herman INTERACTIVE

EVIKE TARGETS PROGRAM

TARGET PROGRAM FEATURES
- Monitor activity of all active targets
- Scores # of impacts & accuracy of impacts for every target
- Provides scoring details for each target & totals all scores
- Ranks target scores after each impact
- Calculates & displays the total score of all the active targets
- Calculates & displays target average score based on # of active targets

TARGET PROGRAM USES
- Track individuals/teams in target shooting practices & competitions
- Identifies strengths & weaknesses of specific target shooting skills
- Indicates worn sensors impacted in competitions

OPERATING THE TARGET PROGRAM
- **ENTER THE CHALLENGE NAME & NAME TARGETS (if desired)**
    - Scroll over EVIKE TARGETS/TARGET & type desired name in text file

- **ENTER MINIMUM IMPACT LEVEL TO REGISTER SCORE (if desired)**

- **ENTER # OF SECONDS FOR CHALLENGE INTERVAL (if desired)**

- **CLICK ON GO**
    - GO becomes **Bold** & box is **Green** when active.
    - The interval timer starts from 0
    - Shoot the individual targets

- **CLICK ON STOP (STOPS AUTOMATICALLY WITH TIMER)**
    - STOP letters become **Bold** & box is **Red**
    - Pauses all counting & scoring
    - STOP occurs automatically with audio "Time" when Timer pre-set

- **RESUME BY CLICKING ON GO**
    - The Interval Timer starts @ 0, the Session Timer resumes

- **ERASE CURRENT SCORES BY CLICKING RESET**
    - This action doesn't affect scoring activity
    - All the scores go to 0
    - Can RESET at any time - even during a GO interval

- **REVIEW HISTORY OF SCORES (NOT POSSIBLE ON SOME TABLETS)**
    - Total scores for every interval listed at bottom of page
    - Scores change colors & skip space with name change
    - CLEAR HISTORY erases all names, dates, & scores

Access this program at http://www.hermanu.com/EVIKETargets1.html

HERMAN PROGRAMS

EVIKE COMPETITION PROGRAM

COMPETITION PROGRAM FEATURES
- Tracks up to 300 competitors using single or multiple targets
- Totals all active sensors & details scoring for each competitor
- Displays current competitor in Blue, all others in Black
- Lists & ranks all competitors in real time
- Displays LAST hit from current competitor & MAX hit of all competitors
- Calculates & displays the total & average score of all the competitors

COMPETITION PROGRAM USES
- Range Target shooting with impact # or time intervals
- Course target shooting
- Individual & team contests

OPERATING COMPETITION PROGRAM
- **ENTER COMPETITION NAME (if desired)**
  - Click on EVIKE COMPETITION & type desired name in text file

- **ENTER # OF SECONDS FOR EACH COMPETITION INTERVAL**

- **CLICK ON NEXT**
  - Default is the next Competitor #
  - Can enter name of the individual/team competitor
  - Click OK

- **CLICK GO**
  - The GO letters become **Bold** & box **Green** indicating GO is active.
  - The interval timer starts @ 0
  - Shoot the targets

- **CLICK STOP (STOPS AUTOMATICALLY WITH TIMER)**
  - The STOP letters become **Bold** & box **Red**
  - This pauses the counting & scoring
  - STOP occurs automatically with audio "Time" when timer preset

- **CLICK GO TO CONTINUE WITH SAME PERSON/TEAM**
  - Interval timer starts @ 0, Competition Timer resumes

- **CLICK NEXT FOR ANOTHER COMPETITOR**

- **CAN SAVE COMPETITION PAGE & THEN CLICK RESET**
  - Program asks if you're sure you want to Reset
  - If yes, all scores go to 0

Access this program at http://www.hermanu.com/EVIKECompetition1.html

HERMAN PROGRAMS

EVIKE ONE ON ONE PROGRAM

ONE ON ONE PROGRAM FEATURES
- Tracks up to 4 sensors for impacts that happen within ½ second
- Best, All, & First scoring options
- Sub-totals every 5 impacts while displaying last 15 impacts
- Displays Score, # of Hits, & scoring average for each sensor
- Track total & each sensor performance over time
- Totals Sensors #1 & #2 Scores and Sensors #3 & #4 Scores
- For shooting, high score wins & for duels, low score wins

ONE ON ONE PROGRAM USES
- Training for 1 person/team shooting multiple targets over time
- Real time contests w/up to 4 people shooting different targets @ same time
- Duels with 3rd person calling the draw

OPERATING THE ONE ON ONE PROGRAM
- **ENTER THE PERSON'S/TEAM'S/CHALLENGE NAME (if desired)**
  - Click on NAME and type desired name in text file that appears

- **SELECT A SCORING TYPE BY CLICKING BOLD**
  - BEST picks the highest score for each impact
  - ALL adds together all sensor scores
  - **FIRST scores only initial sensor that made impact**
  - SELECTED Sensor(s) only register scores
  - Can change choice at any time

- **SELECT ACTIVE SENSORS BY CLICKING THEM BOLD**
  - All Bold sensors are active
  - Can change selection at any time

- **CLICK ON GO TO START INTERVALS**
  - GO becomes **Bold** when active.
  - The interval timer starts @ 0

- **CLICK ON STOP TO CEASE SCORING**
  - STOP letters become **Bold**

- **RESUME BY CLICKING ON GO**
  - The Interval Timer starts @ 0, the Session Timer resumes

- **Erase the scores by clicking RESET**
  - Can RESET at any time - even during a GO interval

  Access @ http://www.hermanu.com/EVIKEOneOnOne.html

HERMAN PROGRAMS

EVIKE SPEED SHOT PROGRAM

SPEED SHOT PROGRAM FUNCTIONS
- Scores power/accuracy of impact divided by response time
- Each impact is prompted by visual & audio cue
- Scores only the fastest impact for each response
- Assesses negative score for impacts between Ready & GO
- Separately displays response time & power/accuracy for each impact
- Totals Speed Shot score for each sensor
- Totals all hits, Speed Shot scores & calculates average for group
- In targeting, high score desired & in duels, low score wins

SPEED SHOT PROGRAM USES
- Training for 1 person using single or multiple targets
- Training for 1 team using multiple targets
- Real time competitions with up to 4 people/teams @ same time
- Duels with draw cues from program

OPERATING THE SPEED SHOT PROGRAM
- **ENTER THE PERSON/TEAM/COMPETITION (if desired)**
  - Click on NAME and type desired name in text file that appears

- **SELECT ACTIVE SENSORS BY CLICKING BOLD**
  - All Bold sensors are active
  - Can change selection at any time

- **SELECT # OF IMPACTS FOR CHALLENGE (if desired)**

- **CLICK GO TO START EACH RESPONSE TEST (AUTOMATIC W/PRESET)**
  - Audio cue says "Ready"
  - RED bar surrounds timers
  - Automatic Audio Response cue is "Go"
  - GREEN bar surrounds timers
  - Random cues of 1 to 6 seconds between Ready & Go
  - Immediately repeats process with preset # of impacts until that number reached

- **Erase the scores by clicking RESET**
  - Can RESET at any time - even during a GO interval

  Access @ http://hermanu.com/EVIKESpeedShot1.html

HERMAN PROGRAMS