

Keiron SPEED Users Guide



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Introduction and Safety:

The Keiron SPEED reactive target system is designed for use with Keiron (and most other) laser training cartridges, SIRT pistols and other products, both visible red and the IR versions. A large strike zone of 4 x 5.5 inches (100 x 140mm) allows fast target acquisition and facilitates developing realistic training scenarios. The system provides feedback when “shot” by the laser beam, illuminating the entire strike zone.

Keiron SPEED incorporates an LCD display and five different training modes. Depending on the mode selected, shot times and split times are recorded and displayed. After a shooting session, one may review all relevant data.

CAUTION: FIREARM SAFETY CHECK

Before starting your training, make sure your firearm is unloaded, cleared and safe. Visually and physically inspect the firearms chamber and any magazines to be used. Remove all ammunition and un-used magazines from the training environment, and lock them away in a separate location. Be absolutely sure there is NO live ammunition anywhere in the vicinity and that the firearm is unloaded and safe. Only then, insert the laser training cartridge.

Never sacrifice the essential safe principles of gun handling. Rather use the training session as an opportunity to enhance not only your skill as a shooter, but also basic firearm safety. Remember the 4 rules of firearm safety:

- Treat all firearms as if they are loaded.
- Never point the firearm at anything you do not wish to destroy.
- Never put your finger on the trigger until the firearm is pointed at the target and you are ready to shoot.
- Be sure of your target, and what lays behind it.

CAUTION: LASERS CAN HARM/DAMAGE EYES

Exercise care when using the training lasers. Do not look into the beam, neither point it at people. Position the targets such that the beam is not reflected back into your eyes.

Keiron Reactive Target Systems Introduction

The laser cartridges and Keiron reactive target systems are designed by shooters for shooters. The system takes dry fire training to an altogether whole new level, harnessing sophisticated technology to create a shooting simulation with immediate benefits to both new and experienced shooters alike.

For new users, the system creates the opportunity for users to familiarise themselves with their firearm. One may learn sight alignment, trigger squeeze and the general functioning of the firearm, all in perfect safety and in your home, without taking a trip to the range and working through lots of ammunition. With no recoil and muzzle blast, problems with sight alignment or trigger squeeze are easily identified and corrected. Once the basic skills are learnt, users may increase their skill by creating more complex training scenarios, and add a stress situation to the training by using the various timer functions available with Keiron SPEED.

Advanced shooters are already familiar with the benefits of dry fire, and will be able to fully utilise the advanced training modes in the Keiron system. Complete stages can be set up using multiple Keiron systems, simulating many of the current competitive shooting sports and allowing shooters to practice different techniques, honing their tactical strategies and improving stage times and accuracy. Competitive shooters can also use Keiron to evaluate different rigs, sights, and techniques. It takes just a few minutes to set up a different target configuration in your home, allowing varied and frequent practice. With Keiron, practice is now possible in minutes, with no long trips to the range.

For those people who carry their firearms every day, either on duty or as responsible citizens, a dedicated concealed carry training mode allows different carry options (holsters, positions etc) to be evaluated, with the draw being practiced in safety until it becomes second nature.

Keiron SPEED Training Mode Overview

Five modes of operation may be chosen:

MODE 1, SHOT TIMER, MANUAL START This mode functions as a shot timer, recording up to 99 shots or 999 seconds (16 ½ minutes). When this mode is started, the display indicates “Are you ready?”, then “Standby” with a second display that counts down. When the timer reaches zero, the screen flashes to indicate the start, the system optionally beeps, and the shooter may then begin shooting at the target. Each hit is time-stamped and displayed on the screen. When the session is over the user may review the shot times. The all-important first shot time is recorded to allow the user to check how long it takes to draw the weapon and place a shot on the target. The user may then cycle through all the recorded shots, viewing both the shot times as well as split times between shots.

MODE 2, SHOT TIMER, SHOOT TO START This mode of operation, once underway is identical to the “SHOT TIMER, MANUAL START” mode described above but when this mode is selected and restarted, the system waits to first be shot BEFORE starting the countdown for the actual session. This mode is intended to make it easy for the single person training alone to set up the session and get into the desired start position before starting the actual shooting session.

MODE 3, SPEED DRAW, COMPETITION DRAW. This mode of operation allows you to repeatedly practice drawing your weapon and placing a shot onto the target. After shooting the target, the time is recorded and saved and then a random delay from 5 to 12 seconds counts down. When reaching zero, the process is repeated. The random delay allows enough time when using a competition style holster for the user to re-holster the weapon and wait for the indication to shoot, without making the user wait too long. When the user wishes to stop the session, the REVIEW BUTTON allows the recorded times to be examined. This mode is great for competition shooters wishing to improve the time to get that first shot on target. The random delay prevents the shooter from anticipating the start.

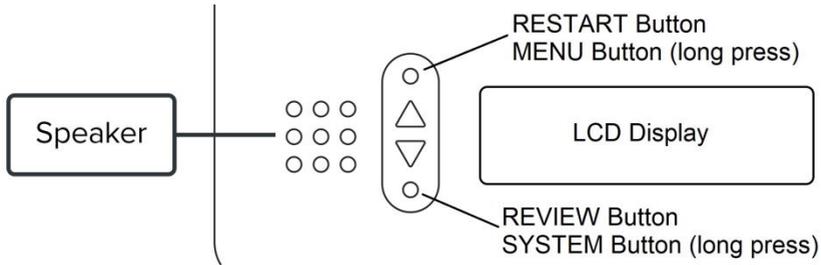
MODE 4, SPEED DRAW, CONCEALED CARRY. This mode of operation is similar to the preceding mode, but with a longer delay. It allows you to repeatedly practice drawing your weapon from concealment and placing a shot onto the target. After shooting the target, the time is recorded and saved and then a random delay from 10 to 17 seconds counts down. When reaching zero, the process is repeated. The random delay allows enough time for the user to re-holster the weapon, make any adjustments to clothing, and then wait for the indication to shoot. When the user wishes to stop the session, the REVIEW BUTTON allows the recorded times to be examined. This mode is great for citizens or LE to practice a snag free draw from concealed carry with an accurate shot to the target. The random delay prevents the shooter from anticipating the start.

MODE 5, FREE SHOOT This is the most basic mode of operation, where upon being shot by the laser the target simply flashes to acknowledge the shot and displays the shot count. It functions in the same manner as the lower cost Keiron TARGET model, and is great to use when setting up a practice session using multiple Keiron targets.

The maximum number of shots that may be counted is 9999.

Keiron SPEED controls

There are only 2 buttons used to interact with the unit. These are context sensitive, depending on the state of the unit and the mode selected. In general:



A quick press of the ▲ top button RESTARTS the current mode

A long press of the ▲ top button calls up the training mode MENU where a different training mode may be selected. Further short presses of the button cycles through the available training modes. To select the displayed training mode, press the ▼ bottom button.

A short press of the ▼ bottom button REVIEWS the current mode, and is used to review shot, split and draw times.

A long press of the ▼ bottom button calls up the SYSTEM menu, where various system related functions may be selected (e.g. turn off unit, turn on backlight). Further short presses of the button cycle through the available system menu options. To select the desired option, press the ▲ top button.

A long press of the ▼ bottom button is also used to turn the unit on. The first option in the SYSTEM menu powers down the unit.

Keiron SPEED Detailed Operation:

General Physical Setup and Lighting:

The Keiron SPEED is not intended to be used in sunlight, nor in an overly bright filled room. The Keiron target systems detect the light from the laser training cartridges and are therefore sensitive to the general amount of light and the quality of the light present.

For best performance position the Keiron SPEED unit away from sunlight and any bright flickering lights. If necessary, partially close the blinds or curtains, or position the unit facing away from windows or sunlight.

Turning on the Keiron SPEED

Turn on the unit by pressing and holding the bottom ▼ SYSTEM button. On start-up, "Keiron SPEED", the version number and an estimate of battery capacity is displayed. A message then appears, "Checking light, stand clear". After a brief pause allowing the user to stand clear, the level of light falling on the target and the quality of light is checked. A message will then be shown indicating the level of light, and if present, the level of flicker. If the lighting is acceptable, the last selected training mode is displayed and started.

Should any problem with the lighting conditions be detected, an informative message is displayed and after a delay, the light is re-checked, allowing you time to turn off a faulty light, close the curtains etc. For more info see the trouble shooting section.

Choosing the TRAINING MODE

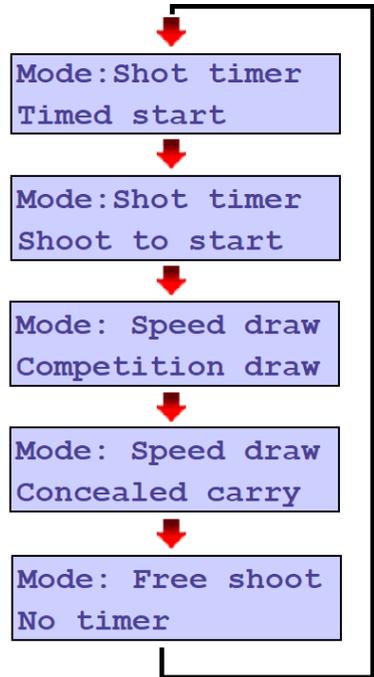
To choose a different training mode, press the top button ▲ for 2 seconds.

The TRAINING MODE MENU will appear. Short press the top button ▲ repeatedly until the mode you wish to use appears.

Press the bottom ▼ button to select the mode.

The menu will close, and the selected training mode will start. A depiction of the Training Mode Menu is shown here.

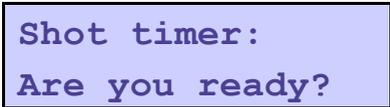
The currently selected training mode is remembered when powering off, and is automatically started when powering up the unit.



Mode Instructions: Shot Timer, timed start

This training mode functions as a shot timer, recording up to 99 shots or 999 seconds. When this mode is started, the display indicates “Are you ready?”, then “Standby” with a second display that counts down. When the timer reaches zero, the strike zone flashes to indicate the start (with optional beep). The shooter may then begin shooting at the target. Each hit is time-stamped and displayed on the screen. When the session is over the user may cycle through all the recorded shots, viewing both the shot times as well as split times between shots.

When this mode is restarted, the screen will read:



Shot timer:
Are you ready?

After 2 seconds, the screen will read:



Standby 3

The system will count down to zero, the screen will flash, providing a clear start indication, and the screen will change to :

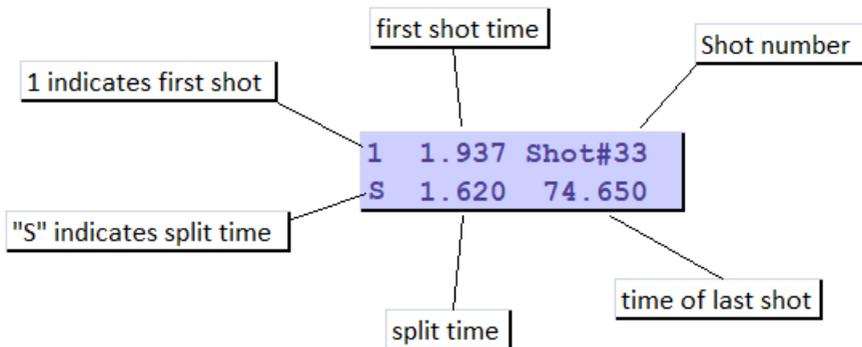


** SHOOT NOW **

You may then draw your weapon and commence shooting at the target.

The target may then be engaged, up to 99 shots.

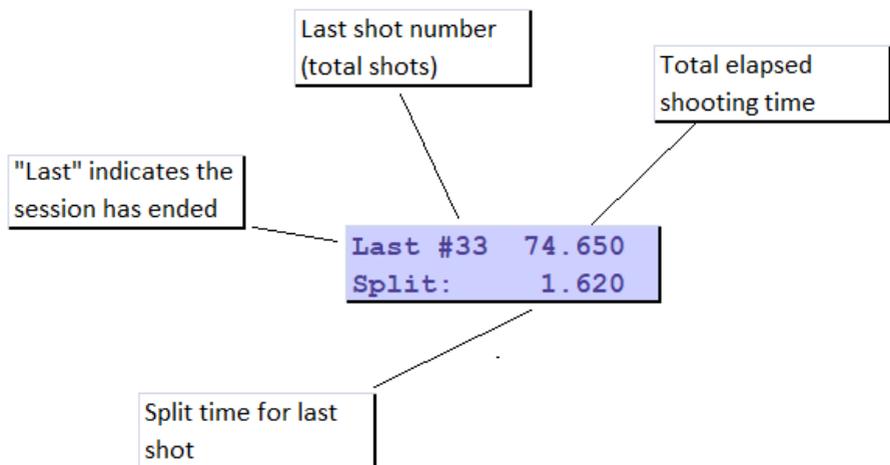
The layout of the display is shown below



At any time, the shooter may stop the session and review the recorded information or just restart the session.

Press the bottom ▼ REVIEW button to stop the session and scroll through the shot times. If you do wish to review times be careful to select the ▼ REVIEW button. Once the session is restarted, all scores previously recorded are reset.

When reviewing times, the display will change, and be as depicted below:



The total time for the session is shown, together with the total number of shots. The bottom line shows the last recorded split time.

On each subsequent press of the bottom ▼ REVIEW button the display cycles through the shots, showing the shot number, shot time and the split time.

Restarting the Training Mode:

Press the top ▲ RESTART button to restart the session. The countdown will commence and a new session will be underway.

Summary:

The top ▲ RESTART button restarts the session.

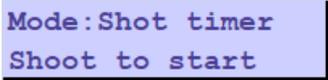
The bottom ▼ REVIEW button stops the current session and each subsequent button press scrolls through the shot times.

Note: Should 99 shots be reached or exceeded, the beep sound will change, and the display will indicate the maximum number of shots that may be recorded has been reached. Shots will no longer be time-stamped or recorded, and the screen will no longer flash to indicate a hit.

Mode Instructions: Shot Timer Mode, SHOOT to start:

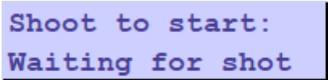
This mode of operation, once underway is identical to the previous “SHOT TIMER, MANUAL START” mode, but when this mode is selected and restarted, the system waits to FIRST be shot BEFORE starting the countdown for the actual session. This training mode is intended to make it easy for the single person training alone to set up the range and session, and to get into the desired start position before starting the actual shooting.

When this training mode is selected the following shows on the display:



Mode:Shot timer
Shoot to start

When this training mode is active, and after each restart, the display reads:



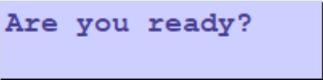
Shoot to start:
Waiting for shot

The shooter then positions him or herself, and shoots the target once to initiate the countdown. Immediately after being shot, the screen will read:



Get ready...

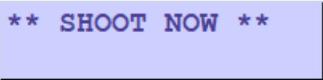
This will be displayed for five seconds, then the typical countdown commences. The screen will cycle through:



Are you ready?



Standby

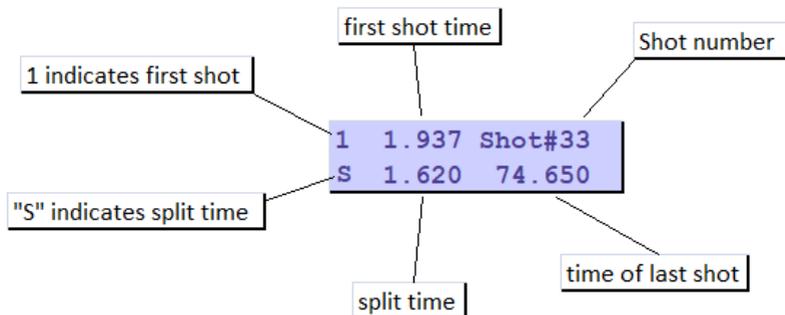


** SHOOT NOW **

In conjunction with the display showing “Shoot now”, the strike zone will flash to clearly indicate that shooting at the target is to begin.

The target may then be engaged, up to 99 shots.

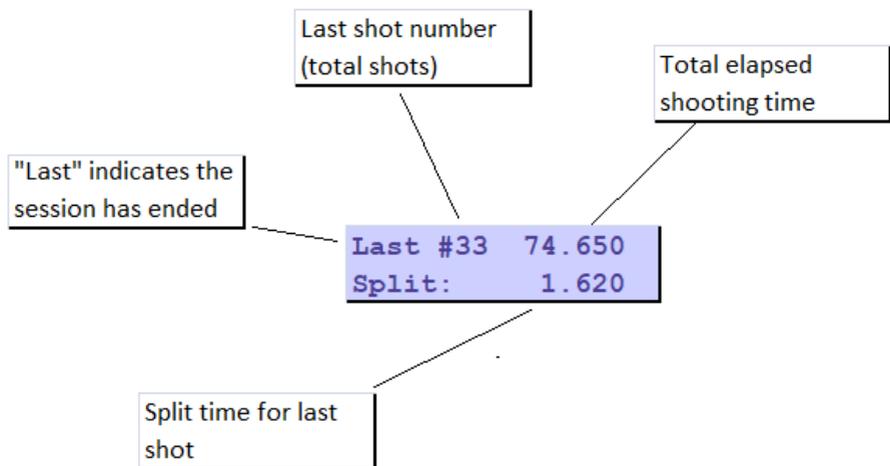
The layout of the display is shown below



At any time, the shooter may stop the session and review the recorded information or just restart the session.

Press the bottom ▼ REVIEW button to stop the session and scroll through the shot times. If you do wish to review times be careful to select the bottom ▼ REVIEW button and not the RESTART button. Once the session is restarted, all scores previously recorded are reset.

When reviewing times, the display will change, and be as depicted below:



The total time for the session is shown, together with the total number of shots. The bottom line shows the last recorded split time.

On each subsequent press of the bottom ▼ REVIEW button the display cycles through the shots, showing the shot number, shot time and the split time.

Restarting the Training Mode:

Press the top ▲ RESTART button to restart the session. The “waiting for shot” message will appear on the display and the shooter then positions him or herself, and shoots the target once to initiate the countdown.

Summary:

The top ▲ RESTART button restarts the session.

The bottom ▼ REVIEW button stops the current session and each subsequent button press scrolls through the shot times.

Note: Should 99 shots be reached or exceeded, the beep sound will change, and the display will indicate the maximum number of shots that may be recorded has been reached. Shots will no longer be time-stamped or recorded, and the screen will no longer flash to indicate a hit.

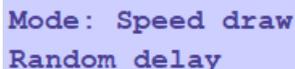
Mode Instructions: SPEED DRAW, COMPETITION DRAW and SPEED DRAW, CONCEALED CARRY

These training modes start the session with random countdown timers. For each shot the time is recorded, saved and then a random delay counts down again. The random delay allows enough time for the user to re-holster/reposition and wait for the next indication to shoot. This prevents the shooter from anticipating the start.

The delay time for COMPETITION MODE varies from 5 to 12 seconds, and for CONCEALED CARRY MODE, from 10 to 17 seconds.

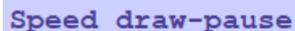
When the user wishes to stop the session, the REVIEW BUTTON allows the various individual times to be examined. These modes are great for shooters wishing to improve their time to get that first shot on target, as well as for practicing a snag free draw from concealed carry with an accurate shot to the target.

When this training mode is selected the following shows on the display:



```
Mode: Speed draw
Random delay
```

When this training mode is active, and after each restart, the display reads:



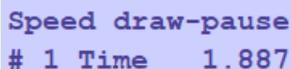
```
Speed draw-pause
```

During the "PAUSE", a variable random delay commences. After the delay has expired, the screen will flash to clearly indicate that shooting at the target may begin, and the screen will read:



```
Speed draw-SHOOT
```

The shooter then draws their firearm, and fires one shot at the target, and re-holsters the firearm. The time is recorded, and the training mode restarts and repeats automatically. The display will show the time taken to draw and fire on the 2nd line. For example:



```
Speed draw-pause
# 1 Time 1.887
```

When training is over, press the bottom ▼ REVIEW button. This stops the active mode and displays the last shot number together with the time for the

shot. Pressing the bottom ▼ REVIEW button again cycles through each recorded draw time. For each separate draw and shoot recorded, the display shows the sequence number and time:

```
Reviewing draw:  
# 1 Time 1.887
```

The last recorded time will show:

```
Last draw:  
#12 Time 1.127
```

#HINT. Because this mode clearly shows when to start and records one shot, it's also a great training mode to use when you have multiple Keiron systems and wish to practice various drills. See the manual further below for more information in the section titled "Using the Keiron SPEED as part of a multi target system".

Mode Instructions: Free Shooting and Shot Counter:

This mode is intended for general shooting practice without the pressure of shot timing, and for when the Keiron SPEED is being used together with other Keiron products as part of a multi-target environment.

When selecting, the display will read:

```
Mode: Free shoot  
No timer
```

After having been selected as the active training mode, the display will read

```
Free shoot mode  
** Shoot now **
```

Once the shooter starts, each hit will increment the shot counter and this will be displayed on the bottom line of the display.

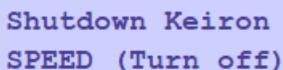
```
Free shoot mode  
Shot count: 5
```

At any time, the shooter may reset the session by pressing either the bottom ▼ REVIEW or the top ▲ RESTART button. The shot counter is reset, and starts again from 1 when hit.

System Menu

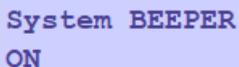
A long press of the bottom ▼ SYSTEM MENU button brings up the system menu, from where the system may be turned off, or other system features selected. In each case, once the system menu is active, a further short button press of the bottom ▼ SYSTEM MENU button cycles through the options. Press the top ▲ button to select. When the system menu is displayed, after 30 seconds if no option is selected, the current displayed option is automatically selected.

The following options may be selected:



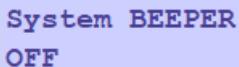
Shutdown Keiron
SPEED (Turn off)

This option turns off the Keiron SPEED target system.



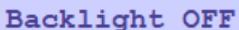
System BEEPER
ON

This turns on the system beeper. When turned on, the system will “BEEP” when registering a shot, starting countdown and so on.



System BEEPER
OFF

This turns off the beeper, enabling nearly soundless operation. The system will still beep for errors, and registers key presses with a click sound.



Backlight OFF

This turns off the LCD backlight. The backlight is not needed for normal lighting conditions.

Backlight ON

This turns on the LCD backlight in a dimmed state. This uses very little extra battery power and enables the display to be seen in low light conditions.

Backlight ON
HIGH

This turns on the LCD backlight in a brighter state, allowing the display to be clearly seen in a variety of lighting conditions. This mode uses additional battery power.

Exit menu
without changes

This allows the user to exit the SYSTEM MENU without making any changes.

Battery Considerations

Use only good quality alkaline AA batteries in Keiron. Rechargeable Nickel Metal Hydride batteries may work but voltage and capacity will not be reflected accurately.

AUTO Power Off

After approximately 1 hour of no use the system will power down automatically.

Low Battery Voltage

The system checks the supply voltage when turned on and periodically in use. When turning on the unit, if the battery voltage is low the unit will not power up. Insert fresh batteries. During use, if the capacity of the battery becomes depleted the system will display “Battery low” on the LCD display, beep 3 times and automatically power off.

Inserting New Batteries

Open the battery cover on the back of the unit and insert a fresh set of Alkaline AA batteries. The polarity is marked in the battery compartment. Do not insert the batteries the wrong way as damage to the unit may occur which is not covered by warranty.

Target Overlay

If your training scenario requires a smaller target area, the strike zone may be fitted with an overlay. Target overlays in a variety of styles are available from your dealer. To insert an overlay, gently depress the top of the target panel and insert the tab. Repeat for the bottom of the overlay. Ensure the overlay is centred properly on the target panel. You may also partially cover the strike zone, using for example a piece of card, electrical tape etc.

CAUTION: Do not use excessive force to insert the overlay – only a gentle touch is required to insert the tab into the slot.

Using the Keiron SPEED as part of a multi target system.

The Keiron targets really come into their own when multiple units are used to set up a more complex, multiple target system. Realistic and complex training scenarios may be created, limited only by your imagination and number of targets. Some ideas are provided below:

SPEED CHALLENGE

Use 5 Keiron targets to simulate a 5 shot speed challenge training environment. For this you can use 4 Keiron TARGET systems, and 1 Keiron SPEED system. Set up the Keiron SPEED in SPEED DRAW mode and on the shoot signal, shoot the 4 other targets first, then the Keiron SPEED last. Your time to shoot all 5 targets will be displayed on the Keiron SPEED.

If you only have 1 Keiron SPEED and 1 Keiron TARGET: Use SHOT TIMER MODE on the Keiron SPEED. On the shoot signal, draw and shoot the Keiron SPEED, then alternate shots between the 2, finishing on Keiron Speed. Your time for the shoot will be recorded on Keiron SPEED as the last shot fired. Additionally, you will be able to see the time of the first shot, indicating your response and draw time.

IPSC / IDPA practice.

Use multiple Keiron targets to create a IPSC / IDPA type stage. Using a Keiron SPEED as a master, on the signal, you can engage the SPEED, then engage all other targets, and again engage Keiron Speed as the last target to get your overall time.

Mozambique Drill, aka Failure Drill or Failure to Stop

For this drill you will need 2 targets, and fire 3 shots. The idea is to shoot 2 shots to centre of mass, and the 3rd shot to the head. For the centre of mass target, use 1 Keiron TARGET or 1 Keiron SPEED in free shoot mode. For the head target, use 1 Keiron SPEED and set the training mode to Speed Draw. Place the 2 targets appropriately to represent the centre of mass and head.

Advanced Tip: Use a template to restrict the size of the headshot to increase realism and difficulty.

On the start signal from Keiron SPEED, shoot the Keiron TARGET (centre of mass target) twice, then shoot the Keiron SPEED head target. Re-holster your weapon and get ready to try again.

The total elapsed time is shown on Keiron SPEED, a variable delay counts down, and the process is repeated. This mode repeats until either reset, or the review button is pressed to review times, or the maximum shot count is reached.

When you are done with your training session, press the bottom ▼ REVIEW button to scroll through the different session times.

For more information and ideas, check the product website at <https://www.keironshoot.com>.