

Range Strategies



UNPREDICTOR®

The Unpredictor® is an automated steel target system that allows the user to realistically simulate gunfights with multiple threats, unpredictable behavior, and variable shot requirements for neutralization.



The Unpredictor® (exclusively from Range Strategies) is an interactive target/training system comprised of an array of hit-counting steel targets and an accompanying control system. It focuses on gunfight training and brings the element of unpredictability to any training activity with preprogrammed behaviors to simulate various scenarios such as gangs, mobs, and riots.

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changing the way you train...



The Unpredictor® requires the shooter to (1) discover the threat, (2) drive the gun to the threat, (3) work the gun until the threat is neutralized, and (4) repeat as needed as quickly as possible. A timer keeps track of how quickly each threat is neutralized for scoring and analysis. The core of the Unpredictor® feature set is a group of preprogrammed behaviors which provide parameters that can be modified by the user according to his/her training objectives. There are seven basic behaviors. For each of these behaviors, individual targets can be set to on or off to limit the number of targets participating in a scenario. Targets which are off are ignored and do not activate.



Note: In each of the behaviors below, the number of hits required per target may be specified by the user or can be unpredictably generated by the system with assigned limits.

1 - Solo Sequence: All targets activate one at a time in a known sequence. Each target remains active until neutralized and does not reactivate.

2 - Tactical Random: All targets activate one at a time in a unpredictable sequence and do not reactivate after being neutralized. By paying close attention to which targets have already been neutralized, the shooter can anticipate the next target to activate.

3 - True Random: Targets activate randomly one at a time without regard to previous neutralization. Any given target may activate more than once or not at all.

4 - Gang: All targets activate simultaneously.

5 - Mob: A select number of targets (set by the user) activate simultaneously and do not reactivate after being neutralized. In keeping with mob theory, the size of the mob is always less than the number of participating targets so that some measure of unpredictability is assured.

6 - Riot: This behavior is a sequence of steps that each activate some number of targets and each require some number of hits for neutralization. The activity advances to the next step when all targets of the current step have been neutralized. The operator sets three parameters: number of steps, total number of targets, total number of hits. The system builds the activity in an unpredictable manner as it runs it. Some steps may be a single target, some multiple targets.

7 - Duel: This behavior is an automated version of a dueling tree. Two shooters compete, each responsible for 3 targets. Two of their 3 activate and when one is neutralized, a target on the opponents side activates. First to clear wins. Hit requirement can be set to any number per target.

Standard Accessories	<ul style="list-style-type: none"> • Handheld remote • Control box • Actuator • Target box • 3/8" AR500 steel target heads • 3' target stands
Optional Accessories	<ul style="list-style-type: none"> • Air compressor • Generator
Actuator	<ul style="list-style-type: none"> • 14" x 8" x 7" • 20 lbs. • 60 PSI +/- 10 • 90° movement
User Control Unit	<ul style="list-style-type: none"> • 12" x 10" x 6" • 8 lbs. • 5 amp hour AGM • 2 LCD screens • 1 keypad
Target Control Unit	<ul style="list-style-type: none"> • 12" x 10" x 6" • 10 lbs. • 110 AC / 12 volt battery
Handheld Remote	<ul style="list-style-type: none"> • 2.4" x 1.4" x 12.25" (with 6" antenna) • 10 oz. • 2 9-volt batteries • 27.255 MHz
Air Compressor (Optional)	<ul style="list-style-type: none"> • 1 - 1.5 hp • 6 - 8 gal tank
Generator (Optional)	<ul style="list-style-type: none"> • 2000+ watts