



Rapidshot Rules

HOW TO SHOOT:

SWIPE MEMBER CARD WITH BARCODE FACING UP

The RapidShot is equipped with a card reader. As soon as a card is swiped through the reader, the RapidShot computer is activated for that user and awaits your commands.

SET PLAYER PREFERENCES

The RapidShot Hockey Training System is controlled by command buttons. Players use the command buttons on the wall (UP & DOWN, ENTER buttons) to adjust the 8 passing speeds and 8 intervals between passes.

SELECT PLAYING MODE

Players can choose between Competition Mode, Dual Mode, Training Mode or Stick Testing Mode.

Competition Mode

Competition Mode is the primary shooting mode. All four targets are indicated randomly and the scoring results enter the World Rankings.

Training Mode

In Training Mode, the target pattern is determined by the user. It is possible to select any single target or a combination of two targets, either alternately or randomly.

Regular Duel Mode

Two users can play against each other. Each user shoots a series (or set of series') and the high score wins. Players alternate back and forth through the set until one of them wins.
Handicap Duel Mode

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The Handicap Duel Mode allows for competition between an experienced player and a novice, using a Handicap Factor.

Stick Testing Mode

The Stick Testing Mode allows the user to select up to 4 sticks to be objectively compared in a testing session. For the first time, hockey players can see from the data which stick works best for them, to compare shaft stiffness, curve, etc.

SHOOT

Select start and keep your head up... a series of 16 passes will be fired at the speed and interval selected. An instant before each pass reaches the player's stick, the shooting target will light up. The speed, accuracy, reaction time and an overall point value are instantly calculated after each shot and displayed on the computer monitor.

GET DAY REPORT

After a session of shooting, members can view their Day Report on the internet site, summarizing their performance. Details include speed, reaction time, points, hit rates for each target and World Rankings status.

CHECK ONLINE RANKINGS

All rankings recorded during Competition and Duel Mode shooting are uploaded to www.rapid-shot.com regularly throughout the day. Players can visit the web site at any time to monitor their standings and compare with other players in their age group.tt

1. Players must sign out the key from the office each time they want to shoot.
2. No flip flops or open toed shoes allowed
3. NEVER go over the red line for a loose puck until the session has ended.
4. No eating or drinking is allowed inside the RapidShot area
5. DO NOT use anyone else's card
6. DO NOT allow any other person to shoot without a card.
7. ONLY card members are allowed inside the rapidshot
8. White tape required on all sticks
9. Gloves should be worn during use
10. Keep door closed at all times while shooting
11. No more than 2 registered people are allowed in the rapidshot at one time; if you are not playing, step out of the unit.
12. This area is CCTV monitored and video recorded
13. If something breaks, please tell your coach or the front desk immediately
14. DO NOT open the back door or go into the system for any reason. There are many moving parts and it is very dangerous.
15. DO NOT step on the area by the target or on the horizontal puck conveyor.
16. Lost or missing cards will be a \$5.00 fee.
17. Please take **no more** than 2 turns per person (32 pucks total) if there is anyone waiting. Be courteous; take your turn and step outside the unit.
18. White pucks only.
19. Any person that does not behave will be banned from the rapidshot system and may be removed from the premises. **Management reserves the right to refuse admission** or to eject a participant for behavior likely to cause damage, injury, nuisance or annoyance or for failure to comply with reason able requests. Aggressive behavior or fighting will result in ejection from the unit.
20. **IMPORTANT** - Lock the door to RapidShot and the gate when finished. If there are people in there, have them report to the office and re-sign out the key.

