

EBSC TARGET SHOOTING CONTROLLER

By Erik Hoffman

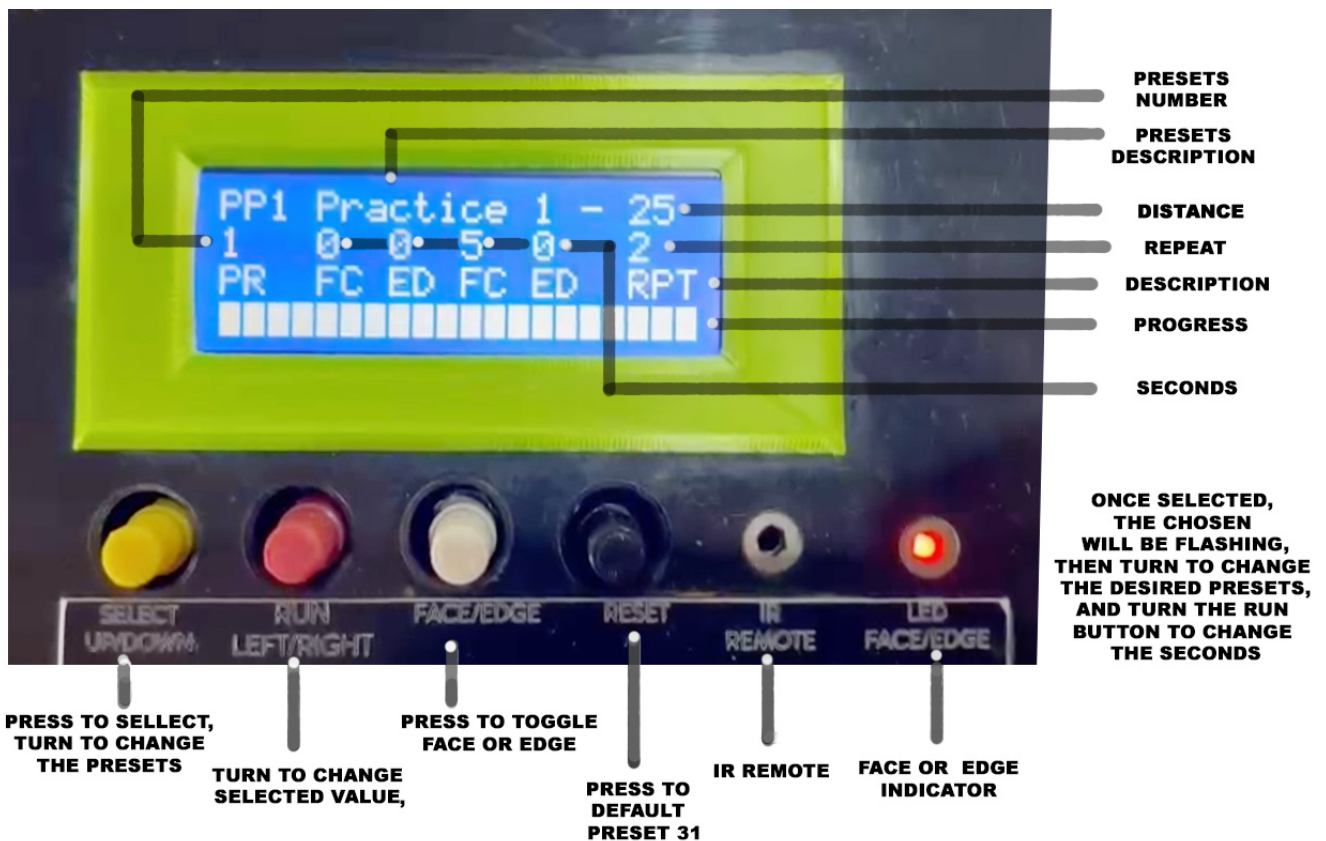
PRESETS LIST

- 1/ PP1 Practice 1 – 25 Meters – DP2
- 2/ PP1 Practice 2 – 15 Meters – DP2
- 3/ PP1 Practice 3 – 10 Meters – DP2
- 4/ Multi-Target 1 – 25 Meters – DP1
- 5/ Multi-Target 2 – 20 Meters – DP1
- 6/ Multi-Target 3 – 15 Meters – DP1
- 7/ Multi-Target 4 – 10 Meters – DP1
- 8/ Bianchi Plates 1-10 Meters – 4" PLATE
- 9/ Bianchi Plates 2-15 Meters – 4" PLATE
- 10/ Bianchi Plates 3-20 Meters – 4" PLATE
- 11/ Bianchi Plates 4-25 Meters – 4" PLATE
- 12/ Silhouettes1 12 – 25 Meters – PL17
- 13/ Silhouettes2 10 – 25 Meters – PL17
- 14/ Silhouettes3 8 – 25 Meters – PL17
- 15/ Silhouettes4 6 – 25 Meters – PL17
- 16/ Bow St Runner 1 – 25 Meters – DP2
- 17/ Bow St Runner 2 – 15 Meters – DP2
- 18/ Bow St Runner 3 – 10 Meters – DP2
- 19/ Bianchi 1 3 – 10 Meters – DI FULL
- 20/ Bianchi 1 4 – 10 Meters – DI FULL
- 21/ Bianchi 1 8 – 10 Meters – DI FULL
- 22/ Bianchi 2 4 – 15 Meters – DI FULL
- 23/ Bianchi 2 5 – 15 Meters – DI FULL
- 24/ Bianchi 2 6 – 15 Meters – DI FULL
- 25/ Bianchi 3 5 – 25 Meters – DI FULL
- 26/ Bianchi 3 6 – 25 Meters – DI FULL
- 27/ Bianchi 3 7 – 25 Meters – DI FULL
- 28/ Bianchi 4 7 – 50 Meters – DI FULL
- 29/ Bianchi 4 10 – 50 Meters – DI FULL
- 30/ Bianchi 4 15 – 50 Meters – DI FULL
- 31/ Your Choice – Program your own timings

After reset or power up, the default screen jumps to - 31/ Your Choice

OPERATION

- 1/ Press the yellow button (SELECT), the default number 31 is flashing
- 2/ Turn the yellow button to select the desired preset
- 3/ Press it again, it will stop flashing
- 4/ Press the white button (FACE/EDGE) to Face the shooters
- 5/ Instruct the shooters to observe the target and get ready
- 6/ Instruct the shooters that upon hearing the sounder, the operation will commence after 5 seconds delay, when the target will face them again ready to shoot
- 7/ Press the white button (FACE/EDGE) to turn the target to the edge position
- 8/ Load and get ready
- 9/ Watch and shoot, watch and shoot
- 8/ Press the red button (RUN) to commence
- 9/ The short sounder will sound and the session will commence
- 10/ Upon completing the session there will be a longer sound to indicate end of session
- 11/ To any shooter who missed and has remaining rounds
- 12/ Press the white button (FACE/EDGE) to face the target – option 1
- 13/ Watch and shoot, watch and shoot
- 14/ Press the white button (FACE/EDGE) to face the edge – option 2
- 15/ Watch and shoot, watch and shoot
- 16/ Press the red button (RUN) to commence



DISPLAY DISCRIPTION – Clockwise from right

1/ PRESET NUMBER – this is the number indicating the selected presets – now showing 1 out of 31 Practice 1 at 25 meters, the default selection after reset is 31/ Your choice.

2/ PRESET DISCRIPTION – This is the selected preset description in conjunction with the associated number 1 out of 31 choices.

3/ DISTANCE – This is the shooting distance to target with this session, each preset is marked with it own distance for ease of operation.

4/REPEAT – This is the command how many times the session will operate, note that in the case above the FACE will be visible for 5 seconds twice and without EDGE, that mean it will be visible for 10 seconds.

5/ DESCRIPTION – This is the text description embeded in the display to show PR – Presets, FC – Face, ED – Edge, RPT – Repeat.

6/ PROGRESS – This is visual display of the overall time it take to complete the full session.

7/ SECONDS – This is where the values of the times in seconds inserted and can be changed of the Face, Edge, and REPEAT.

8/ FACE OR EDGE indicator – This is the light to confirm whether you are in Face or Edge mode.

9/ IR REMOTE – This is where the controller receives the signals from the remote control if the wireless remote control is not operating.

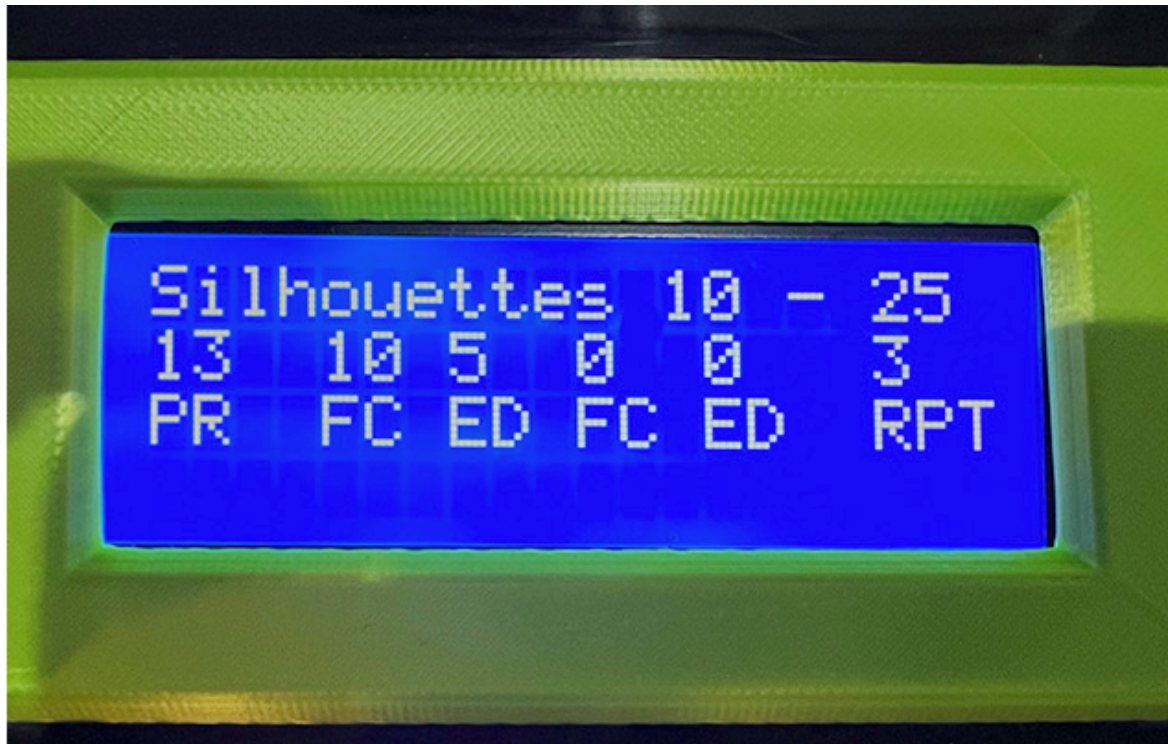
10/ RESET BUTTON – This is the black button which will reset the controller to the default mode with Preset is preset 31, YOUR CHOICE.

11/ WHITE BUTTON – This is a manual toggle button which alternate between FACE an EDGE.

12/ RED BUTTON – This has 2 functions, one is when pressed starts the RUN process, and two, is when it turns, moves the flashing digits left and right.

13/ YELLOW BUTTON – This has 3 functions, one is when pressed takes the display to the SELECT mode (flashing), and two, when turns, it changes the values of the timing in seconds.

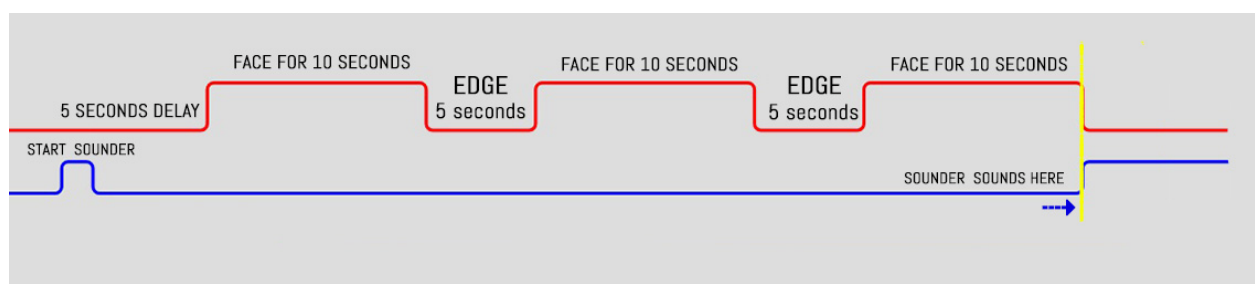
The third function is the ability to memorise and store the desired values after changing it to create a new or existing PRESETS. Once a new value is created by turning the YELLOW button left or right, pressing the YELLOW button more than 3 seconds will store the new value permanently but can be changed again to suit.



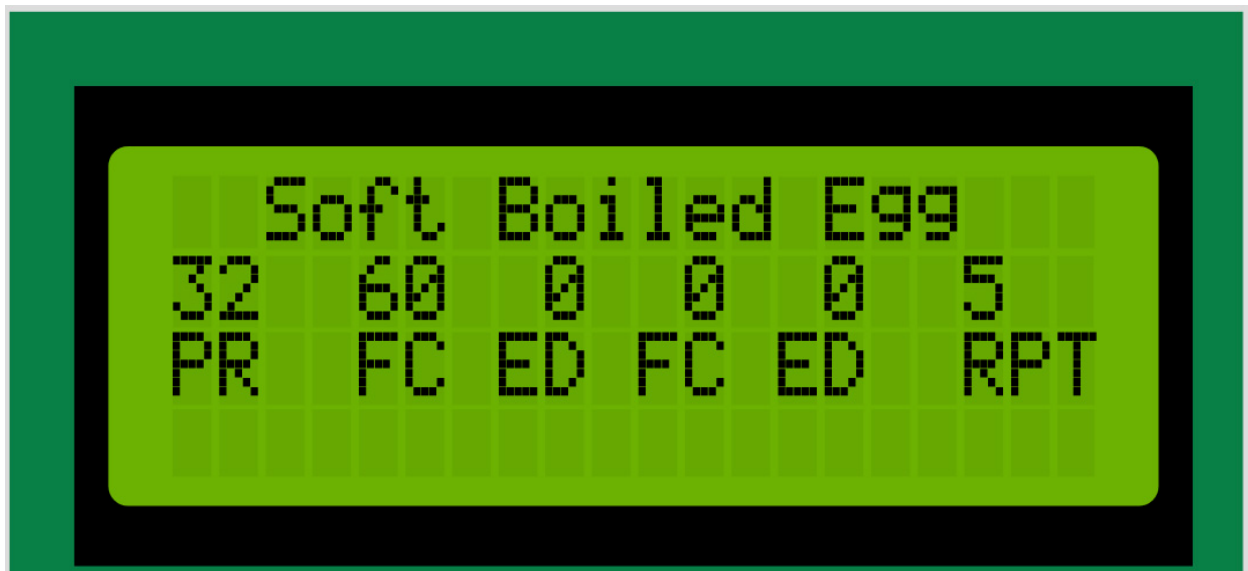
For this hypothetical exercise let's try to understand what would be in the session of the above illustration

Looking at the PR 13 on the left, we can see from the Presets list on page 2, it is Silhouettes 10 – 25, that means that we are shooting from 25 meters and the session will take 40 seconds because the 10 and 5 seconds, repeat itself 3 times - see RPT 3 on the right, bearing in mind that the last 5 second EDGE will not take place simply because after the last 10 seconds the session is over when the sounder operates again.

After pressing the RUN button where the sounder operate, we have always 5 seconds delay before the session start, then we have the FACE for 10 seconds to shoot whatever amount of rounds, lets say 6 rounds, it then turn to EDGE for 5 seconds and back again to show the FACE for yet another 10 seconds, we shoot another 6 rounds, after that, it turns for the last 10 seconds and completing the last 6 rounds to complete the session and then stops before the sounder operate – This can be observed in the following diagram.



In the final hypothetical example, let's say, we want to boil an egg, a soft one, that is 5 minutes, in the illustration below, assuming it is PR32 (PRESET 32) which does not exist,



We program the controller for 60 seconds without any Edge and we repeat the process 5 times, So if you select a zero for all the edges, it jumps, skipping all of them and gives you a transparent $60 \times 5 = 300$ seconds in total, which is 5 minutes, *Bon appétit!*



WIRELESS REMOTE CONTROL