



1. Our newest Speed Shot program

(<https://hermanu.com/HERMANSpeedShot1A.html>) calls out the first impacted sensor number in a shooting range or face-to-face duel. The program is preset with 5 duels, but the user can override this setting with any desired number. Simply click on this program and press GO. No need for a third person to call the shot. And no need to look at the screen to see who won each challenge.

2. A new version of the Targets program

(<https://hermanu.com/HERMANclasstargets1.html>) enables real time competitions with the first person who hits their target the preset # of times, the winner. So whereas, Speed Shot rewards fastest single shot, this program declares a winner from the fastest for multiple shots. The competition can involve different target types/sizes and requires no knocking over & pulling up the targets.

The program is preset with 10 shots, but the user can override this setting with any desired number. Simply click on the program, enter names (if you want), and press GO. Everything's automatic!

3. Another new version of the Targets program

(<https://hermanu.com/HERMANclasstargets2.html>) requires all 4 sensors/targets to be impacted the preset number of times before the program automatically ends and the total time is recorded. The person with the fastest total time wins, and, if there's a tie, the best score (accuracy) can determine the winner.

The program is preset with 10 shots to each target, but the user can override this setting with any desired number. Simply click on the program, enter the competitor's name, and press GO. Everything's automatic!