

INTELLIGENT TARGET SYSTEMS

3100 Pan American Fwy NE Suite 10
Albuquerque, NM 87107
505 228 2246

***"We don't always know what you're up to.....
but we know what you're up against."™***



THE AIM-PRTS™ (PRECISION RIFLE TRAINING SYSTEM)

Patent pending

OVERVIEW & SPECIFICATIONS

The AIM-PRTS™ is part of a new generation of Multi-Plane™, moving, reactive target systems. Incorporating single or multi-plane targets, the PRTS presents very life-like challenges to a shooter. The accuracy of their shot is instantly indicated by a colored high-intensity strobe. An accurate shot will illuminate a white strobe. Inaccurate shots, depending on the type of target, will illuminate a red or yellow strobe.

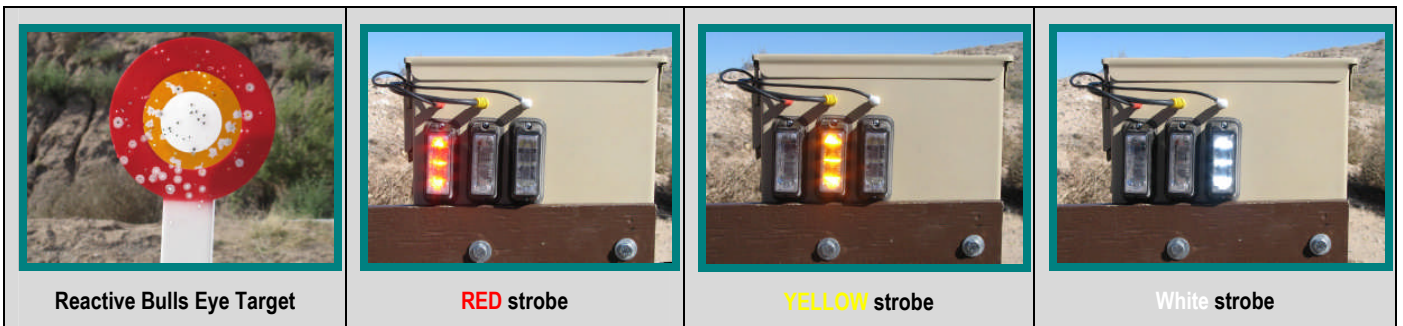
The PRTS is just one in our series of "ZERO ASS-TIME" weapons training systems; providing realistic, efficient training for all levels of shooters.

Instructors can now continually observe each shooter as they take each shot and immediately score each shot. Most ranges today have a shooter take 10 shots at a paper target and the instructor and shooters then go down range to score the shots and mark the targets. How does anyone know which shots in the string were the ones that were inaccurate? They don't. Effective training can only be achieved when the instructor evaluates the accuracy of each shot as it is taken. He must watch the shooter and evaluate all the physical parameters that make up a good shot, including the shooter's weapons manipulation, body position, breathing, trigger pull sequence, wind drift and bullet drop calculations and more.

Observing the shooter is the instructor's primary responsibility. The AIM-PRTS allows the instructor to watch each shooter during their entire firing sequence and to immediately understand why the shot was a hit or a miss. When the bullet impacts the correct area on the reactive target, the white strobe illuminates for 2 seconds. An inaccurate shot will illuminate the yellow or red strobe for 2 seconds. The instructor can then coach the shooter as to what caused the miss. Maybe he moved or flinched at the moment of firing, or he did not exercise correct breath. Maybe he didn't track a moving target correctly. Immediately after the shot is taken both the instructor and the shooter simply look downrange and see which strobe illuminated. They BOTH know if the shot was an accurate one.

REACTIVE BULLS-EYE TARGET

The "bull's-eye" reactive target has colored rings in red, yellow and white. When a colored ring is hit, a correspondingly colored strobe illuminates for 2 seconds. (i.e. the red strobe illuminates when the red ring is hit; yellow when the yellow ring is hit and white when the white ring is hit) It then resets automatically. The strobes are visible past 1,000yards, allowing the system to be used for very long distance rifle training. Because the targets react to and score each shot, the instructor and shooters do not have to go down range to score the target.



The AIM-PRTS polymer targets withstand hits from all caliber rifles, including the .338 Lapua and the .50 BMG. Multiple shooters can now engage the target sequentially, reducing the time between shots and maintaining the shooters concentration. The system forces the shooters to remain focused on their mission. Each shooter's time between shots is only short seconds; not agonizingly long minutes.

REACTIVE CRANIAL-OCULAR-CAVITY THREAT TARGET



Threat/Hostage Target



An inaccurate shot that hits any part of this reactive target illuminates a **yellow strobe.**



A clean shot thru the C-O-C ("T") hole in the front target strikes this rear reactive target and illuminates a **white strobe.**

The shot that must instantly incapacitate a threat is the most difficult a rifleman will ever have to make. It requires that the bullet enter the Cranial-Ocular-Cavity or so called "brain box" and sever the brain stem, preventing an "involuntary muscular response". When the brain stem is severed the brain cannot transmit signals to the arms and hands and the person crumples to the ground.

The AIM-PRTS C-O-C target (patent pending) requires the shooter to accurately make that shot. The shooter must send the bullet thru the cranial-ocular-cavity "T" cut out in the front reactive target. If the shot is off and hits any part of the target (which corresponds to the head, neck or body area) the yellow strobe illuminates indicating an inaccurate hit. When the bullet passes cleanly thru the C-O-C cutout in the front target it hits the solid target behind it and the white strobe illuminates. No other system presents this level of reality and challenge on a moving target.

REACTIVE WHOLE BODY TARGET

For new shooters the instructor can install the Whole Body Target. This reactive target offers the greatest cross sectional area and allows the instructor to begin training on humanoid targets with both a center mass and head kill zones. When the shooter accurately hits any area of the active target the white strobe illuminates.



Whole body threat target.



Hits to any part of this reactive target illuminate a **white strobe.**

(CONTINUED ON NEXT PAGE)

REACTIVE HOSTAGE TARGET

The instructor can position a reactive no threat target in front of the threat target, simulating a hostage crisis. The angle of engagement to the threat target from behind the no-threat target is adjustable. The instructor can position both targets with clearance between the tow or very close together with almost no clear shot for the shooter, making the shot relatively easy or very difficult.



No-Threat target



Hits to any part of this reactive target illuminate a red strobe.



Rear view of the threat target behind the no-threat.

MAKING THE TARGETS MOVE

The most life-like and realistic training is presented to the shooters when both the threat and no-threat targets move. The AIM-PRTS allows the instructor to manually move the targets at distances up to 100 yards using simple pull cords. Both the front and rear targets are counterweighted and rotate on low friction axels. By attaching a light gage cord to the counterweight and pulling it slowly, the target(s) can be made to move in human like motions.

The instructor can have an assistant pull only the threat target at first, until the shooters get used to engaging moving targets. Then can have both targets move, as would be the case in real-life.

AIM-PRTS OPTIONAL REMOTE CONTROLLED BATTERY DRIVE

By adding the Motor Drive Unit (MDU) from the AIM-ASTS™ (Active Shooter Training System) system gains several operational capabilities.

1. The system MDU will operate for 12 hours on one battery charge.
2. The system is remote controllable out to 1,000 yards.
3. The targets can be configured in multiple training scenarios, depending on the skill level of the shooters:
 - a. Threat only moving slowly and smoothly.
 - b. Threat only moving faster and in unpredictable movements that mimic a human's.
 - c. No-threat stationary in front of threat. (repeat a, b)
 - d. Threat and no-threat moving slowly and smoothly.
 - e. Threat and no-threat moving faster and unpredictably.
 - f. Additionally the distance between the two targets (overlap) can be easily and quickly adjusted. For shooters new to REAL MOVING TARGETS the distance can be adjusted to allow a very clear shot. For experienced shoots the distance is incrementally decreased.

It is important to note that the strobes provide both the instructor and shooter with an instant indication of the accuracy of the shot just taken. No time is wasted going down range to score and guess which shots hit and missed in a 10 shot string. The instructor can do what he is supposed to do; stay focused on the shooter and their body and weapons handling techniques.

The AIM-PRT System brings a new challenge to line officers and SOG/HRT/SWAT training. The system clearly mimics the "threat/no-threat" scenarios they will face in the field. Its proprietary capabilities are critical in training shooters to recognize threat level changes and the movements both no- threat and threat individuals make in a gunfight.



Proudly designed and manufactured in the USA. INTELLIGENT TARGET SYSTEMS is a veteran owned company.

Specifications and pricing subject to change without notice.

A portion of all sales are donated to the Wounded Warriors Project.