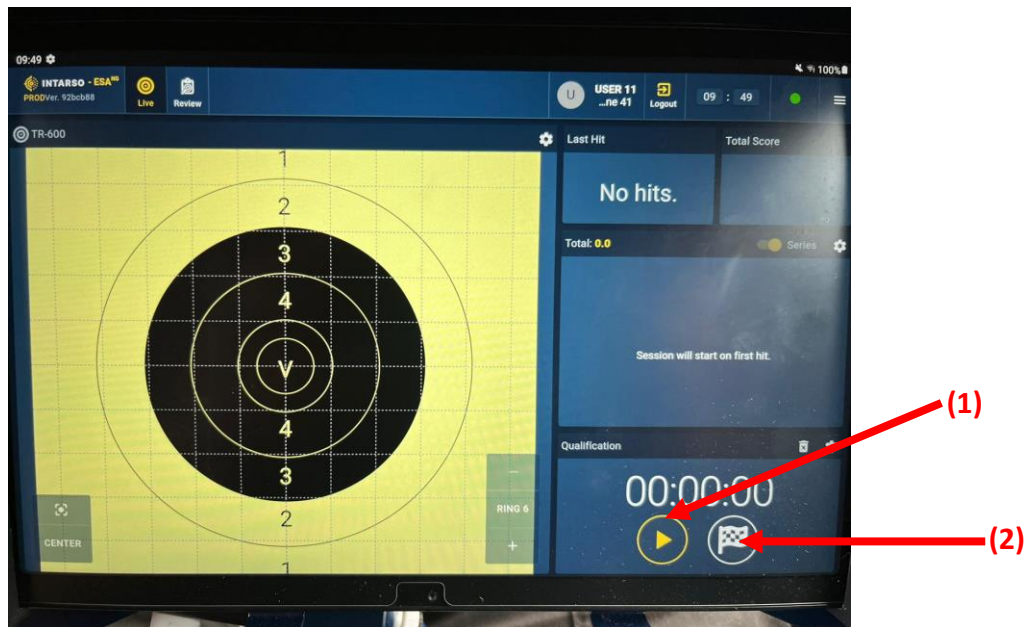


INTARSO USER GUIDE

IMPORTANT! Before commencing shooting ensure your rifle is calibrated for the correct distance, failure to do so may lead to damage to the equipment, non-refundable loss of shooting time and charges.

The Intarso system is used at 300, 500 and 600 yards on Century Range and 800-1200 yards on Stickledown Range. When you arrive at the firing point the monitor will be set up for the correct distance and you may commence shooting when ready.

❖ Shooting Screen:

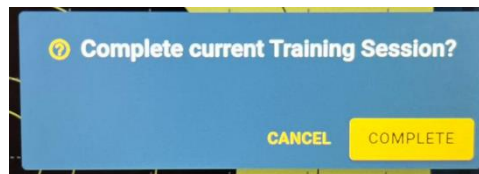


Shots will be recorded as soon as you begin to fire, or if you wish to begin the clock before shooting you can hit the play button (1) as indicated.

Selecting Target Face/Clearing the Screen

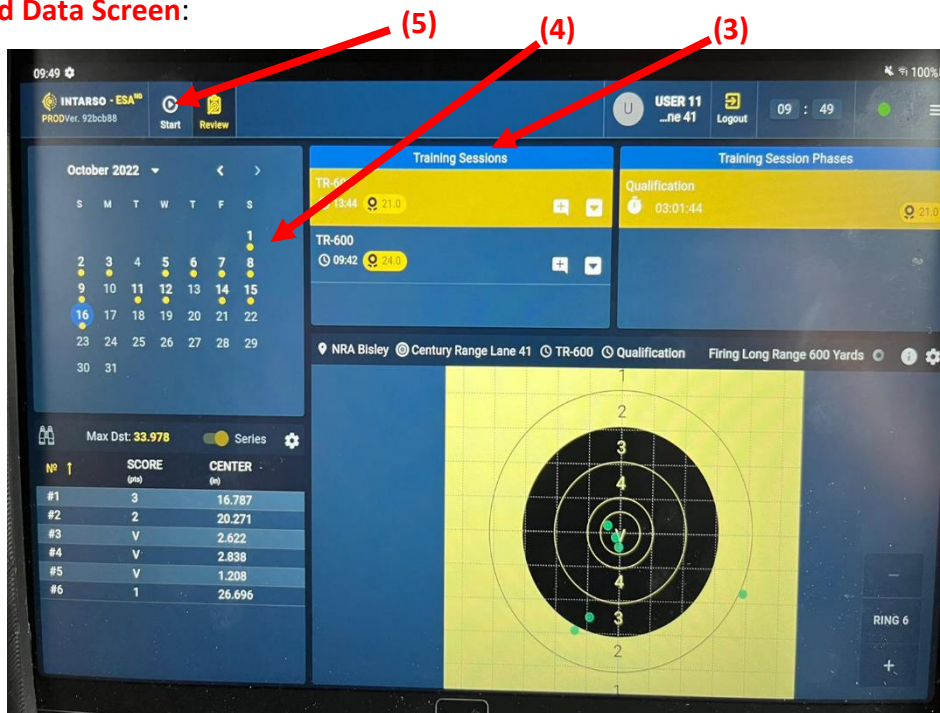
If the screen has not been cleared by the previous shooter, or you wish to change target face/clear the screen in between series please follow this guide:

- ❖ Tap the flag symbol **(2)**. This will bring up the following prompt:



Tap COMPLETE to move to the next screen.

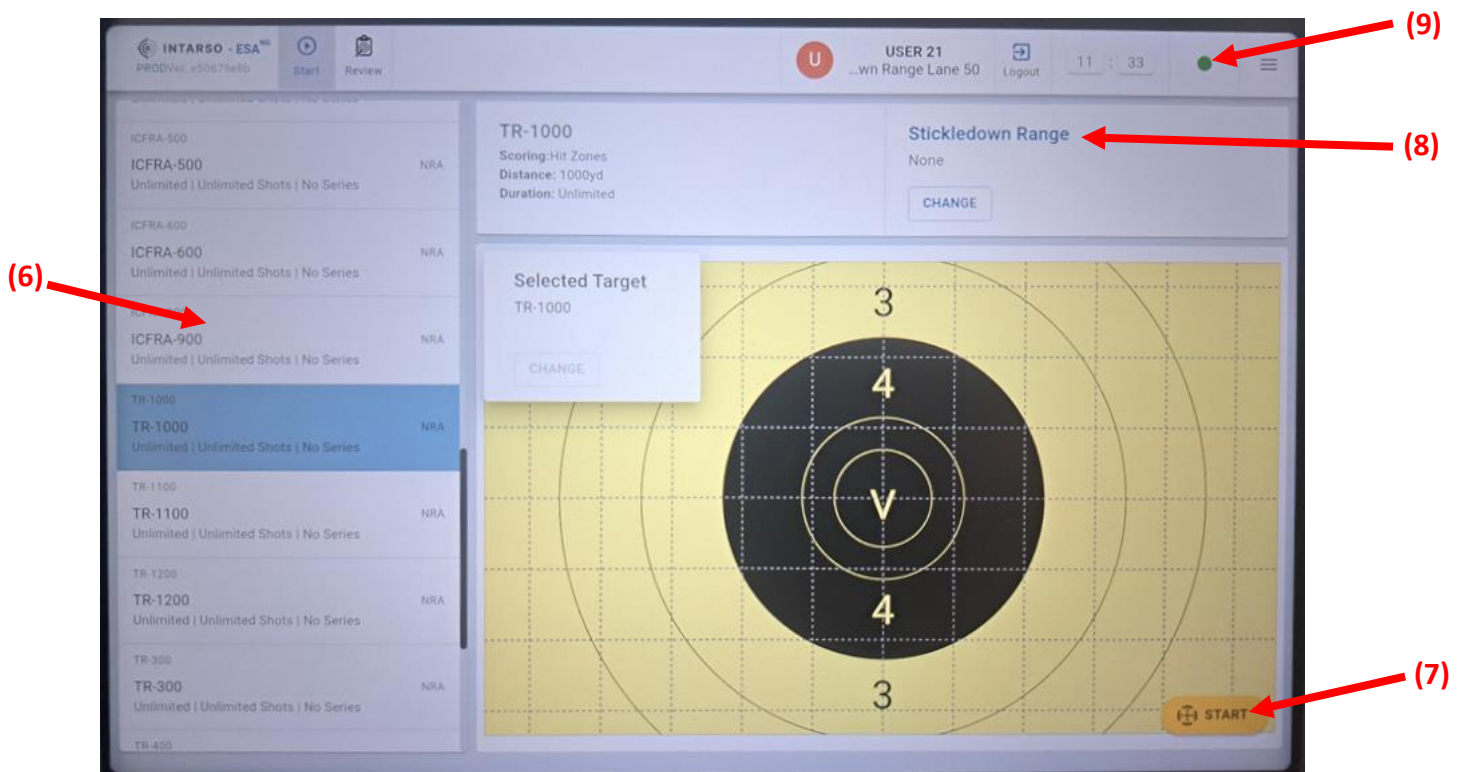
- ❖ **Stored Data Screen:**



This shows previously shot strings, sorted by time under “Training Sessions” **(3)** and date on the calendar view **(4)**. You can revisit old strings here throughout your shoot, and this data will be stored in the Intarso server.

To begin a new string/select an alternative target face, tap the start button in the top left **(5)**.

❖ Target Select Screen:



Here you can select a new target face off the list to the left of the screen (6), swiping up or down to scroll through the available options. Once you have tapped the face you desire, or if you are reusing the previous option still highlighted, press start (7). This will bring you back to the original **shooting screen**.

(N.b. make sure the appropriate range is showing (8), this)

Troubleshooting

The Intarso system will show pop up warnings fault occurs. If you receive a warning please contact control who will advise you if it is safe to continue shooting.

The coloured dot on the top right of the interface (9) indicates if the monitor is connected to the target, **green = connected**, **orange = weak connection/reconnecting**, **red = disconnected**. If you see an orange or red light, and the system does not reconnect within a minute, please contact control.

Should you have any other queries/issues with the system, **particularly if you fail to achieve a registration within 2 shots on target**, please cease firing and contact control and an electronics technician will attend you as soon as possible.

(N.b. the system will only record shots that are supersonic at the point of impact on the target)