 15y



06000019003600(50)



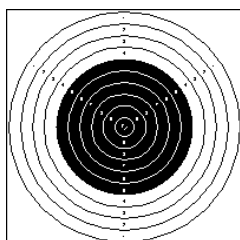
NSRA 15y Final



06000019003601(47)

## Danmark

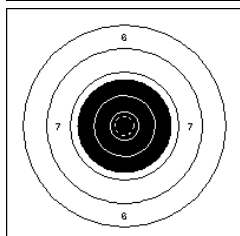
### Final



50m riffel M 90 F



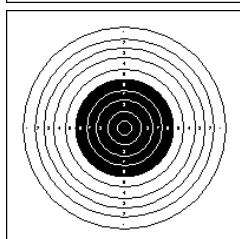
06000019002906(95)



15m riffel 1984 F



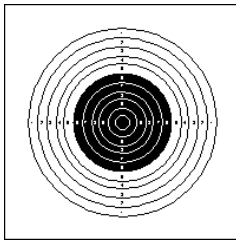
06000019002907(92)



15m fripistol F



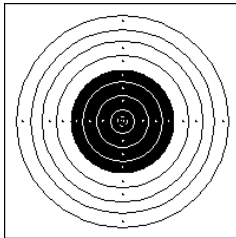
06000019002908(89)



15m luftriffel M 96/G F



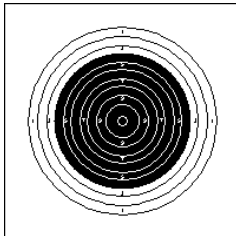
06000019002909(86)



15m pistol F



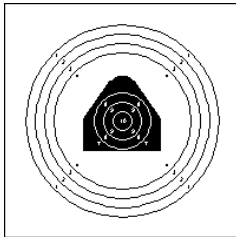
06000019002910(83)



15m riffel DskyU 1982 F



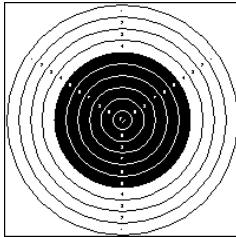
06000019002911(80)



10-delt figurskive (S3)



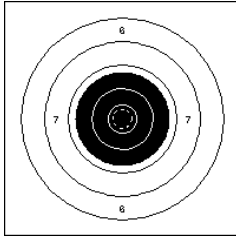
06000019003512(23)



50m riffel M 90



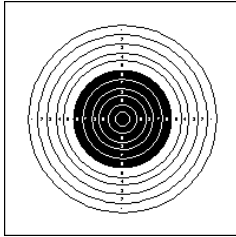
06000019002900(16)



15m riffel 1984



06000019002901(13)



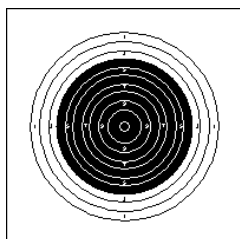
15m luftriffel M 96/G



06000019002903(07)



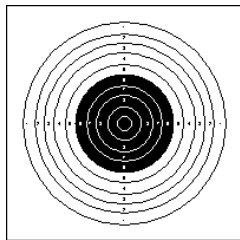
# SIUS



15m riffel DSkyU 1982



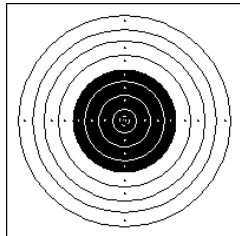
06000019002905(01)



15m fripistol



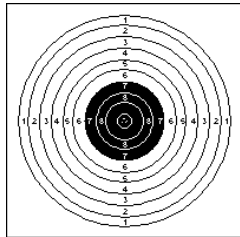
06000019002902(10)



15m pistol



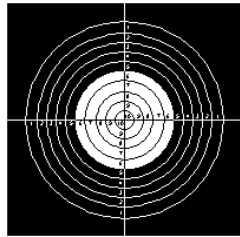
06000019002904(04)



Airpistol 10 Rim



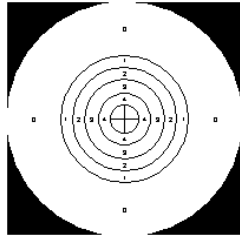
06000019003510(29)



AZF047



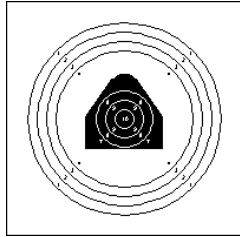
06000019002912(77)



AZF048



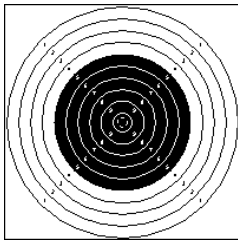
06000019002913(74)



10-delt figurskive (S3)



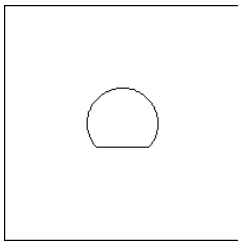
06000019003511(26)



A10 Reduced 200



06000019001414(12)

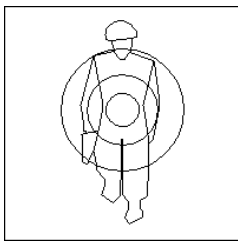


C30



06000019001104(69)

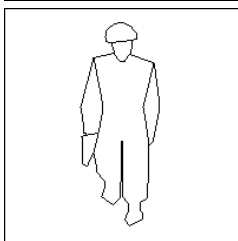
## Italy



Bersaglio 1



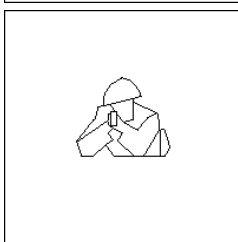
06000019002400(61)



Bersaglio 2



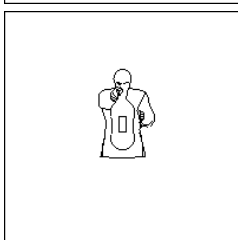
06000019002401(58)



Bersaglio 9



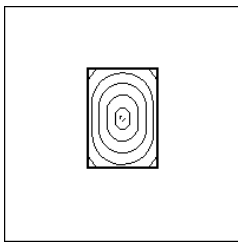
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P1



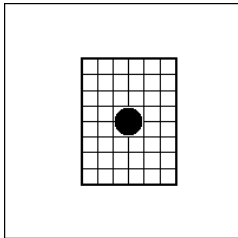
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P2



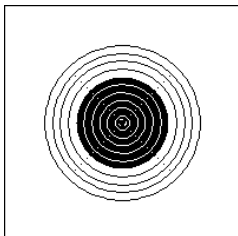
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P3



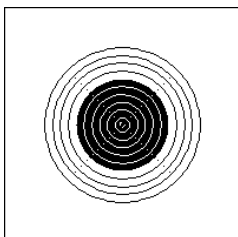
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A10 100m



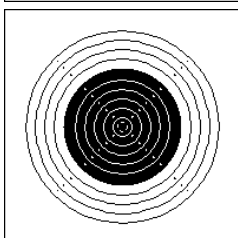
06000019002406(43)



A10 200m



06000019002407(40)



A10 300m

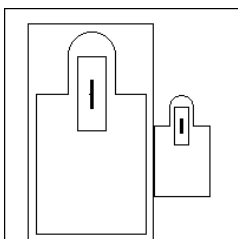


06000019002408(37)

## Austria

ASR

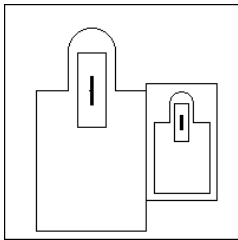
\ASR\Pistol



Pistol A 5m



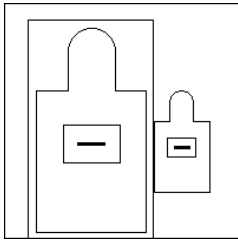
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Pistol A 10m



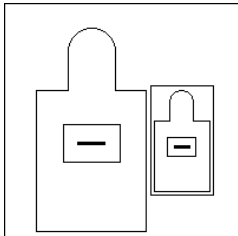
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Pistol B 5m



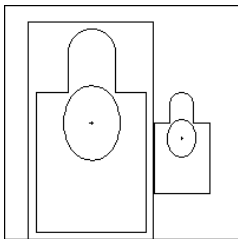
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Pistol B 10m



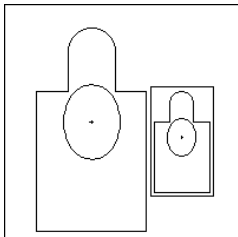
06000019001703(18)



Pistol D 5m



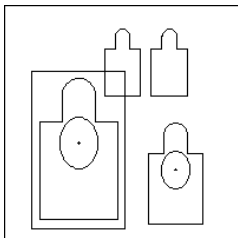
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Pistol D 10m



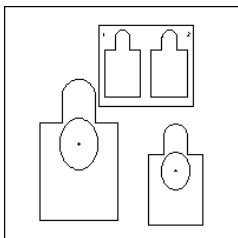
06000019001705(12)



Pistol C 7m



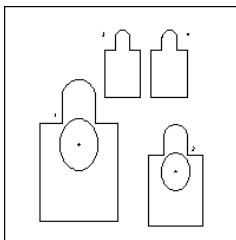
06000019001706(09)



Pistol C 15m



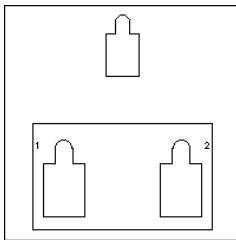
06000019001707(06)



Pistol C All



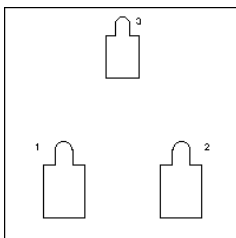
06000019001708(03)



Pistol E 20m



06000019001709(97)

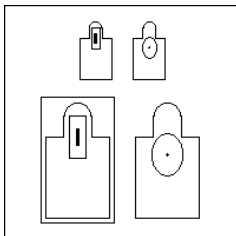


Pistol E All



06000019001710(94)

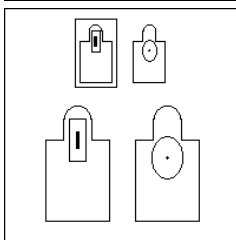
## VASR\Rifle



Rifle A 10m vertical



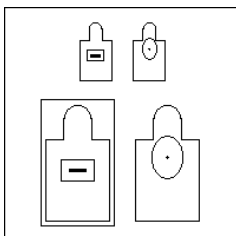
06000019001602(30)



Rifle A 20m vertical



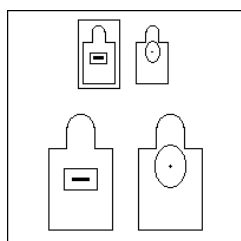
06000019001603(27)



Rifle B 10m horizontal



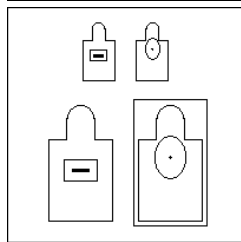
06000019001604(24)



Rifle B 20m horizontal



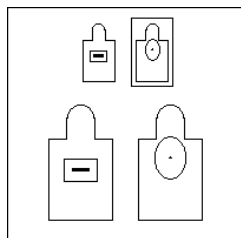
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Rifle B 10m ellipse



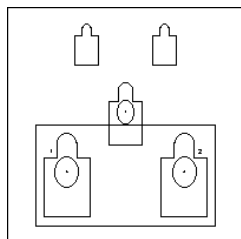
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Rifle B 20m ellipse



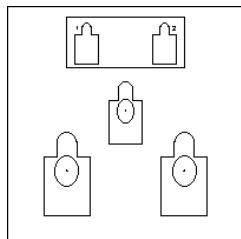
06000019001607(15)



Rifle C 15m



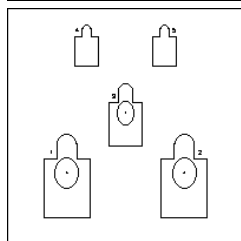
06000019001608(12)



Rifle C 30m



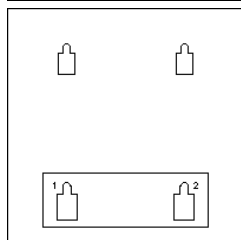
06000019001609(09)



Rifle C All



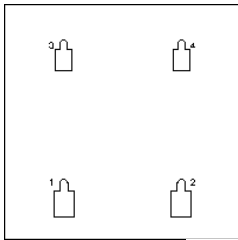
06000019001610(06)



Rifle D 40m



06000019001611(03)



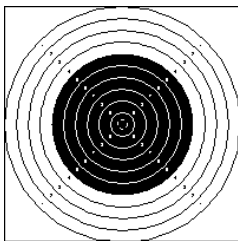
Rifle D All



06000019001612(97)

## Classic

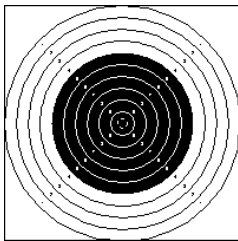
### \Classic\Pistol



A10



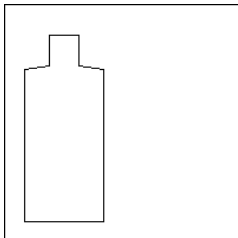
06000019001810(85)



A100



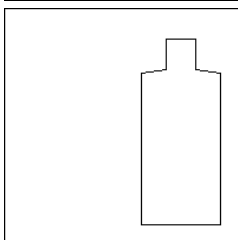
06000019001811(82)



Klein links



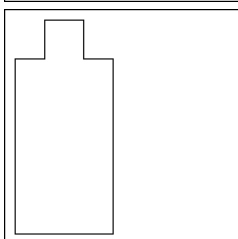
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Klein rechts



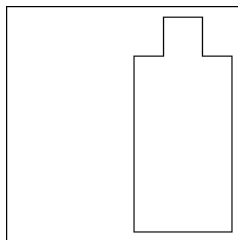
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Gross links



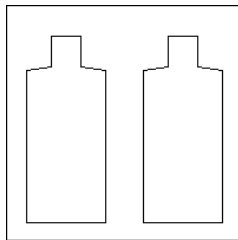
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Gross rechts



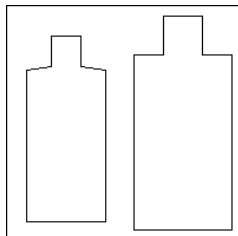
06000019001804(06)



Klein Klein



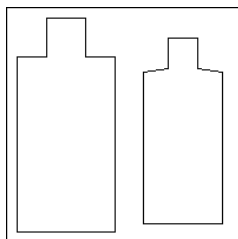
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Klein Gross



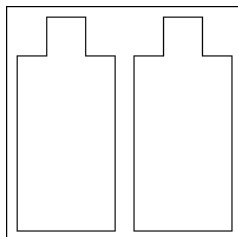
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Gross Klein



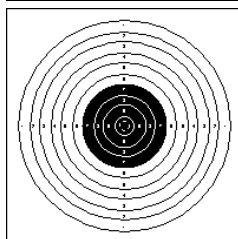
06000019001807(94)



Gross Gross



06000019001808(91)



Precision

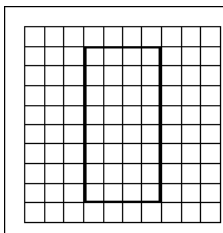
*25 / 50 metre precision pistol target PP10; ISSF Rules, Section 6.3.2.5, Diameter 500mm; black reflector from ring 7 to ring 10*



06000019001812(79)

\Classic\Rifle

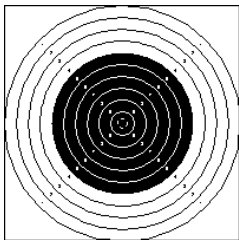




R10



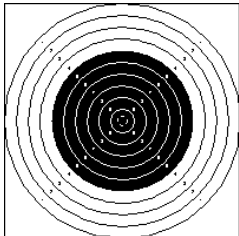
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A10



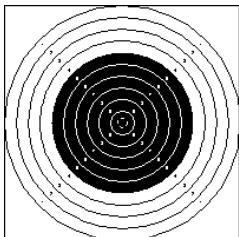
06000019000002(77)



A100



06000019000003(74)



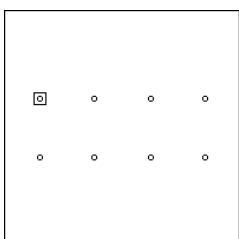
Anschluss Scheibe



06000019001809(88)

\Classic\MG

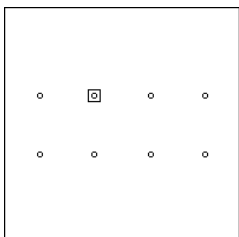
\Classic\MG\A



MG Ziel A1



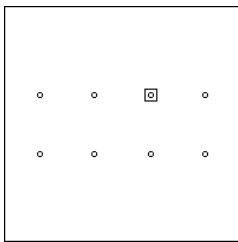
06000019001900(09)



MG Ziel A2



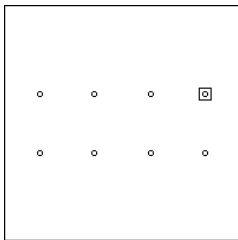
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MG Ziel A3



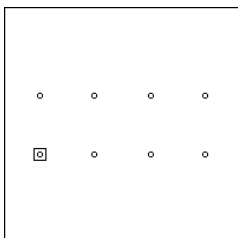
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MG Ziel A4



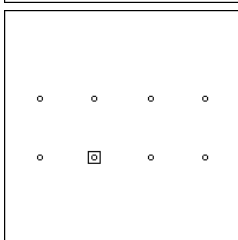
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MG Ziel A5



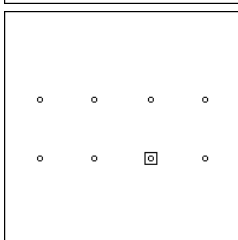
06000019001904(94)



MG Ziel A6



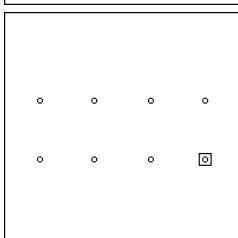
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MG Ziel A7



06000019001906(88)



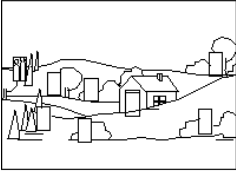
MG Ziel A8



06000019001907(85)

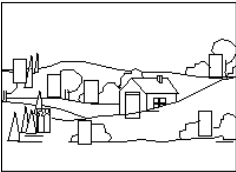
\Classic\MG\B

MG Ziel B1



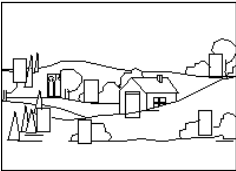
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MG Ziel B2



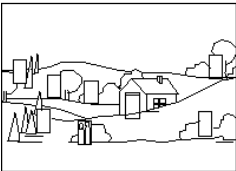
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MG Ziel B3



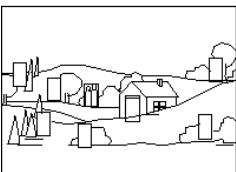
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MG Ziel B4



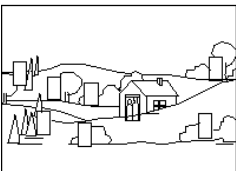
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MG Ziel B5



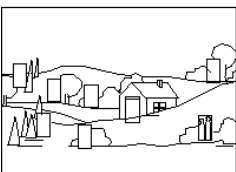
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MG Ziel B6



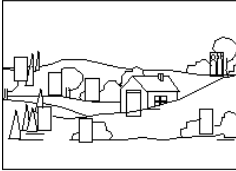
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MG Ziel B7



06000019001914(64)

MG Ziel B8



06000019001915(61)

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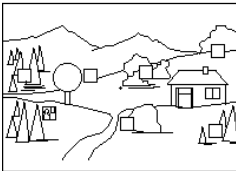
\Classic\MG\C

MG Ziel C1



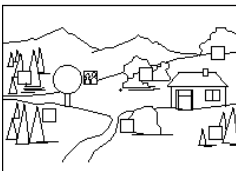
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MG Ziel C2



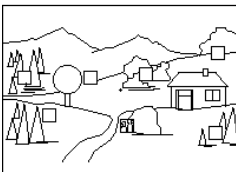
06000019002001(94)

MG Ziel C3



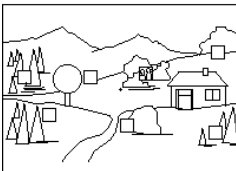
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MG Ziel C4



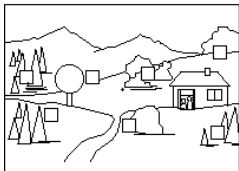
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MG Ziel C5



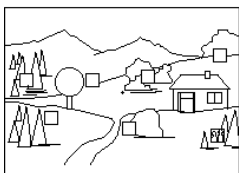
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MG Ziel C6



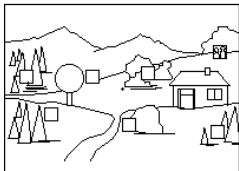
06000019002005(82)

MG Ziel C7



06000019002006(79)

MG Ziel C8



06000019002007(76)

## Hunting

### Moose

Summary of the moose targets:

#### \Moose\Left

Moose 5-5-4-3

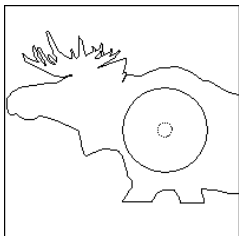
Moose target with the scores 5-5-4-3 and 10-8-6-4.



06000019001401(51)

Moose 10

Moose target with tenner score.



06000019001404(42)

Moose SWE (Old)

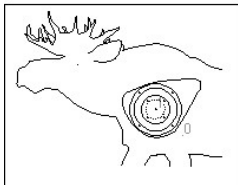
(Old) Swedish moose target with 5-5-4-3 score.



06000019001407(33)

## Moose SWE

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



06000019002504(40)

## Moose Calf

Swedish Elk calf target with 5-5-4-3 and Hit-Score

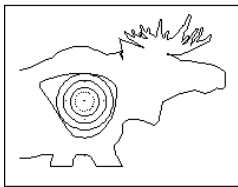


06000019001409(27)

## \Moose\Right

### Moose 5-5-4-3

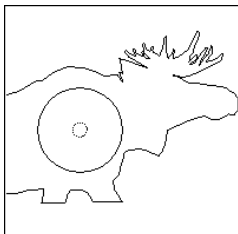
Moose target with the scores 5-5-4-3 and 10-8-6-4.



06000019001402(48)

### Moose 10

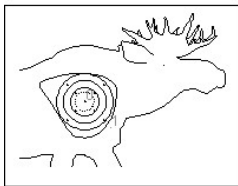
Moose target with tenner score.



06000019001405(39)

### Moose SWE (Old)

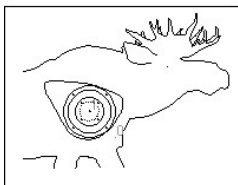
(Old) Swedish moose target with 5-5-4-3 score.



06000019001408(30)

### Moose SWE

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



06000019002503(43)

## Moose Calf



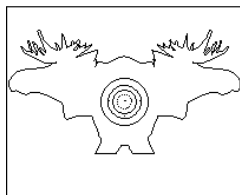
*Swedish Elk calf target with 5-5-4-3 and Hit-Score*



06000019001415(09)

## \Moose\Double

### Moose 5-5-4-3

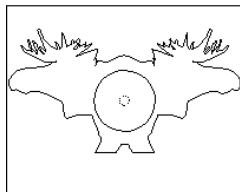


*Moose target with the scores 5-5-4-3 and 10-8-6-4.*



06000019001400(54)

### Moose 10

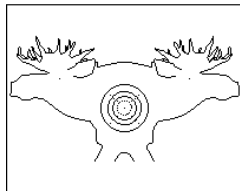


*Moose target with tenner score.*



06000019001403(45)

### Moose SWE (Old)



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

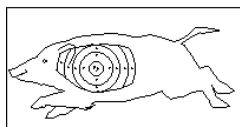


06000019001406(36)

## Boar

*Summary of bore targets:*

### Wild Boar 5

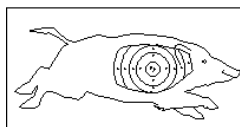


*Running target 50 metre (ISSF-Bore 5; DJV No. 5);  
ISSF Rules Section 6.3.2.7.1  
Diameter 60mm*



06000019000110(44)

### Wild Boar 5 Right



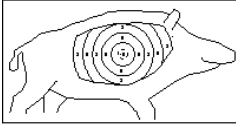
*Running target 50 metre (ISSF-Bore 5; DJV No. 5);  
ISSF Rules Section 6.3.2.7.1  
Diameter 60mm*



06000019000104(62)

## Wild Boar 2

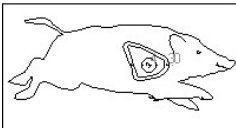
DJV Number 2; Bore Art. No. S100AA010V1



06000019001514(03)

## Boar Right SWE

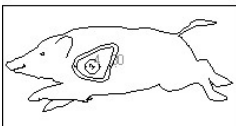
Swedish wild boar target.



06000019002507(31)

## Boar Left SWE

Swedish wild boar target.

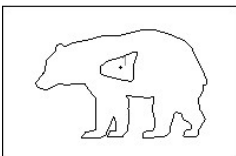


06000019002508(28)

## Bear

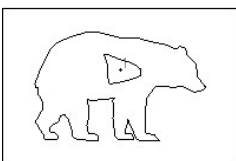
Bear Target

### Bear Left



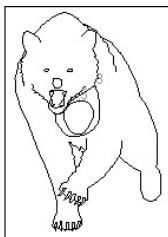
06000019001213(33)

### Bear Right



06000019001214(30)

### Bear front



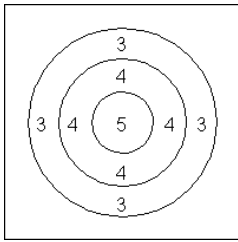
06000019001215(27)

## Other

Bear Target



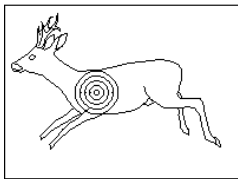
# SIUS



Kronhjort



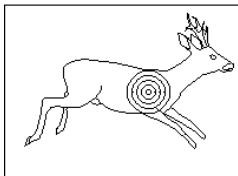
06000019002500(52)



Roebuck left



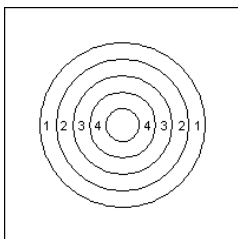
06000019002501(49)



Roebuck right



06000019002502(46)



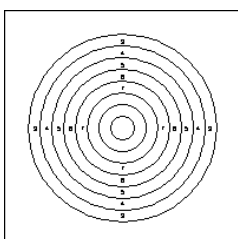
Roebuck (Rings)



06000019001510(15)

\Other\Finland

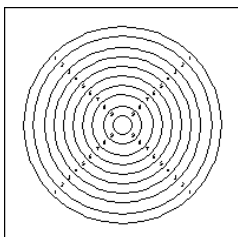
\Other\Finland\10m



Bird 10m Finland



06000019003100(95)

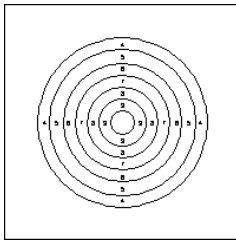


Moose 10m Finland



06000019003102(89)

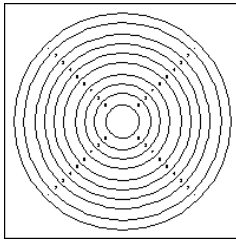
\Other\Finland\100m



Bird 100m Finland



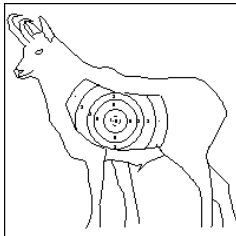
06000019003101(92)



Moose 100m Finland



06000019003103(86)

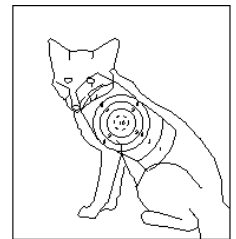


Chamois

*DJV Number 1; Chamois Art. No. S100AA008V1*



06000019000108(50)

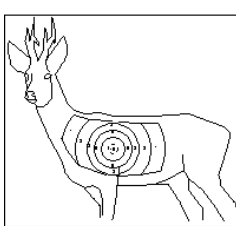


Fox

*DJV Number 2; Fox Art. No. S100AA009V1*



06000019000106(56)

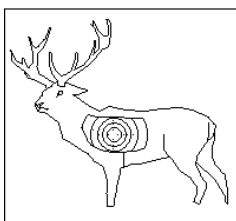


Roe

*DJV Number 4; Roebuck Art. No. S100AA007V1*



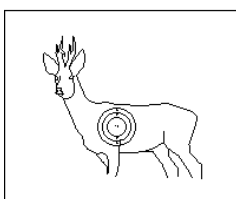
06000019000102(68)



DJV9 Rothirsch



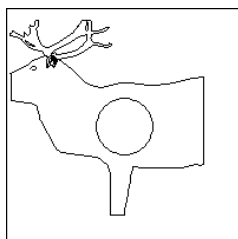
06000019003901(20)



Danish Roebuck



06000019000115(29)

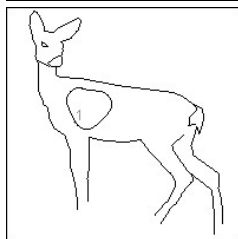


**Reindeer**

*Reindeer DV-! Norway; Art. No. S100AA012*



06000019000114(32)

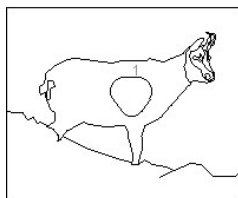


**Roe Left**

*Hubertus Reh linkslaufend (Spezialscheibe für Kanton St. Gallen)*



06000019000112(38)

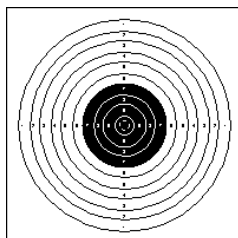


**Chamois Hubertus**

*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*



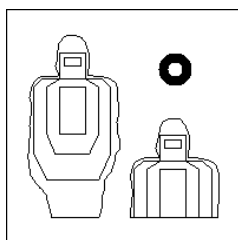
06000019000303(47)

## 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

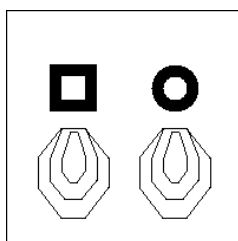
#### \Military\Major



**PEK2**



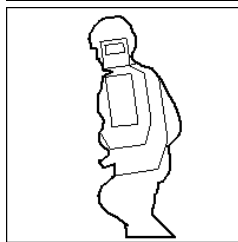
06000019003700(41)



IPSC Combi 2



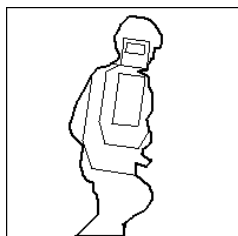
06000019003704(29)



Pistolman from right



06000019003706(23)

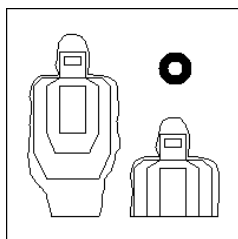


Pistolman from left



06000019003708(17)

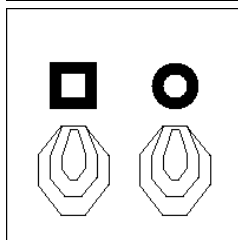
\Military\Minor



PEK2



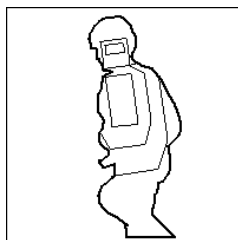
06000019003701(38)



IPSC Combi 2



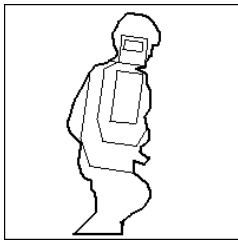
06000019003705(26)



Pistolman from right



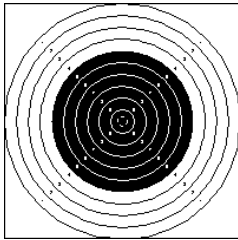
06000019003707(20)



Pistolman from left



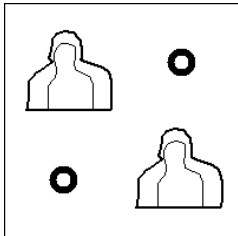
06000019003709(14)



Precision



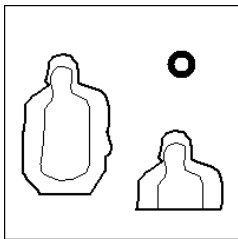
06000019003710(11)



2x1/3 figure



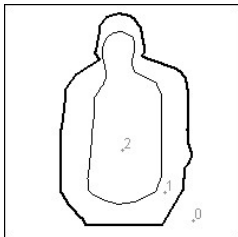
06000019001112(45)



1/1+1/3 figure



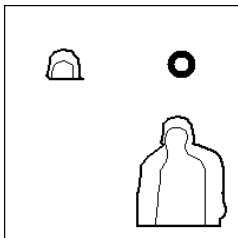
06000019001113(42)



Full Figure



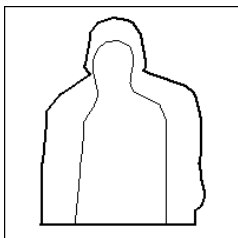
06000019001107(60)



1/8+1/2 figure



06000019001114(39)

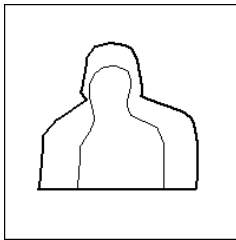


Half Figure



06000019001108(57)

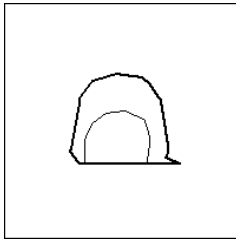
# SIUS



One Third Figure



06000019001109(54)

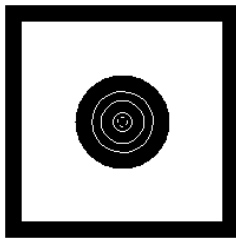


Eighth figure



06000019001110(51)

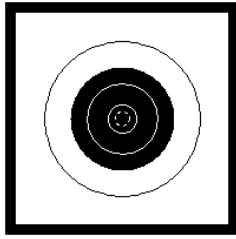
## Full Bore



300y



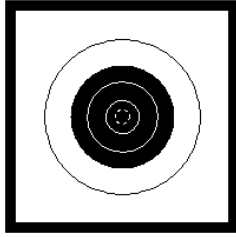
06000019002300(70)



500y



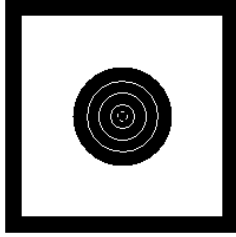
06000019002301(67)



600y



06000019002302(64)

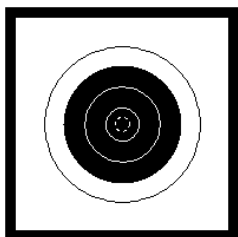


300m



06000019002303(61)

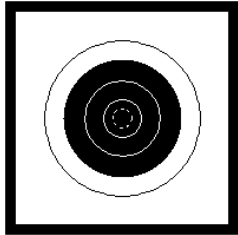
# SIUS



500m



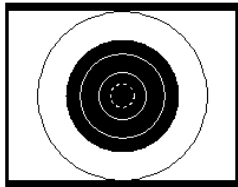
06000019002304(58)



600m



06000019002305(55)



Long Range



06000019002306(52)

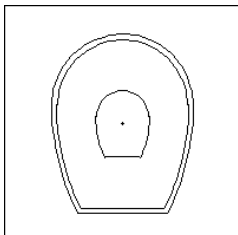
## Norway

B

B45



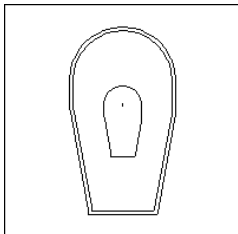
06000019002210(49)



B65



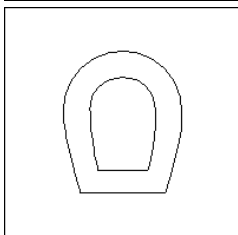
06000019002211(46)



B100



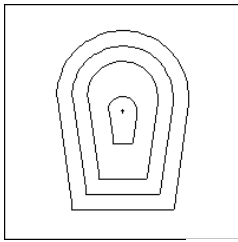
06000019002212(43)



Smaen



06000019002213(40)

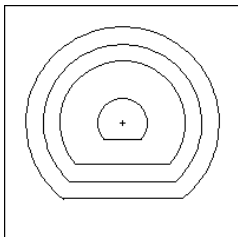


Minismaen



06000019002214(37)

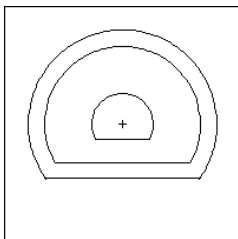
C



C15



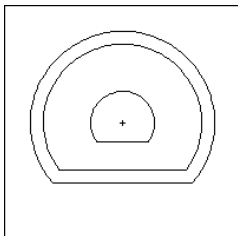
06000019002100(88)



C20



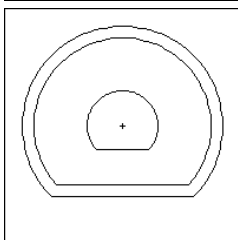
06000019002101(85)



C25



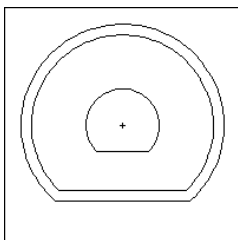
06000019002102(82)



C30



06000019002103(79)



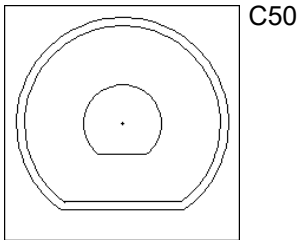
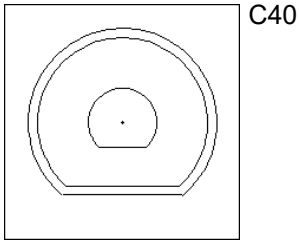
C35



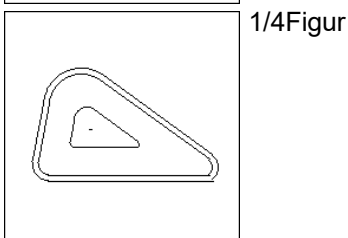
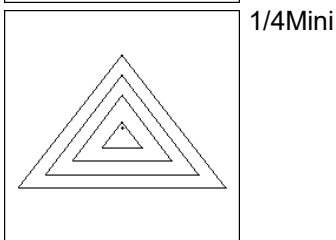
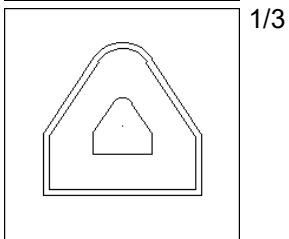
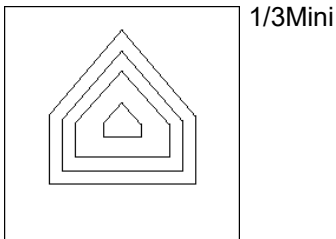
06000019002104(76)

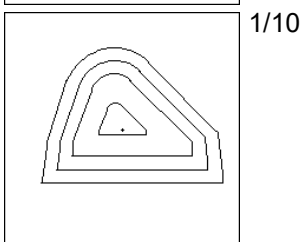
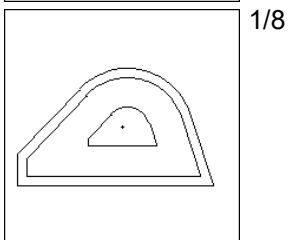
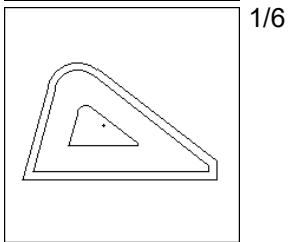
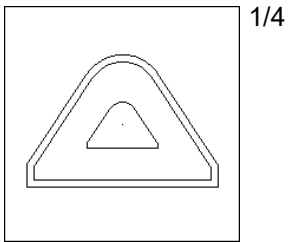


# SIUS

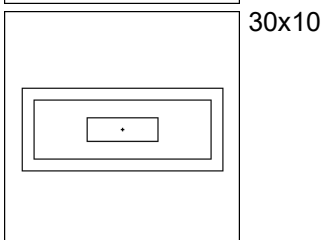
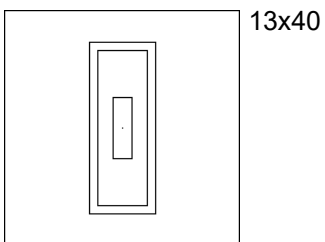


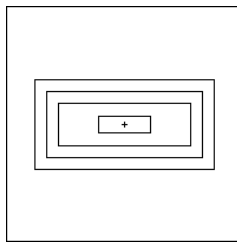
1/x





Other

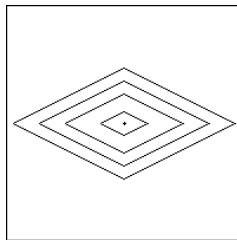




Stripe



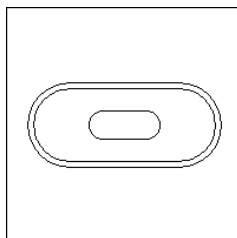
06000019002109(61)



Prisme



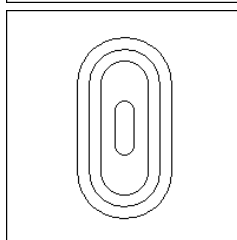
06000019002110(58)



S25



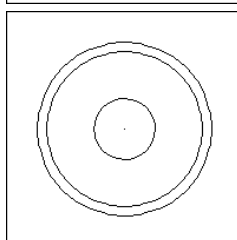
06000019002111(55)



Hjul



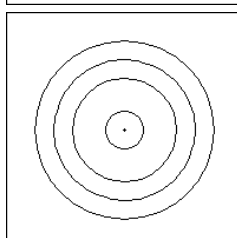
06000019002112(52)



150Sirkel



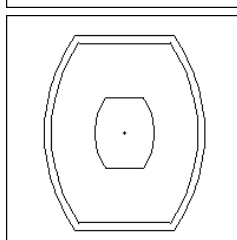
06000019002113(49)



55Sirkel



06000019002114(46)

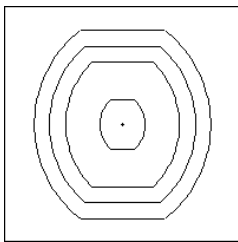


40Tonne



06000019002208(55)

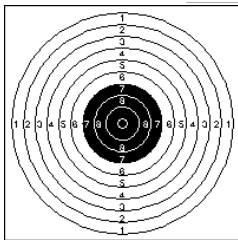
# SIUS



14Tonne



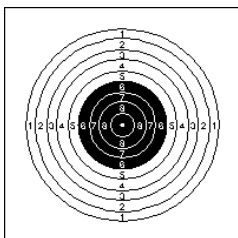
06000019002209(52)



NSF 15m



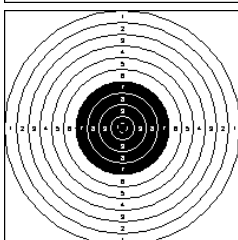
06000019001410(24)



DFS 15m



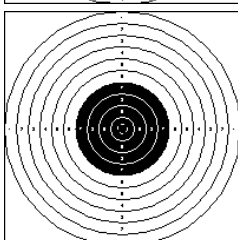
06000019003300(77)



DFS100



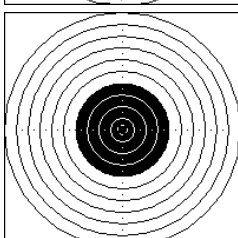
06000019003301(74)



DFS 200



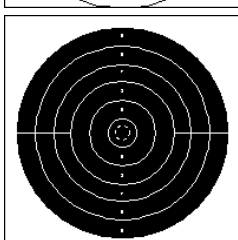
06000019003302(71)



DFS 300



06000019003303(68)



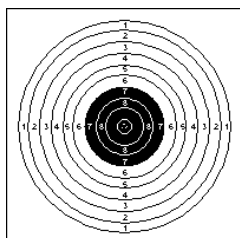
Sprintluft



06000019003304(65)

## USA

### Air

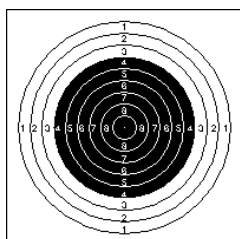


**Air Pistol**

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



06000019000203(56)

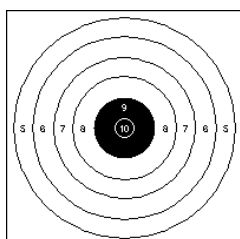


**Air Rifle**

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



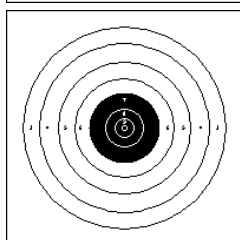
06000019000201(62)



**AR-SR**



06000019002810(92)

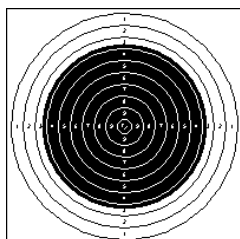


**AR-MR**



06000019002811(89)

### Small Bore

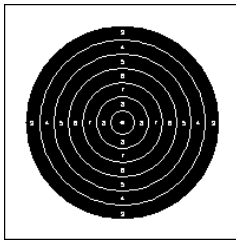


**50m**

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



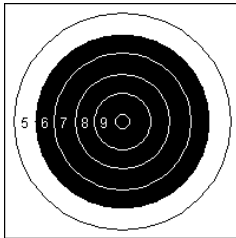
06000019000301(53)



50ft Rifle Target



06000019002803(16)

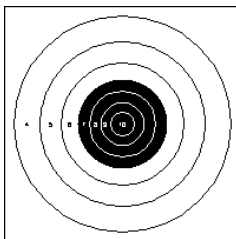


A17 50ft



06000019002812(86)

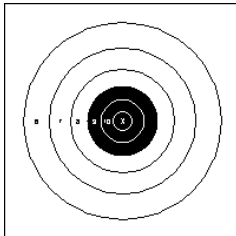
## Pistol



B2 50ft slow



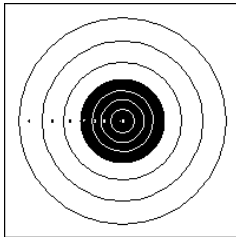
06000019003200(86)



B3 50ft rapid



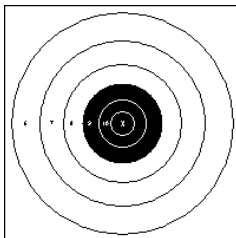
06000019003201(83)



B4 20yd slow



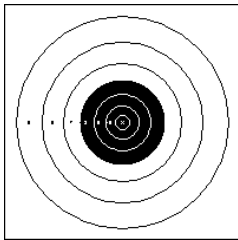
06000019003202(80)



B5 20yd rapid



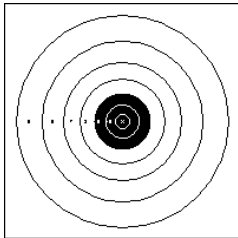
06000019003203(77)



B6 50yd slow



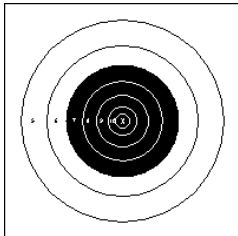
06000019003204(74)



B8 25yd rapid



06000019003205(71)

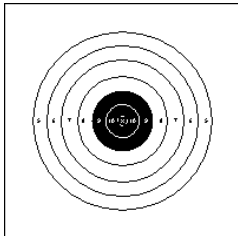


B16 25yd slow



06000019003206(68)

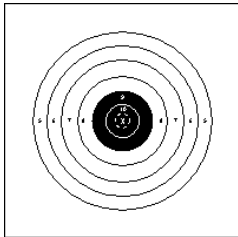
## Rifle



SR1 100y



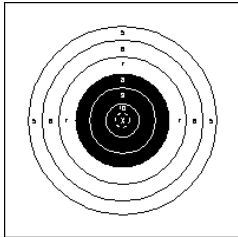
06000019002807(04)



SR2 200y



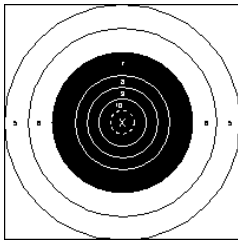
06000019002805(10)



SR3 300y



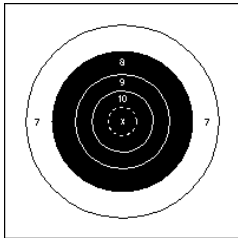
06000019002808(01)



MR1 600y



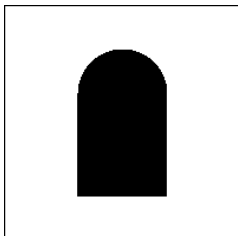
06000019002806(07)



LR1 1000yd



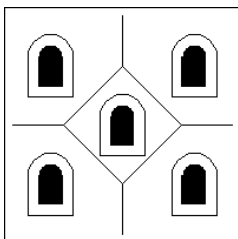
06000019002809(95)



Long Range



06000019002801(22)

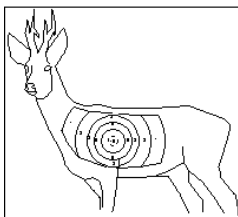


Short Range



06000019002800(25)

## Hunting

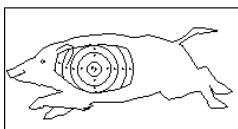


Roebuck Left



06000019000102(68)

Wild Boar 5 Left



06000019000110(44)







### 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



20000450(37)

Pentathlon 3\*10



20000460(07)

CE



20000451(34)

Sighters



20000452(31)

---

## Other

Air rifle 10.9 final

Air Rifle 30



20000774(35)

Air Rifle 20



20000773(38)

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Air Rifle 30



20000756(89)

Air Rifle 20



20000757(86)

Air Rifle 3\*10



20000754(95)

Air Rifle 3\*20



20000777(26)

Air Rifle 3\*40



20000819(94)

Air Pistol 30



20000749(13)

Air Pistol 20



20000739(43)

Zimmerstutzen 30



20000748(16)

---

## Light Signal

Rapid Fire Pistol



20000765(62)

Standard Pistol 60



20000201(08)

Standard Pistol 40



20000202(05)

Standard Pistol 30



20000203(02)

Sport Pistol



20000204(96)

Rapid Fire



20000205(93)

---

## Italy

P10Sp



20000206(90)

---

## Sui

Air Rifle 10

P0 mit Druck



20000112(81)

P0 ohne Druck



20000113(78)

D0



20000114(75)

S10



20000115(72)

---

Air Pistol 10

P0 mit Druck



20000116(69)

P0 ohne Druck



20000117(66)

D0



20000118(63)

S10



20000119(60)

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## 25m

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

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## ISSF

Rapid Fire Pistol



20000730(70)

Sport Pistol



20000733(61)

Center Fire Pistol



20000731(67)

Standard Pistol



20000732(64)

---

## CISM

Sport Pistol



20000733(61)

Center Fire Pistol



20000731(67)

Military Rapid Fire Men



20000750(10)

Military Rapid Fire Women



20000753(01)

---

## Sui

### 25RAP

P0 mit Druck



20000142(88)

P0 ohne Druck



20000143(85)

D0



20000144(82)

S5



20000145(79)

D5



20000146(76)

S5D5



20000147(73)

D5D5



20000148(70)

D5D5D5



20000149(67)

P5 D5 D5 D5



20000150(64)

---

## PP10

P0 mit Druck



20000151(61)

P0 ohne Druck



20000152(58)

D0



20000153(55)

S5S5



20000154(52)

D5D5



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)

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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)

---

## Other

SP15



20000751(07)

Russian No. 04



20000865(53)

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## 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



20000724(88)

3 Positions Final



20000791(81)

Pistol 60



20000727(79)

Rifle 2x30



20000716(15)

## CISM

Rifle 60



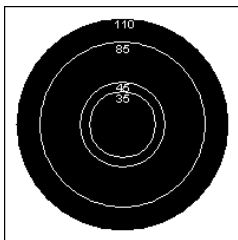
20000725(85)

Standard Rifle 3\*20



20000726(82)

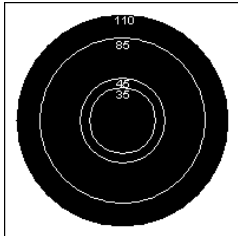
## Biathlon



35mm



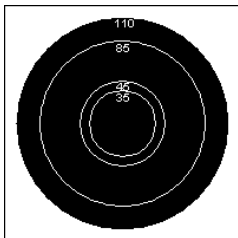
06000019001306(45)



45mm



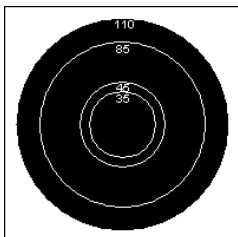
06000019001305(48)



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



20000852(92)

Moose LR Running



20000859(71)

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**Sui**

Rifle

\Rifle\A5

P0S10



20000092(44)

P0 D5 D5



20000093(41)



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## \Rifle\A10

P0 mit Druck



20000094(38)

P0 ohne Druck



20000095(35)

D0



20000096(32)

S6



20000097(29)

S8



20000098(26)

S10



20000099(23)

S4 D2 D2



20000100(20)

S4 D3 D3



20000101(17)

S6 D2 D2



20000102(14)

D3D3D3



20000103(11)

Rifle 30 (15+15)



20000715(18)

---

## \Rifle\A20

P0 mit Druck



20000167(13)

P0 ohne Druck



20000168(10)

S6S8S10



20000104(08)

---

## \Rifle\A100

P0 mit Druck



20000105(05)

P0 ohne Druck



20000106(02)

D0



20000107(96)

Nachdoppel



20000360(16)

S3



20000108(93)

S5



20000109(90)

S6



20000110(87)

S10



20000111(84)

---

## Pistol

OP



20000832(55)

## \Pistol\PA4

P0 mit Druck



20000120(57)

P0 ohne Druck



20000121(54)

D0



20000122(51)

---

## \Pistol\PB5

P0 mit Druck



20000123(48)

P0 ohne Druck



20000124(45)

D0



20000125(42)

FS



20000833(52)

---

## \Pistol\PA10

---

P0 mit Druck



20000126(39)

P0 ohne Druck



20000127(36)

D0



20000128(33)

S6



20000129(30)

S8



20000130(27)

S10



20000131(24)

P0S10D5



20000132(21)

B-Match



20000133(18)

---

## \Pistol\PA100

P0 mit Druck



20000134(15)

P0 ohne Druck



20000135(12)

D0



20000136(09)

Nachdoppel



20000137(06)

S3



20000138(03)

S5



20000139(97)

S6



20000140(94)

S10



20000141(91)

---

Morgarten



20000361(13)

---

## Danmark

40-60-40



20000456(19)

20-60-20



20000455(22)

---

## FRA

TAR 50m



20000872(32)

---

## Other

Rifle 3\*10



20000755(92)

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



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)

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## 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)

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## 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



---

\A\A5\Deferred

D0



D5



D6



D3D3



D4D4



D5D5



\A\A5\Deferred\Include sighters

P2 D2 D3 D5



P1 D2 D3 D4 D5



P2 D2 D2 D3 D3



---

\A\A5\Combined

S4D4



S5D3



S2 D3 D5



S4 D3 D3



S5 D3 D4



S6 D3 D3



20000676(38)

S2 D2 D3 D5



20000008(05)

\A\A5\Combined\Include sighters

S6D4



20000002(23)

P2 S1 D3 D6



20000027(45)

P2 S2 D3 D3



20000668(62)

P2 S2 D3 D5



20000003(20)

P2 S5 D3 D4



20000667(65)

P3 S6 D3 D3



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



20000090(50)

## \A\A10\Deferred\Include sighters

P2D1



20000694(81)

P2 D2 D3 D5



20000040(06)

P2 4\*D5



20000028(42)

---

## \A\A10\Combined

S3D3



20000041(03)

S4D4



20000042(97)

S5D3



20000046(85)



S6D4



20000032(30)

S2 D3 D5



20000039(09)

S2 D3 D5



20000357(25)

S4 D3 D3



20000210(78)

S3 S4 D4 D4



20000677(35)

## \A\A10\Combined\Include sighters

S4D4



20000047(82)

S5D3



20000037(15)

S6D6



20000048(79)

P2 S5 D2 D3



20000356(28)

P2 4\*D5



20000695(78)

Prone 4\*S10



20000589(08)

Standing 4\*S10



20000579(38)

Kneeling 4\*S10



20000569(68)

## \A\A100

P0 mit Druck



20000051(70)












P0 ohne Druck



20000087(59)

## \A\A100\Shot by Shot




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S2 <i>Nachdoppel</i>	 20000052(67)
S3	 20000053(64)
S4	 20000054(61)
S5	 20000055(58)
S6	 20000056(55)
S10	 20000057(52)
S15	 20000088(56)
P1S4	 20000665(71)
D0	 20000050(73)
D4D4	 20000049(76)
P2 S5 D2 D3	 20000058(49)

---

## B

### \B\B4

P0 mit Druck	 20000061(40)
P0 ohne Druck	 20000089(53)
S6	 20000062(37)

### \B\B4\Deferred

D0	 20000060(43)
----	--

D5



20000064(31)

D6



20000063(34)

D3D3



20000065(28)

D4D4



20000066(25)

P2 D4 D6 KOM



20000349(49)

---

\B\B4\Combined

S3 D3 D3



20000067(22)

S3 D3 D6



20000379(56)

S3 D3 D3 D3



20000069(16)

S4D4



20000345(61)

Feldstich



20000091(47)

\B\B4\Combined\Include sighters

P2 S1 S3 S6



20000068(19)

P2 S2 D3 D5



20000669(59)

S4D4



20000070(13)

P2 S6 D6 D6



20000075(95)

---






\B\B10

P0



20000968(35)

---

S0	
	20000076(92)
D0	
	20000077(89)
S2 D3 D5	
	20000376(65)
S2D2	
	20000078(86)
D3D5	
	20000079(83)

---

## \B\B100

P0	
	20000967(38)
S0	
	20000081(77)
D0	
	20000080(80)
S10	
	20000082(74)

---

## \B\PB5

P0	
	20000394(11)
S0	
	20000071(10)
D0	
	20000073(04)
D4D6	
	20000072(07)

---

## Other

FS	
	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*


20000399(93)

*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.*

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.*



20000377(62)

Ustertag-Scheibe



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*



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



Middle relay  
P0 S5 S5



Final  
P0 S5 S5



Reserved  
P0 S5 S5 S5 S5



Final reserved  
P0 S5 S5 S5



---

## Other

Rifle 2x30



Rifle 3\*10



Rifle 20



---

## Other

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

### 50ft

50ft Rifle 3x40



50ft Rifle 3x20



---

## 200m

### C200

C200 60



C200 3x20



TAR 200m



---

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



\Pistol\3

3

Pistol D 5m



Pistol D 10m



\Pistol\4

4

Pistol D 5m



Pistol D 10m



5



5

6



6

7



7

8



8

9



9

10



10

11



11

12



12

Rifle

\Rifle\5

5

Rifle A 10m vertical





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



20000516(33)

9

9



20000515(36)

10

10



20000515(36)

11

11



20000515(36)

12

12



20000519(24)

13

13



20000519(24)

\Rifle\14

14

Rifle C 15m



20000517(30)

Rifle C 30m



20000518(27)

15

15



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.*



20000858(74)

---

## 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



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



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 3Position 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



20000754(95)

Air Rifle 3\*20



20000766(59)

Junior 4P



20000612(36)

Junior 4P Final



20000600(72)

---

## CMP

### NMAR

NMAR - Half Course



20000609(45)

NMAR - Full Course



20000610(42)

NMAR - Sporter Garand



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



20000620(12)

3



20000621(09)

Final



20000650(19)

---

## \Rifle\National Match Course

1



20000622(06)

2



20000623(03)

3



20000624(97)

4



20000625(94)

---

## NRA

### Pistol

---

\Pistol\National Match Course

1



2



3



---

\Pistol\Short Course

1



2



3



---

\Pistol\Camp Perry Course

1



2



3



---

\Pistol\Marksman League Course

1



2



3



---

\Pistol\Gallery Course

1



2



3



20000637(58)

4



20000638(55)

5



20000639(52)

6



20000640(49)

---

## Rifle

### \Rifle\National Match Course

1



20000641(46)

2



20000642(43)

3



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 KI J 2 V55 Åpen



20000403(81)

A KI 3 4 5



20000406(72)

---

## \DFS 15m\B

B ARE V65 V73 1 AG3



20000409(63)

B KI J 2 V55 Åpen



20000411(57)

B KI 3 4 5



20000413(51)

---

DFS100



20000415(45)

DFS 200



20000418(36)

DFS 300



20000421(27)

---

## Pistol

Sprintluft



20000425(15)

### Hurtigpistol

SmIB



20000753(01)

BigB



20000750(10)

---

Fripistol B



20000424(18)

## NAIS

SmIB



20000426(12)

BigB



20000427(09)



### 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 (RC92) 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 RC92 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 graphic printer (Only D931/CBM210). It is not possible to print out on the dot matrix printer D93.



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**

Up



09906916(52)

Down



09906917(49)

Reference 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 through. These amendments can only be made for*



9906421999(45)

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*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 <i>Print out the program before last again.</i>	 09905521(66)
3 <i>Print out the third from last program again.</i>	 09905522(63)
4 <i>Print out the fourth from last program again.</i>	 09905523(60)
5 <i>Print out the fifth from last program again.</i>	 09905524(57)
6 <i>Print out the sixth from last program again.</i>	 09905525(54)
7 <i>Print out the seventh from last program again.</i>	 09905526(51)
8 <i>Print out the eighth from last program again.</i>	 09905527(48)
9 <i>Print out the ninth from last program again.</i>	 09905528(45)
All <i>Reprint all programs remaining in the log.</i>	 09905529(42)

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## 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 <i>The current shot numbers are displayed on the screen and on the printer.</i>	 09903608(82)
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## 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 <i>The report on invalid shots is displayed in the list window.</i>	 990562(06)
Print <i>The report on invalid shots is printed out on the connected printer. If the printer is not turned on, the report is rejected.</i>	 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 CU931 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.



<b>Cross</b> <i>The shot is displayed with a cross.</i>	 09907110(52)
<b>Number</b> <i>The shot is displayed with its shot number.</i>	 09907111(49)
<b>None</b> <i>The shot is not displayed.</i>	 09907112(46)
<b>X</b> <i>The shot is displayed with an X.</i>	 09907113(43)
<b>Dot</b> <i>The shot is displayed with a dot.</i>	 09907114(40)
<b>Thin Cross</b> <i>The shot is displayed with a thin cross.</i>	 09907115(37)
<b>Circle</b> <i>The shot is displayed with a cross.</i>	 99071106(17)
<b>Calibre (Default)</b> <i>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'.</i>	 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.*

<b>14</b> <i>Dots</i>	 99073300(31)
<b>16</b> <i>Dots</i>	 99073301(28)
<b>18</b> <i>Dots</i>	 99073302(25)
<b>20</b> <i>Dots</i>	 99073303(22)
<b>22 (Default)</b> <i>Dots</i>	 99073304(19)
<b>24</b> <i>Dots</i>	 99073305(16)
<b>26</b> <i>Dots</i>	 99073306(13)
<b>28</b> <i>Dots</i>	 99073307(10)

30

*Dots*



99073308(07)

32

*Dots*



99073309(04)

### \Shot\Last Shot\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 (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\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) <i>Dots</i>	 09907042(62)
20 <i>Dots</i>	 09907043(59)
22 <i>Dots</i>	 09907044(56)
24 <i>Dots</i>	 09907045(53)
26 <i>Dots</i>	 09907046(50)
28 <i>Dots</i>	 09907047(47)
30 <i>Dots</i>	 09907048(44)
32 <i>Dots</i>	 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 <i>The shot is represented normally.</i>	 09907320(04)
On (Default) <i>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.</i>	 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) <i>The printer prints the shot with shot number, direction arrow, primary and secondary score.</i>	 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)

### 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).



<p>0 Clears the target window after twenty shots.</p>	 99078600(39)
<p>5 Clears the target window after five shots.</p>	 99078605(24)
<p>10 (Default) Clears the target window after ten shots.</p>	 99078610(09)
<p>20 Clears the target window after twenty shots.</p>	 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.

<p>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.</p>	 09907060(08)
<p>On Cross shots are displayed in the list window with the entry 'cross shot'.</p>	 09907061(05)

#### \Shot\Cross Shot\Print

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


<p>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.</p>	 09907170(66)
<p>On A cross shot is output on the printer.</p>	 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.

<p>Off The showing of non-allowable shots is suppressed in the list window.</p>	 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

*For the matrix printer D93 printer paper which is perforated in the centre is available. With the column configuration the program can be set up to print out in two columns at once. The perforated paper can subsequently be separated down the middle. 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 paper feed must be altered. With 'Number of Empty



990645(48)

---

*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



Name (Default)



Short



Line feed



##### \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*



On

*Activates the programmed Timers for ISSF-Disziplines*



### 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)



Total with SeqNr



### 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)

#### AZT

*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.*



99073903(65)

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## \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 overlaid 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\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\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. Many of these reports are laid out in such a way that they are also displayed on the LCD near the keyboard. With this setting these outputs can be limited.

Off

Reports are no longer displayed.



99073800(83)

On-screen

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)

### On LCD

Only reports that are displayed in the LCD are shown. The readouts in the list window of the screen are suppressed. This setting is useful when the control unit is to be set up some distance away from the display screen. Usage is then mainly controlled via the LCD.



99073802(77)

### On Both (Default)

All reports are displayed both on the LCD and in the list window of the screen.



99073803(74)

## \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

The calibre information is suppressed.



99078300(66)

### On (Default)

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)

---

## 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)

## 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)

## Language

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






English (Default) <i>The menu operation is displayed in English.</i>	 99070200(19)
Deutsch <i>The menu operation is displayed in German.</i>	 99070201(16)
Francais <i>The menu operation is displayed in French.</i>	 99070202(13)
Español <i>The menu operation is displayed in Spanish.</i>	 99070207(95)
Dansk <i>The menu operation is displayed in Danish.</i>	 99070204(07)
Norsk <i>The menu operation is displayed in Norwegian.</i>	 99070205(04)
Svenska <i>The menu operation is displayed in Swedish.</i>	 99070206(01)
Italiano <i>The menu operation is displayed in Italian.</i>	 99070203(10)
Russian <i>The menu operation is displayed in Russian.</i>	 99070208(92)

## 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 score 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 <i>One year will be subtracted from the year set now.</i>	 99063100(76)
Year plus 1 <i>One year is added to the year that is set now.</i>	 99063101(73)
Month minus 1 <i>One month will be subtracted from the month set now.</i>	 99063102(70)
Month plus 1 <i>One month is added to the month that is set now.</i>	 99063103(67)
Day minus 1 <i>One day will be subtracted from the day set now.</i>	 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 simulated. 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\Sui

*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\User Group

With the filter 'User Group' a simplified user authorisation can be adopted. Different levels of authority are assigned to the different user groups.

### \Filter\User Group\Standard

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

Off (Default)

The filter characteristic is deactivated.



990635040000(58)

On

The filter characteristic is activated.



990635040001(55)

### \Filter\User Group\Advanced

An 'Advanced' user can amend the major settings and print out supplementary reports.

Off (Default)

The filter characteristic is deactivated.



990635040100(49)

On

The filter characteristic is activated.



990635040101(46)

### \Filter\User Group\Administrator

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

Off (Default)

The filter characteristic is deactivated.



990635040200(40)

On

The filter characteristic is activated.



990635040201(37)

### \Filter\User Group\Sius

Special functions are reserved for Sius staff.

Off (Default)

The filter characteristic is deactivated.



990635040300(31)

On

The filter characteristic is activated.



990635040301(28)

Reset

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



990635049902(34)

### \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.*



99071803(60)



(Mode 3)

## 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



99079699(40)

#### Off (Default)



99079698(43)

#### Off

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



990796000000(26)

#### 450

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



990796000450(34)

#### 560

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



990796000560(92)

800

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



990796000800(51)

900

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



990796000900(42)

965

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



990796000965(41)

1158



990796001158(44)

1270



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.*



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.*



09907791(46)

**Remote**

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



09907792(43)

## 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.*



09907000(91)

**On**

*Selects demo mode.*



09907001(88)

## 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 remotebarcodes mode press escape. The*



099067(07)

configuration of the key-lane selection can be downloaded from siusdata, default setting is

Demonstration Mode



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)

## 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)

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## 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 CU931 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)

### Debug

With the 'Debug' reports internal conditions of the control unit can be displayed. This report permits a diagnosis of the control unit in respect of the demand, the speed of operation or the load. They serve to enable the speed and reliability of the devices to be optimised.

#### Report Processes

Reports the number of runs as well as the time taken by the individual processes.



09903611(73)

#### Classes

Prints a report that indicates for each class how many instances are presently available, how often the designer has been contacted and how high the greatest occurrence of the class was in the past.



09903605(91)

### 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.

### Shot Counter

The mechanical shot counter can be made to start counting by a self test. The chosen number triggers the corresponding number of counting pulses. Thus the fastest possible meter pulse rate can be selected. The mechanical counter cannot skip any of these pulses.

1

Counting impulse(s) on the mechanical shot counters



99035121(11)

2

Counting impulse(s) on the mechanical shot counters



99035122(08)

3

Counting impulse(s) on the mechanical shot counters



99035123(05)

4

Counting impulse(s) on the mechanical shot counters



99035124(02)

5

Counting impulse(s) on the mechanical shot counters



99035125(96)

6

Counting impulse(s) on the mechanical shot counters



99035126(93)

7

Counting impulse(s) on the mechanical shot counters



99035127(90)

8

Counting impulse(s) on the mechanical shot counters



99035128(87)

9

Counting impulse(s) on the mechanical shot counters



99035129(84)

### 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)

### Keyboard

The keyboard test switches the control unit into a special keyboard test mode. Every keystroke is confirmed by an entry in the list window. Hitting the Escape key permits this keyboard test to be exited.



09903505(03)

### 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)

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## Control unit reset

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)

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## Debug

Functions that serve only for error detection are stored under '\Maintenance\Debug'.

### Debug Mode

The debug mode allows all events which are being processed in the control unit also to be represented visually. This representation permits a precise search for errors. In the case of reproducible error, it can happen that you will be instructed by Sius colleagues to turn on this debug mode, so that the printout can subsequently be analysed and the error can thereby be controlled.

#### Off (Default)

The events processed by the control unit are not displayed.



99070700(71)

#### On

The events processed by the control unit are displayed in the list window.



99070701(68)

#### Print

The events processed by the control unit are displayed in the list window and additionally on the



99070702(65)

connected printer.

### Trap

*This function is only used for errors that are very difficult to reproduce. In the software versions that are specially produced for this, an 'error case' can be programmed in. At the moment when the error is recognised, a special response can be triggered. Mostly the debug mode is activated as a special treatment.*

#### Off (Default)

*The control unit operates without special error recognition.*



99078200(75)

#### On

*The special treatment is activated.*



99078201(72)

## 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 Subnet

*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 Subnet\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



9907270009(34)

---

\Set Subnet\10..19

10



9907270010(31)

11



9907270011(28)

12



9907270012(25)

13



9907270013(22)

14



9907270014(19)

15



9907270015(16)

16



9907270016(13)

17



9907270017(10)

18



9907270018(07)

19



9907270019(04)

---

\Set Subnet\20..29



20



9907270020(01)

21



9907270021(95)

22



9907270022(92)

23



9907270023(89)

24



9907270024(86)

25



9907270025(83)

26



9907270026(80)

27



9907270027(77)

28



9907270028(74)

29



9907270029(71)

---

\Set Subnet\30..39

30



9907270030(68)

31



9907270031(65)

32



9907270032(62)

33



9907270033(59)

34



9907270034(56)

35



9907270035(53)

36



9907270036(50)

37



9907270037(47)

38



9907270038(44)

39



9907270039(41)

---

\Set Subnet\40..49

40



9907270040(38)

41



9907270041(35)

42



9907270042(32)

43



9907270043(29)

44



9907270044(26)

45



9907270045(23)

46



9907270046(20)

47



9907270047(17)

48



9907270048(14)

49



9907270049(11)

---

\Set Subnet\50..59

50



9907270050(08)

51



9907270051(05)

52



9907270052(02)

53



9907270053(96)

54



9907270054(93)

55



9907270055(90)

56



9907270056(87)

57



9907270057(84)

58



9907270058(81)

59



9907270059(78)

---

\Set Subnet\60..69

60



9907270060(75)

61



9907270061(72)

62



9907270062(69)

63



9907270063(66)

64



9907270064(63)

65



9907270065(60)

66



9907270066(57)

67



9907270067(54)

68



9907270068(51)

69



9907270069(48)

---

\Set Subnet\70..79

70



9907270070(45)

71



9907270071(42)

72



9907270072(39)

73



9907270073(36)

74



9907270074(33)

75



9907270075(30)

76



9907270076(27)

77



9907270077(24)

78



9907270078(21)

79



9907270079(18)

---

\Set Subnet\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)

88



9907270088(88)

89



9907270089(85)

---

\Set Subnet\90..99

90



9907270090(82)

91



9907270091(79)

92



9907270092(76)

93



9907270093(73)

94



9907270094(70)

95



9907270095(67)

96



9907270096(64)

97



9907270097(61)

98



9907270098(58)

99



9907270099(55)

---

### DeltaX

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

X-0.1mm

*to the left*



99072800(76)

X+0.1mm

*to the right*



99072801(73)

X-1mm  
to the left



99072802(70)

X+1mm  
to the right



99072803(67)

X-10mm  
to the left



99072804(64)

X+10mm  
to the right



99072805(61)

### DeltaY

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

Y-0.1mm  
downwards



99072900(67)

Y+0.1mm  
upwards



99072901(64)

Y-1mm  
downwards



99072902(61)

Y+1mm  
upwards



99072903(58)

Y-10mm  
downwards



99072904(55)

Y+10mm  
upwards



99072905(52)

### 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)

### 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 Subnet

*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.*

## RC92

*Optionally a RC92 (shoot box) can be connected to a control unit. The RC92 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 RC92 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.*

### 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.*



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.



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






Standing	 09906910(70)
Prone	 09906911(67)
Kneeling	 09906912(64)
Up	 09906916(52)
Down	 09906917(49)
Reference Calibration	 09906919(43)

**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 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).*

  
99063200(67)

## Light

On	 9906920000(36)
Off	 9906921000(43)
Brighter	 9906922000(50)
Darker	 9906923000(57)
Set intensity	 9906924000(64)

## Distance Index

0 (Default)	 99081200(96)
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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)	 99072098(48)
Low (Default)	 09907200(73)
High	 09907201(70)

---

## Time Control Unit

### Time Control Unit

Off (Default)	 99080300(80)
On	 99080301(77)

---

### Duel mode

Off (Default)	 99080400(71)
On	 99080401(68)

---

## Graphic Printer Model

Undefined Printer (Default)



99080500(62)

D931-SP



99080501(59)

D931



99080502(56)

iDP3240



99080503(53)

### 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. At the moment when the control unit recognises the shot sensor, it switches this on automatically. If the shot sensor is removed, the control unit recognises this after a short period of time and automatically switches the shot sensor off again.*

Off

*On installations without a shot logoff, this setting will be switched off automatically. It is possible to switch off the shot logoff manually even though it is connected.*



09907010(61)

On (Default)

*The setting shot logoff ON is automatically cancelled if no shot logoff is connected.*



09907011(58)

## 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'.

### 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



9  
Legalisation of the firer



## 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 set. 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)



Rifle



Standard Rifle



Free Rifle



Carbine



Stgw 57/02



Stgw 57/03



Stgw 90



Biathlon Rifle



Free Pistol



Sport Pistol










Rimfire Pistol



Centerfire Pistol






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)
Prone	 99077601(29)
Prone supported	 99077604(20)
Kneeling	 99077603(23)
Standing	 99077602(26)

<b>Firer number</b> <i>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.</i>	 99063900(04)
---	--

# SIUS

## Shortcuts

### 1

10	Moose 10	33, 34, 35
100	S4 D2 D2	61
101	S4 D3 D3	61, 66, 69
102	S6 D2 D2	61
103	D3D3D3	61
104	S6S8S10	61
10m	NCAA AR60	79
132	P0S10D5	63
149	D5D5D5	57
150	P5 D5 D5 D5	57
156	P5 D5 D5	57
15FP	15m fripistol	21
15FP	15m fripistol F	21
15mP	15m pistol	21
15mP	15m pistol F	21
15y	NSRA 15y	19
15yF	NSRA 15y Final	19

### 2

20	Rifle 20	64, 74
2x30	Rifle 2x30	59, 74

### 3

3*10	Air Rifle 3*10	54, 80
3*10	NMAR - Half Course	54, 80
3*10	Rifle 3*10	54, 80
3*20	50ft Rifle 3x20	74, 79
3*20	Air Rifle 3*20	74, 79
3*20	C200 3x20	74, 79
3*20	NMAR - Full Course	74, 79
3*20	Standard Rifle 3*20	74, 79
3*40	50ft Rifle 3x40	74
3*40	Air Rifle 3*40	74
3*40	Free Rifle 3*40	74
30	Rifle 30	64
3xFi	3 Positions Final	59, 79

### 5

5	Moose 5-5-4-3	33, 34, 35
50ft	50ft Rifle 3x20	74, 79

### 6

60	C200 60	74
----	---------	----

60	Free Rifle 60	74
60	Rifle 60	74
600	Scale Factor (600)	110

### 9

92	P0S10	60
93	P0 D5 D5	60

### A

A1	MG Ziel A1	29
A10	Precision	5, 28, 39, 41, 78
A101	A10 100m	23
A102	A10 200m	23
A103	A10 300m	23
A10m	Pistol A 10m	24, 75
A10m	Rifle A 10m vertical	24, 75
A2	MG Ziel A2	29
A20m	Rifle A 20m vertical	25, 77
A3	MG Ziel A3	30
A4	MG Ziel A4	30
A5	MG Ziel A5	30
A-5m	Pistol A 5m	23, 75
A6	MG Ziel A6	30
A7	MG Ziel A7	30
A8	MG Ziel A8	30
Abrt	Abort	87
Act	MPI	106
Act	SCB	106
AdjC	Adjust Clock	108
Admn	Administrator	115
Advn	Advanced	115
Air	Air pressure weapons	116
Allo	Allowable	87
AP20	Air Pistol 20	54
AP30	Air Pistol 30	54
AP30	Standard Pistol 30	54
AP40	Air Pistol 40	53, 79
AP40	Standard Pistol 40	53, 79
AP5	Air Pistol 5 Shot	141
AP60	Air Pistol 60	53, 79
AP60	Standard Pistol 60	53, 79
APis	Air Pistol	2, 49, 114, 141
APis	Air Pistol 10	2, 49, 114, 141
APis	Airpistol 10 Rim	2, 49, 114, 141
AR20	Air Rifle 20	54
AR30	Air Rifle 30	54

# SIUS

## Shortcuts

AR40	Air Rifle 40	53, 79, 80	C2	MG Ziel C2	32
AR60	Air Rifle 60	53, 79, 80	C3	MG Ziel C3	32
ARif	Air Rifle	2, 49, 114, 141	C30m	Rifle C 30m	26, 77
ARif	Air Rifle 10	2, 49, 114, 141	C4	MG Ziel C4	32
ATE	Target Lifter	88, 134	C5	MG Ziel C5	32
AUT	Austria	23, 75	C6	MG Ziel C6	33
Auto	Startup program	110	C7	MG Ziel C7	33
<hr/>					
<b>B</b>					
B1	Bersaglio 1	22	C-7m	Pistol C 7m	24
B1	MG Ziel B1	22	C8	MG Ziel C8	33
B10m	Pistol B 10m	24, 76	Cal	Calibre	93, 95, 117
B10m	Rifle B 10m horizontal	24, 76	Cal	Display calibre	93, 95, 117
B2	Bersaglio 2	22	Cal	Reference Calibration	93, 95, 117
B2	MG Ziel B2	22	Calf	Moose Calf	34, 35
B20m	Rifle B 20m horizontal	26, 77	CAI	Pistol C All	25
B3	Bersaglio 9	22	CAI	Rifle C All	25
B3	MG Ziel B3	22	Carb	Carbine	140
B4	MG Ziel B4	31	Catg	Category	112
B5	MG Ziel B5	31	CFP	Center Fire Pistol	56, 79
B-5m	Pistol B 5m	24, 75	CFP	Centerfire Pistol	56, 79
B6	MG Ziel B6	31	CGaS	Clear target after shots	98
B7	MG Ziel B7	31	Cham	Chamois	38
B8	MG Ziel B8	32	Chmp	Swedish championship	74
BesS	Best shot	99	Clas	Classic	27, 103
BFrn	Bear front	36	Clck	Time	108
Biat	Biathlon	3, 10, 53, 59, 117	Clmn	Column Configuration	99
Biat	Biathlon Rifle	3, 10, 53, 59, 117	Clr	Clear	110, 120
BigB	Big Bore	9, 58	ClrG	Clear target window	87
BLft	Bear Left	36	ClrL	Clear List	87
BO10	Rifle B 10m ellipse	26, 77	Cls	Classes	121
BO20	Rifle B 20m ellipse	26, 77	Cmbn	Combined	66, 68, 71
Boar	Boar L/R SWE	78	Cmpl	Complete	64
Boar	Boar Left SWE	78	Cnct	Connect	135
Boar	Boar Right SWE	78	Cntr	Control	85
Boar	Wild Boar 2	78	Comp	Compute series	87
Boar	Wild Boar 5	78	ConB	Convert both sighters	87
Boar	Wild Boar 5 Right	78	Conf	Confirm	120, 122
Both	On Both	105	ConL	Convert last sighting shot	87
Brcd	Edit Barcode	89	Crcl	Circle	93, 95
BRgt	Bear Right	36	CroA	Croatian AR Target	4
<hr/>					
<b>C</b>					
C1	MG Ziel C1	32	Cros	Cross	93, 95
C15m	Pistol C 15m	24	CrSh	Cross Shot	98
C15m	Rifle C 15m	24	CtMo	Control Mode	118
			CtmS	Customer Settings	119
			CU	Control unit	103, 123
			CU	On-screen	103, 123
			CURs	Control unit reset	122

# SIUS

## Shortcuts

### D

D100	DFS100	15, 48, 84
D10m	Pistol D 10m	24, 76
D15m	DFS 15m	14, 48, 83
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