



**Accelerated Firearm Training**

***Shooter Make Ready***

**QUICK  
START**

**INNOVATIVE DRY FIRE  
TRAINING**

# Getting Started With Shooter Make Ready

## Step 1 – Turn On Targets

Place up to six targets at their desired locations. Slide the power switch of each target towards the LED indicator to the ON position. The LED will flash green:



### IMPORTANT

**Be sure to place targets facing the direction they'll be used, then turn the power switch ON while ensuring the target LED surface is fully exposed (not covered).**

Shooter Make Ready targets are "self-calibrating", meaning they automatically adjust their sensitivity to ambient lighting when turned on. If the front surface of the target is covered by your hand or facing towards a darker area when turned ON, the target could initialize to a state that is too sensitive for the actual ambient lighting conditions when in use. When this happens, a target may “beep” continuously when exposed to the brighter ambient lighting.

### NUMBER OF TARGETS

Newer model smartphones and tablets use state of the art components and software capable of high performance operation with multiple simultaneously connected Bluetooth devices. However, earlier models with older technology may not have the “horsepower” needed to reliably communicate with the maximum of 6 targets supported by Shooter Make Ready. If you notice problems such as lagging or frequent loss of connection with targets, try running Shooter Make Ready with fewer targets.

## Step 2 – Run The Shooter Make Ready App

Locate and run the Shooter Make Ready (SMR) app on your smartphone or tablet.

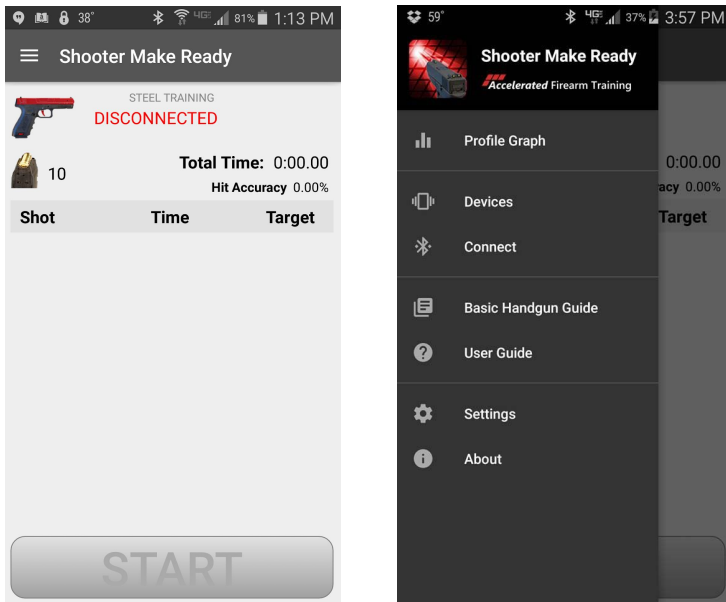


### Step 3 – Select Devices

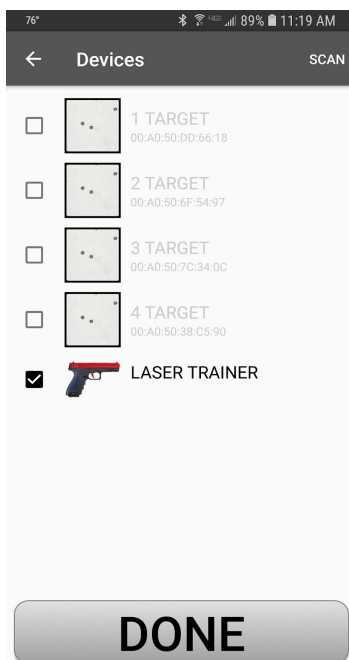
The Shooter Make Ready targets are known by the SMR app as Bluetooth “devices”. Use the Devices screen to select the targets after running the SMR app for the first time, or when adding new targets. A firearm simulator pistol named “LASER TRAINER” will also appear in the device list and must be selected as well.

**If you have already run the SMR app and selected the firearm simulator and targets you wish to use, skip this step and continue with Step 5.**

Press the Options icon (three horizontal lines upper left), then press “Devices” in the menu flyout:



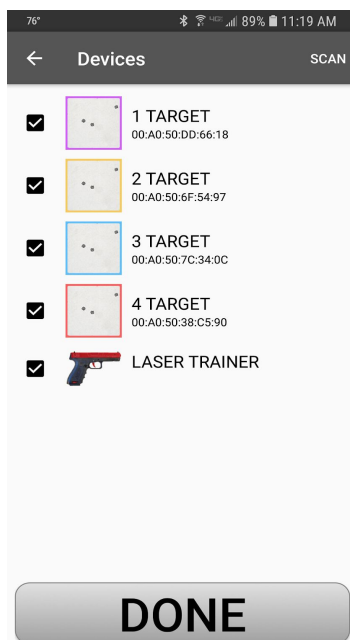
The Devices screen appears and the SMR app automatically begins scanning for nearby Bluetooth devices. Scanning can be controlled by pressing the “STOP” and “SCAN” button in the upper right. Detected targets will be listed on the screen with a unique number (1 - 9), a name (defaulted to “TARGET”), and Bluetooth ID:



### OPTIONAL

A Target’s “name” can be changed in the device settings screen. If you’re just getting started, we suggest continuing with the default settings.

If these appear dim (grayed), press SCAN. When the text appears normal (not dimmed), the targets have been found. Press the check box next to each target you wish to use. A color is assigned to each target as an aid for quickly identifying targets in the SHOT TIMER and TARGETS views:



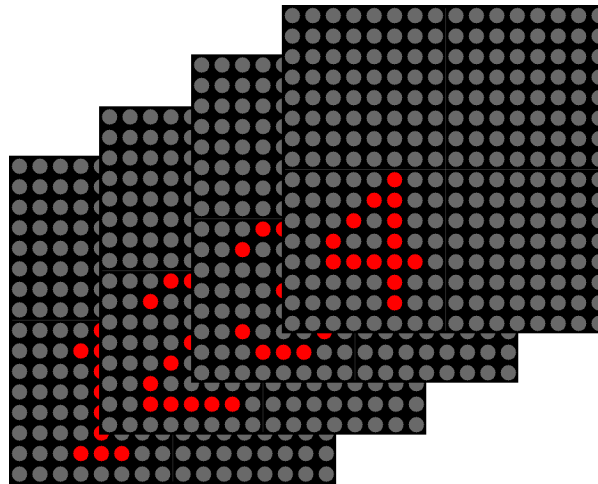
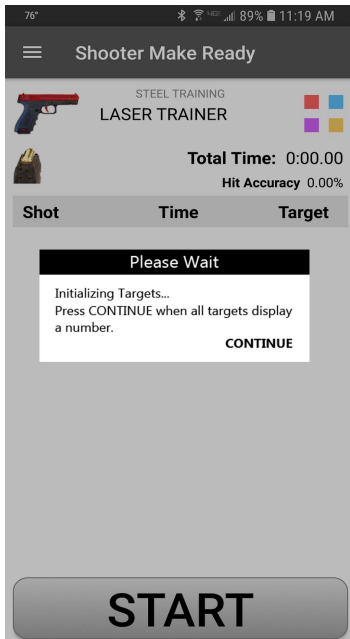
### IMPORTANT

In the Devices screen, select the Laser Trainer and targets you wish to use

When you are finished, press the DONE button to close the Devices view and return to the SHOT TIMER view.

## Step 4 – Wait For Targets To Initialize

On returning to the SHOT TIMER view, a message appears asking you to wait while the targets are initialized by the SMR app. As each target connects to the app, its assigned color box appears in the upper right. As each target is initialized, that target's assigned number is displayed by the target:



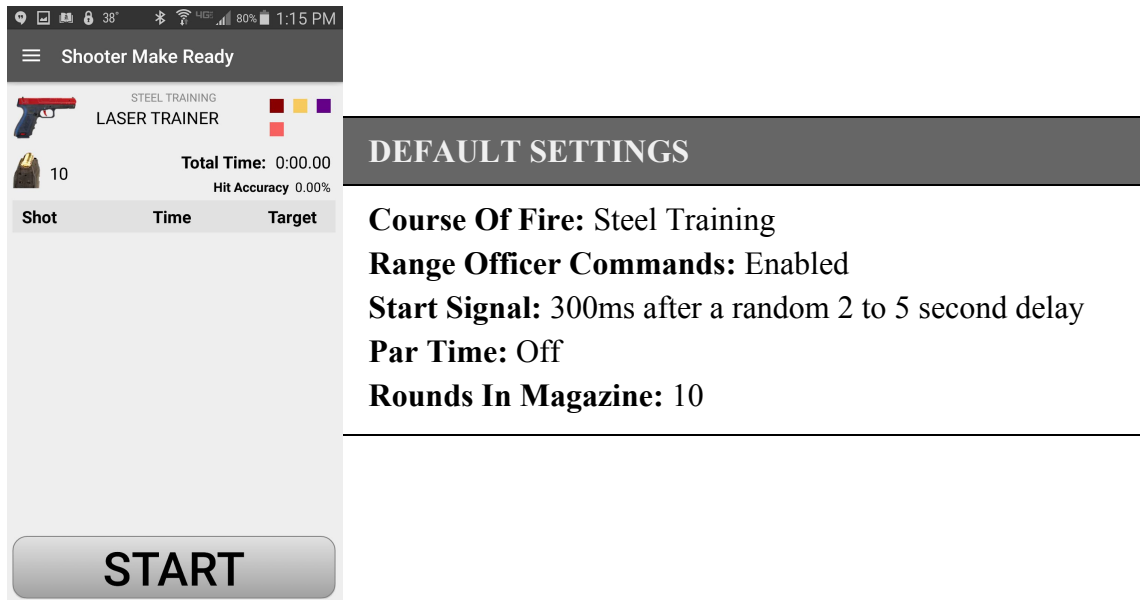
After you see a number displayed on each of the targets, you can rearrange the targets to put them in numerical order, left to right. This will arrange them in the same order as they'll appear in the TARGETS view we'll see in Step 7.

Press CONTINUE when all targets are displaying a number.

## Step 5 – Prepare To Shoot A Shot String

A “shot string” is a sequence of shots that begins when the START button is pressed and ends when the RESET button is pressed and held for at least one second.

The SHOT TIMER screen is the primary view used while shooting. From here you can immediately begin a shot string using the default or last used settings:



The screenshot shows the 'Shooter Make Ready' app interface. At the top, it displays 'STEEL TRAINING LASER TRAINER' with a handgun icon and a magazine icon showing '10'. Below this, it shows 'Total Time: 0:00.00' and 'Hit Accuracy 0.00%'. A table with columns 'Shot', 'Time', and 'Target' is visible. A large 'START' button is at the bottom. To the right, a box titled 'DEFAULT SETTINGS' lists the following:

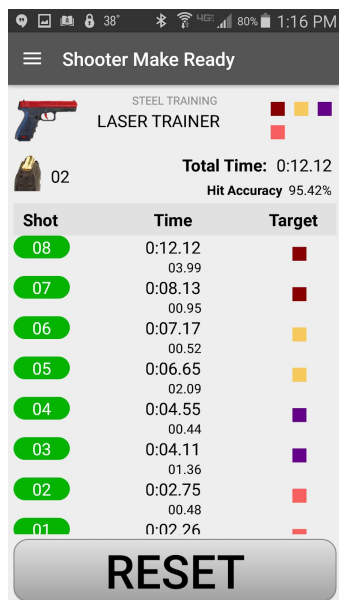
- Course Of Fire:** Steel Training
- Range Officer Commands:** Enabled
- Start Signal:** 300ms after a random 2 to 5 second delay
- Par Time:** Off
- Rounds In Magazine:** 10

When using Shooter Make Ready for the first time, we recommend using the default settings. Steel Training is a great Course Of Fire (COF) to begin with, making it easy to practice your firearm handling skills while using the SHOT TIMER to measure and improve your shooting performance.

## Step 6 – Shoot!

Press the START button to begin a shot string. With Range Officer Commands enabled, you'll hear the commands "Are you ready?" then "Standby!" followed by a 300ms start tone after a random delay.

Begin shooting the targets on hearing the start signal. Hits on target will appear immediately in the SHOT TIMER view:



### SHOT TIMER

Shot number indicates hits

**GREEN** is hit · **RED** is penalty hit<sup>1</sup>

Cumulative and split times are shown for each hit

Target colors indicate which target is hit

Swipe vertically ↑ ↓ to scroll through the shot string list

<sup>1</sup> See Par Time and Course Of Fire in the *General Settings* section of the User Guide for more information.

Unless Round Count is set to "Unlimited Rounds", the round count will be indicated next to the magazine image and will decrease as each shot is fired. When it reaches zero, the magazine image will indicate "empty" and the app will not recognize further hits on targets until a reload is performed.

### RELOAD (magazine change)

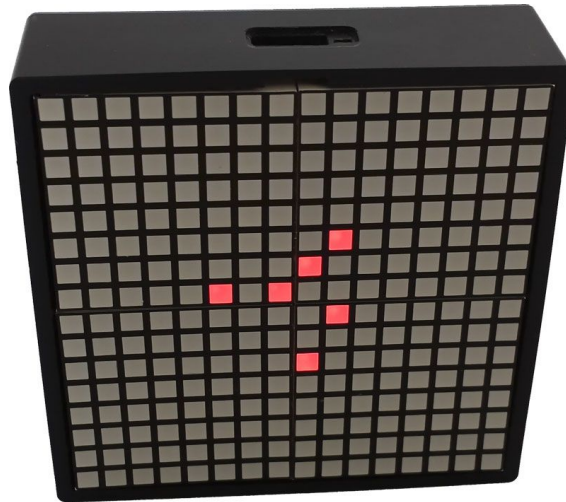
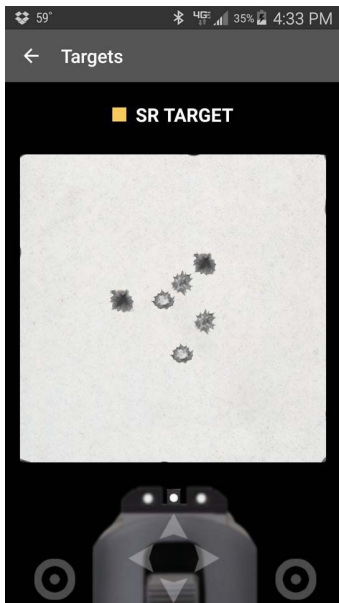
There are two ways to perform a reload: 1) tap the magazine/round count area on the screen, or 2) "clunk" the smartphone or tablet by flicking it lightly in an abrupt upward/downward motion.

The reload is shown in the Shot Timer list as magazine ejection/insertion events immediately following the most recent hit entry.

When you are finished shooting, refrain from pressing the RESET button until after reviewing your results as described in the next step.

## Step 7 – Review Your Results

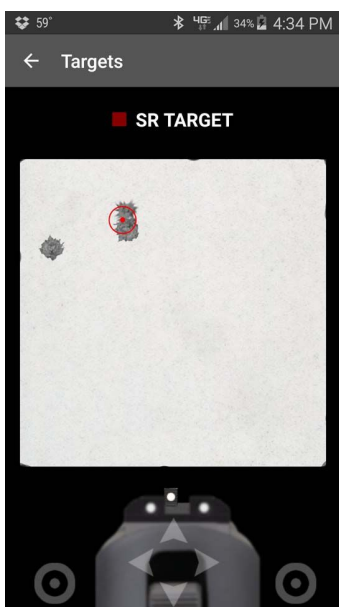
Press the Options icon to show the Options menu and press “Targets” in the flyout menu. The first target will appear showing hit locations and the hits will light up on the target you are currently viewing:



Swipe horizontally ← → to view targets

Swipe horizontally on the target image to scroll left and right through each of the targets.

If you are aiming for the center of the target and notice a tendency for hits to be grouped in a certain area, use the SIGHT PICTURE TOOL as an aid to see how your sights might be aligned:



### SIGHT PICTURE TOOL

While pressing the center area of the four arrows over the back of the firearm image, gently slide your finger towards the arrows to move the red circle-dot over the shot group. The sights on the firearm will be positioned to give you an idea of what your sight picture might look like as you're shooting to get this result.

You can also overlay a SHOT CORRECTION CHART on your target for suggestions on what may be the cause of less-than-perfect shot placement:

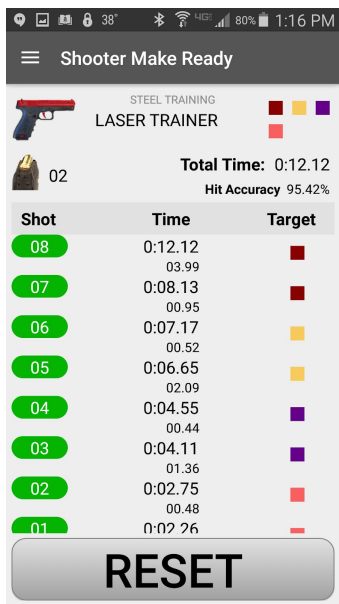


### SHOT CORRECTION CHART

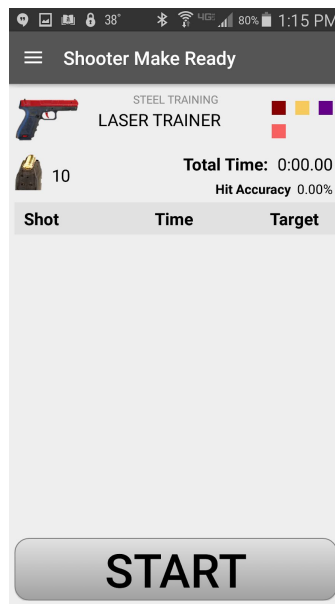
If your strong hand is your right hand, press and hold the light gray circle-dot icon in the lower right corner to display the SHOT CORRECTION CHART for right-handed shooters. If your strong hand is your left hand, press and hold the lower left circle-dot icon for the same chart for left-handed shooters.

TIP: The SIGHT PICTURE TOOL and SHOT CORRECTION CHART are also great references to use at the range when you are practicing live fire.

When you are finished reviewing your results, return to the SHOT TIMER view, then press and hold the RESET button for at least one second. The small delay when pressing the RESET button reduces the chance of accidentally resetting the shot string before you are ready:



<< Press and hold RESET >>  
Perform a reload

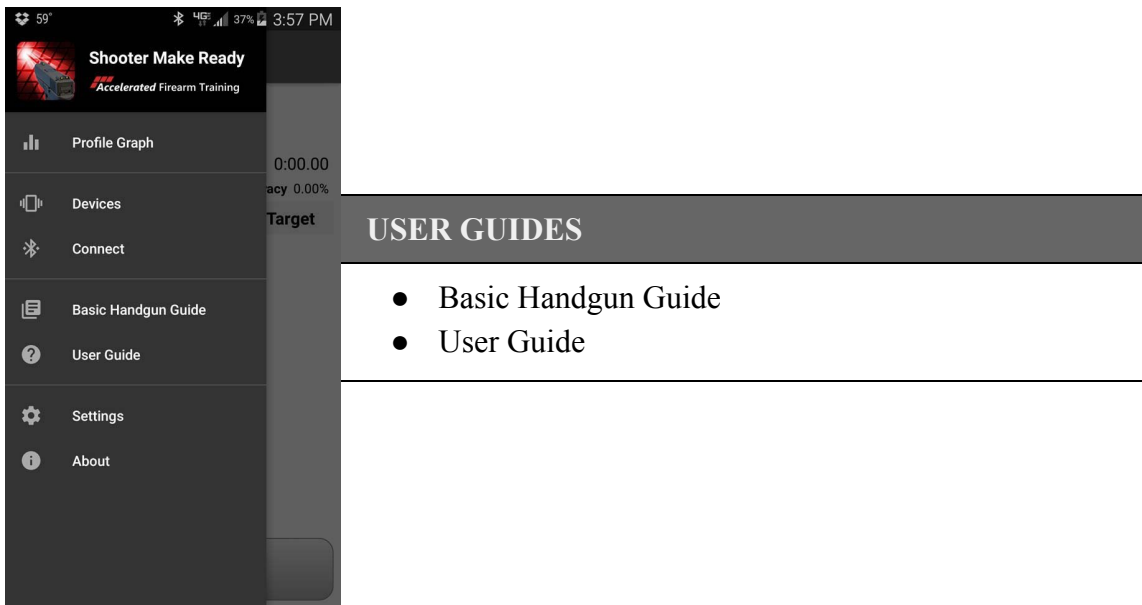


Perform a reload to get a full magazine, then press the START button and wait for the start signal to begin shooting the next shot string.

When you are finished practicing, you can go the Settings screen to enable or disable the Range Officer Commands, customize the Start Signal, set up a Par Time, or select another COF.

# More Information

The app includes two guides covering detailed information for using Shooter Make Ready and for learning more about basic handgun skills. The guides are accessible from the Options menu flyout:



The guides can be opened for viewing and printing using a PDF viewer app, such as the Adobe Acrobat Reader.

Refer to the User Guide for more complete information on:

- The Laser Firearm Trainer
- Targets
- Device Selection (laser firearm trainer and targets)
- General Settings including the Shot Timer and Course Of Fire selections
- Laser Firearm Trainer Settings
- Target Settings
- Clearing Malfunctions (troubleshooting guide)

Visit our website at [acceleratedfirearmtraining.com](http://acceleratedfirearmtraining.com).

U.S. Patent Pending

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