



## M4200 FLOOR MOUNTED TARGET RETRIEVER

The M4200 is a battery powered target retriever, that is floor mounted and uses an onboard directional sensing system that detects a wire embedded into the top surface of the floor.

The system allows for a target to be presented to the shooter at one of a number of pre-selected distances, without having to go forward of the shooting line.

The turning target mechanism provides a smooth turning action 90 deg. +/- from the neutral position that is both fast and positive.

The target carrier and the turning target mechanism are radio controlled.

The instructor is able to set target exposure/away/ and repeat settings and carrier positions from the control room computer.

### CARRIER SPECIFICATION

Weight.	30 Kilos (excluding battery).
Length.	750 mm.
Turn time.	0.5 sec. (edge to face).
Construction.	Steel frame with front protection panel.
Travel speed.	1 metre per sec.

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## General Features



<b>Physical data.</b>	
Weight	30 Kilos, excluding battery.
Max. width.	500 mm.
Highest metal point.	390 mm.
Max. height	400 mm.
<b>Power requirement.</b>	2 x 12VDC 12Ahr Sealed Lead Acid batteries.
<b>Guidance system.</b>	A single wire is set approx. 25mm below the surface of the floor in the centre of each shooting lane and between the firing line and the furthest target line.
<b>Ballistic protection.</b>	A 12 mm thick front ballistic panel provides protection up to 9mm calibre ammo and also prevents bullet ricochets.
<b>Stopping distances.</b>	Shooting line, Three intermediate distances (user to select), End of the range. (25mtrs.)
<b>Operational capability.</b>	A fully charged battery can be expected to enable the system to function for an 8 hour period.
<b>Radio.</b>	Internal transceiver module. Frequency 458 MHz.
<b>Hit Sensing.</b>	Hit sensing reactions are set from the controller.
<b>Control options:-</b>	
<b>Target</b>	a) manual control of each target. b) programmed control of each/all targets:- i) Target face time from 1 to 999 sec. ii) Target away time from 1 to 999 sec. iii) Sequence repeat from 1 to 999.
<b>Carrier</b>	a) Home. b) Position 1 or 2 or 3. c) Away d) Stop.
<b>Hit reaction.</b>	The hit response settings are:- i) Bounce Back. The target will turn away when hit and then return to the face position.  ii) Turn when Hit. The target will turn away and remain away until it receives a new command.