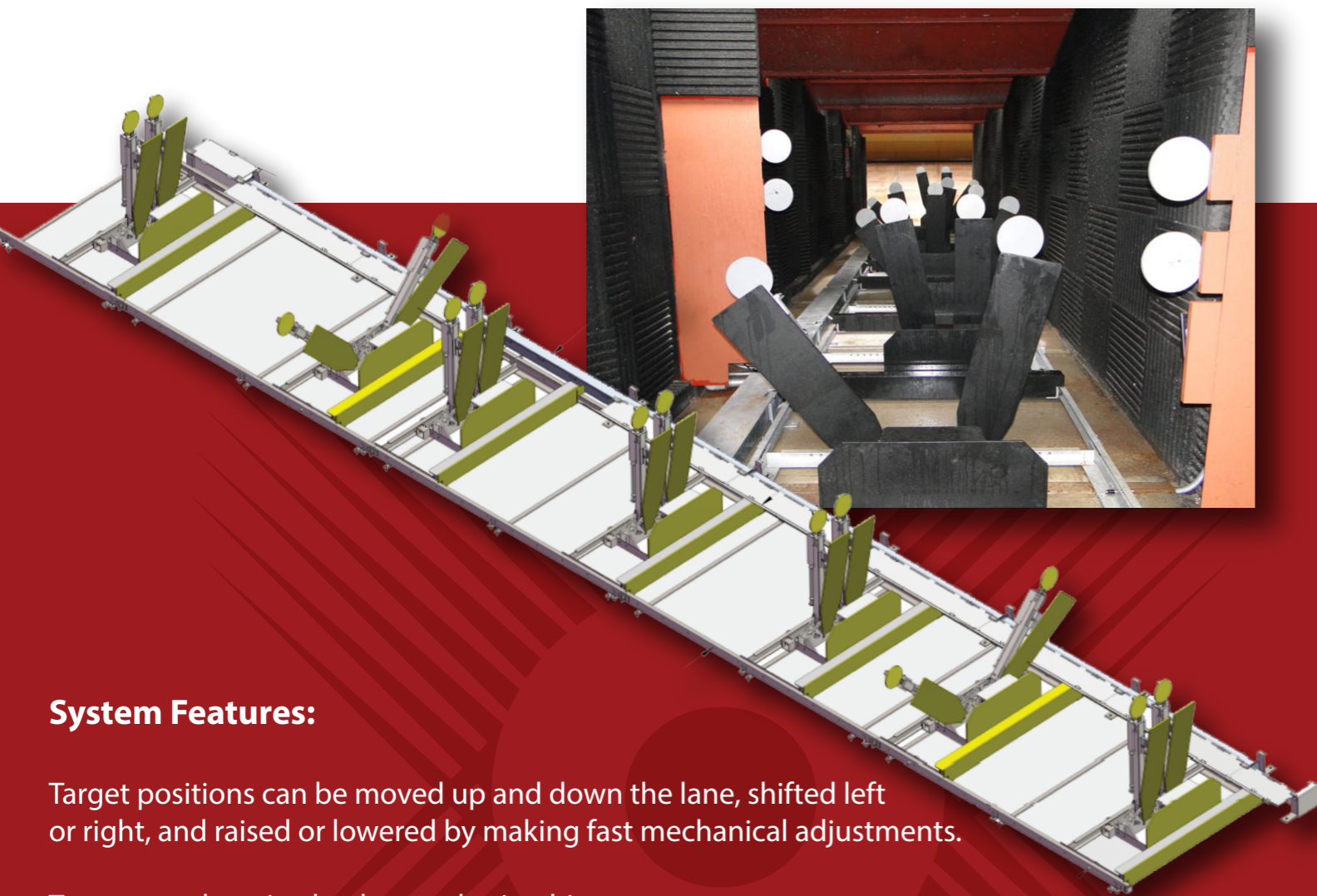# Strategic Systems Incorporated

Reactive Steel Range System

System Features:

Target positions can be moved up and down the lane, shifted left or right, and raised or lowered by making fast mechanical adjustments.

Targets can be raised or lowered using hit counts (example: lower target #7 after 3 bullet hits).

Targets can be raised or lowered using timers (example: raise target #12 after 6 seconds).

Targets can be triggered by other targets (example: raise target #9 when target #3 is killed).

Quick "Random" feature allows users to train with targets randomly popping up and down.

Hit count data is collected and stored for scoring and grading purposes.

Training scenarios can be programmed by Shooter Control at a user panel, or by the Range Supervisor at the Master control computer.

Challenge Mode pits shooting lanes against each for match scoring.

The system is easy to maintain with off-the-shelf components used throughout.

Strategic Systems' Reactive Steel Range is a computer controlled target system for live-fire training. The system uses compressed air to raise and lower AR500 steel head-plate targets. The Reactive Steel range system gives Range Supervisors great flexibility in training by allowing them to change the position, timing and other training aspects very quickly.

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