

Target Display

| | | |
|----------|-------|--|
| C | Reset | |
|----------|-------|--|

| | | |
|----------|----------|----------|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
| | 0 | |

| | | |
|-------|------|-------|
| Start | Send | Enter |
|-------|------|-------|

Athlete enters lane:

Press **Yellow** start button on pad that matches lane number. *Quickly!*

Type **Bib number** on pad

Check number is correct (leg number)

Press **Green** to Enter Bib number

Observe:

Watch target for hits

Count shots from athlete

Check against target display

Poles Up:

Press **Blue** Send key

Check with Paper scorer:

When score recorded, press **Reset**

Key Press errors:

Before Blue: Press C for clear; start over.

After Blue: Note error on paper in Comments.
Lane number and error made.

CROSS FIRE 1: *Empty lane activated by cross fire.*

Follow normal procedure on the key pad that matches the athlete's lane.

On the empty lane keypad, enter "999" as bib number.

Ask the paper scorer to note the cross fire; note bib, both lanes and time.

At end, press Blue key to send data; Rest when lane is recorded on paper.

CROSS FIRE 2: *Athlete shoots on to lane that is already in use.*

Range officials must stop both shooters to solve this problem.

The cross firing athlete:

Is directed to the correct target. Score this keypad as normal.

Bib number, hits and misses on this keypad will be correct.

At end, press Blue key to send data; Reset when lane is recorded on paper.

The lane that is cross fired on:

Record hits and misses for both shooters on paper form (Comments).

Make sure the bib number was entered (press Green after typing)

Press the Blue key to send the data recorded so far and Reset the target.

Press Yellow to reactivate the lane, type the Bib number again.

Indicate to the athlete that the lane is available for shooting.

Proceed as normal with scoring on the lane (Green, Blue and Reset).

Paper official: Will record the second score plus time alibi on a second form.