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Hardware requirements and Instalation

Hardware requirements

The minimal system requirements are a 486DX-based PC with CD-ROM drive and a printer port, Windows 95 system and a mouse. The optimal, comfortable configuration for RSC software is a Pentium II notebook computer with 64 MB RAM, a 1024x768 colour display and CD-ROM, running under Windows 95.

A colour printer is required.

In notebook case, it is necessary to disable all power save settings. These settings can change time resolution and accuracy.

The printer port should be configured as SPP and sometimes system must be equipped with the hardware key drivers. These drivers are on the installation CD. You can install the drivers by selecting "Hardware Key Driver" position in the CD autostart program.

Instalation

Before you install your RSC software, make sure that your system includes everything you need and it is working correctly:

1. Be sure you have Windows 95 or higher;
2. Be sure you have at least 800x600 colour display;
3. Be sure you have a pointing device (mouse, track ball or touch pad);
4. Be sure you have the default printer installed correctly.

Installation procedure

1. Place the installation CD disk in your CD-ROM drive.
2. Select "RSC Program Setup" position.
3. Follow the on-screen instructions.

After instalation, you will find the submenu labelled "RSC v 3.6" in your Start/Programs menu. You can remove RSC by choosing Add/Remove Programs from Start/Settings/Control Panel menu.



General remarks: To make a recording, several specific items of information are needed. Each recording is associated with event, type of shooting, shooter. Thus, you have to enter information about an event and you have to select the desired type of shooting to register. For an event, you can select only one type of shooting and one shooter. For a given type of shooting many recordings may exist.

Examples:

To record competition course for John Smith on Country Competitions in Warsaw in Running Target (mixed) you have to enter the competition entry (with specific information) and two shooting subentries:

Competitor	Competitions	Event	Result
Smith John	CC Warszawa	<input type="checkbox"/> RT 40Mix 10m	0,0
		elimination - first stage	0,0
		elimination - second stage	0,0

For each subentries you have to make a separate observation.

To record competition course for Mary Smith on Country Cup in Zielona Góra in Sport Pistol 30+30 you have to enter the competition entry (with specific information) and two shooting subentries (three in the final case):

Competitor	Competitions	Event	Result
Smith Mary	CCP Zielona Góra	<input type="checkbox"/> SP 30+30	0,0
		qualification - precision stage	0,0
		qualification - rapid fire stage	0,0
		final	0,0

For each subentries you have to make a separate observation.

Event list and types of event shooting:

Each shooting may be performed on training, during elimination, qualification, final (for an event with a final).

Additionally, you have to specify a stage (part) for multistage events. Rifle shooting:

RFP 60, SRP 60, AR 60, AR 40 - uniform events;

FR 3x40, SR 3x20 - position: prone, standing, kneeling; Pistol shooting:

FP 60, AP 60, AP 40 - uniform events;

RFP 2x30 - stages: first, second;

SP 30+30 - stages: precision, rapid fire; Clay Target shooting:

S 125, T 125 - series: 1, 2, 3, 4, 5;

S 75, T 75, DT 150, DT 120 - series: 1, 2, 3; Runnig Target shooting:

RT 30+30 50m, RT 30+30 10m, RT 20+20 10m - runs: slow, fast;

RT 40Mix 50 m, RT 40Mix 10m - stages: first, second;

Steps for a new event:

1. Start the program - main window is visible on the screen (Main window).
2. Select the COMPETITION button - new entry is added to the list. You can see the default values on the bottom panel.
3. Change data on the bottom panel - enter or select the following information: competition with description, shooting type (weapon) and event, shooter name, additional comments.
4. Select the SHOOTING button - new subentry is added to the list; it is added to the selected competition. You can see the

default values on the bottom panel.

5. Change data on the bottom panel - enter or select the following information: type and (optionally) stage of shooting, date and time of shooting, additional comments.

6. Select the RECORDING button to open a group of windows; you can use them to record an observation.

7. After ending an observation, you can:

- close program;
- add new competition - go to step 2;
- add new shooting for the entered competition - go to step 4;
- continue recording of the observation of existing shooting - go to step 6.

Rules of data changing:

1. For competition, with no shooting subentry, it is possible to change and add all items of information.

2. For competition, with shooting subentry, it is possible to change the place taken and comments.

3. For shooting, with no shots recorded, it is possible to change and add all items of information.

4. For shooting, with shots recorded, it is possible to change the place taken, penalty points and comments.



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Main Window

The main window manages data files and opening the recording, editing and analysis windows. It contains competition and shooting list. On the bottom side, it contains panels with competition and shooting information.

Competition list

The list contains a list of competition entries available in the current directory. There are two kinds of list items: event list item, shooting list item. The event list item shows the following data: competitor name, competition name, description and date, event name, total result. Shooting list item shows shooting name, date and time, result.

You can see "+" sign near the event name when the event has any shooting. Click on the sign to expand the shooting subtree. Click again the sign to collapse the tree. You can sort a list items in the given column by clicking its header.

Buttons

The **SAVE** button (the diskette icon) saves data to file. If this is the first save operation, the system window opens up with a suggested filename. *The file name must be unique.* The save operation is accompanied by a short animation. The program automatically saves the changes in data. It does not ever let you abandon the currently highlighted event without saving it, or deleting it.

The **LANGUAGE** button (the flag icon) opens the menu with all available languages to select.

The **HELP** button (the help icon) opens the main topic of the program help file.

The **EXIT** button (the door icon) close the window and exits the program.

The **FOLDER** button opens the panel with a list of drivers and directory tree. Click twice on selected folder to make it current. If there are any data files in the folder, you can see them in the competition list. All new files will be placed in this directory. To hide this panel you have to click on: Close button, folder button, or a competition list item.

You can add a new event item to the competition list using the **COMPETITION** button. This item represents a competition. The following data are set: Competition: OG; Shooting: Rifle; Event: RFP 60; Competitor: No name. You can change these data and/or add new ones in the competition panel.

You can add a new event item to the competition list using the **SHOOTING** button. This item represents a shooting. A shooting name is set according to the kind of event. You can change these data and/or add new ones in the shooting panel.

If a qualification or final shooting item is already in a list, no such additional item can be added.

The **DELETE** button removes the highlighted item from the list.

The **RECORDING** button opens the windows to record the highlighted item.

The **EDIT** button opens the windows to edit the highlighted item.

The **ANALYSIS** button opens the menu with all available analyses for the highlighted shooting.

The buttons visible depend on the currently highlighted item.

Description of competition panel

The panel is visible when the competition item is highlighted. The panel is placed in the bottom of the main window. It contains comboboxes and text fields for inputting data as described. Any change of data in the panel data will automatically change in the competition list.

Description of shooting panel

The panel is visible when the shooting item is highlighted. The panel is placed on the bottom of the main window. It contains comboboxes and text fields for inputting data as described. Any change of data in the panel data will automatically change in the competition list.



Recording - General description

Press the **RECORDING** button, to open group of three windows. These windows are necessary to record a shooting. The group contains the following windows: Recording, Target, Shots Results. Placement of a particular window can be modified by dragging or using the context menu. You can align a window on screen using the context menu.

Recording Window

This window manages time recording. It contains:

- buttons for time markers recording;
- fields with shooting data (time periods, total results);
- collective target with last 10 shots, yellow colour is used for last shot, red cross is user for average shothole position;
- for clay targets - collective target takes the form of an array with rectangular marks; each mark represents one target: white - hit, red - lost.

This window depends on type of shooting.

Target Window

This window manages shot result data. The images in it depend on type of shooting. It (generally) contains:

- target (or group of targets for a series); target can be zoomed by using the scrollbar on the bottom of target;
- upper panel with informations: value and direction of the shot, shot type (competition/sighting), shot kind (Us, Ds, Ns, S/F, Ok/Out);
- lower panel with remarks.

Shot Results Window

This window contains a table with information about shots.

The registration procedure is different for each shooting type. Description of the procedure you can find in:

- Recording - Precision shooting [p 7]
- Recording - Rapid Fire Pistol [p 8]
- Recording - Rapid Fire Stage of Sport Pistol [p 9]
- Recording - Running Target [p 10]
- Recording - Skeet [p 11]
- Recording - Trap [p 12]
- Recording - Double Trap [p 13]



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Recording - Precision Shooting

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
 - click the little blue START field to mark the START command for final shot, and for precision stage of sport pistol;
 - enter moments of:
 - beginning of aim-taking
 - entering the aim area
 - the shot
- click the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard) [p 23] ;
- insert the empty shot (if time is not recorded) or remove the last shot (if you have made a mistake) - click "+" or "-" button;
 - click on the target in Target window to mark shot hole on the target; the shot hole and its value and direction (in degrees) will be registered and visible in the Target window; when you move the mouse pointer, the above mentioned parameters can be seen in yellow dynamic window in the upper left corner of the target;
 - choose the shot type - use the options: sighting/competition;
 - choose the shot kind - click on field: Ds (dry shot), Us (unfulfilled shot);
 - enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Recording - Rapid Fire Pistol

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- enter moments of:
 - the targets beginning to face
 - the first shot
 - the last (fifth) shotclick the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard) [p 23] ;
- insert the new series (if time is not recorded) or remove the last series (if you have made a mistake) - click "+" or "-" button;
- click on the target in Target window to mark shot hole on the target; the shot hole and its value and direction (in degrees) will be registered and visible in the Target window; when you move the mouse pointer, the above mentioned parameters can be seen in yellow dynamic window in the upper left corner of the target; press 1,2,3,4,5 to choose the appropriate target;
- choose 8", 6" or 4" series - click on list item;
- choose the series type - use the options: sighting/competition;
- choose the shot kind - click on field: Ns (No shot), Ok/Out;
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Recording - Rapid Fire Stage of Sport Pistol

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- enter moments of:
 - the targets beginning to face
 - the shotclick the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard [p 23]); the shot number being just registered is displayed in the field described;
- insert the new series (if time is not recorded) or remove the last series (if you have made a mistake) - click "+" or "-" button;
- click on the target in Target window to mark shot hole on the target; the shot hole and its value and direction (in degrees) will be registered and visible in the Target window; when you move the mouse pointer, the above mentioned parameters can be seen in yellow dynamic window in the upper left corner of the target; press 1,2,3,4,5 to choose the appropriate target;
- choose the shot type - use the options: sighting/competition;
- choose the shot kind - click on field: Ns (No shots), Ok/Out;
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Recording - Running Target

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- enter moments of:
 - the targets beginning to face
 - the shotclick the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard [p 23]);
- insert the empty shot (if time is not recorded) or remove the last shot (if you have made a mistake) - click "+" or "-" button;
- click on the target in Target window to mark shot hole on the target; the shot hole and its value and direction (in degrees) will be registered and visible in the Target window; when you move the mouse pointer, the above mentioned parameters can be seen in yellow dynamic window in the upper left corner of the target; press 1,2,3,4,5 to choose the appropriate target;
- choose the shot type - use the options: sighting/competition;
- choose the shot kind - click on field: S/F (slow/fast), Ns (No shot);
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Recording - Skeet

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- click the blue START field to register the shooter entering the station;
- enter moments of:
 - ready position
 - GO/PULL command
 - target throw
 - first shot
 - second shotclick the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard [p 23]);
- insert the empty double/single (if time is not recorded) or remove the last double/single (if you have made a mistake) - click "+" or "-" button;
- mark the target hit - click HIT/LOST field or target symbol; in case of double, you can use two fields and target symbols for high (left field/symbol) and low (right field/symbol) houses; you can also use the keyboard (see: Using the keyboard [p 23]);
- choose the double/single type - click on field: OK or NO BIRD;
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.

Warning: The skeet scheme is taken into account in the program.



Recording - Trap

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- enter moments of:
 - ready position
 - GO/PULL command (target throw)
 - first shot
 - second shot (if done)

click the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard [p 23]);

- insert the empty shot (if time is not recorded) or remove the last double/single (if you have made a mistake) - click "+" or "-" button;
- mark the target hit - click HIT/LOST field; you can also use the keyboard (see: Using the keyboard [p 23]);
- choose the shot type - click on field: OK or NO BIRD;
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Recording - Double Trap

You can find the general description of registration process in: Recording - general description [p 6] . You should perform the following:

- click the START field to mark the beginning of recording;
- enter moments of:
 - ready position
 - GO/PULL command (target throw)
 - first shot
 - second shotclick the appropriate button (the mouse pointer moves automatically) or press F2, F3, F4 (see: Using the keyboard [p 23]);
- insert the empty double (if time is not recorded) or remove the last double/single (if you have made a mistake) - click "+" or "-" button;
- mark the target hit - click HIT/LOST field; the left field for targets to the left or straight on; the right field for targets to the right or straight on; you can also use the keyboard (see: Using the keyboard [p 23]);
- mark first the shot target - click on selected target or press the 1,2 key;
- choose the double type - click on field: OK or NO BIRD;
- enter the shot remarks - after clicking on the (green, red, blue) field you will see a list with icons and remarks, click on list item to choose remark or press the ESC key to cancel operation; the *erase remark* item allows you to remove input;

All entered inputs will be appended to the table in Shots Result window.



Data editing

Press the EDITING button, to open group of three windows (as in the recording case). Their appearance and functions are similar to those of the recording window group. In the edit mode you can modify all parameters except time markers.

Recording

This window manages the editing process. It contains:

- buttons for navigating between shots;
- fields with shooting data (time periods, total results);

Target

This windows allows us to modify information about the selected shot. It looks like target window in the recording mode.

Shots Results

This window contains table with information about shots. The selected shot is marked by grey bar.



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Analyses

Immediately after the end of recording, you can look through and analyse the shooting course. The program gives you a lot of useful tools. To see a list of the analyses click the ANALYSIS button. Number of list item depends of the events and shooting type (training, elimination, qualification, final).

The list includes the following analyses:

- Graphic Presentation of a Sport Competition Course [p 16]
- Sheet of a Sports Competition Course [p 19]
- Statistical Presentation of a Shooting Course [p 20]
- Presentation of Competition Shots [p 21]
- Collective Target [p 22]



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Graphic Presentation of a Sport Competition Course

This window contains a heading with information about event, buttons and two pages with plot.

Each page contains the plot of shot values against time the work-on-shot stages marked on the time axis.

The plot description:

- The x-axis is the time-axis. Unit on the x-axis depends on the plot:

Normal view - the time-axis (the x-axis) is scaled so all shoots are displayed on the plot;

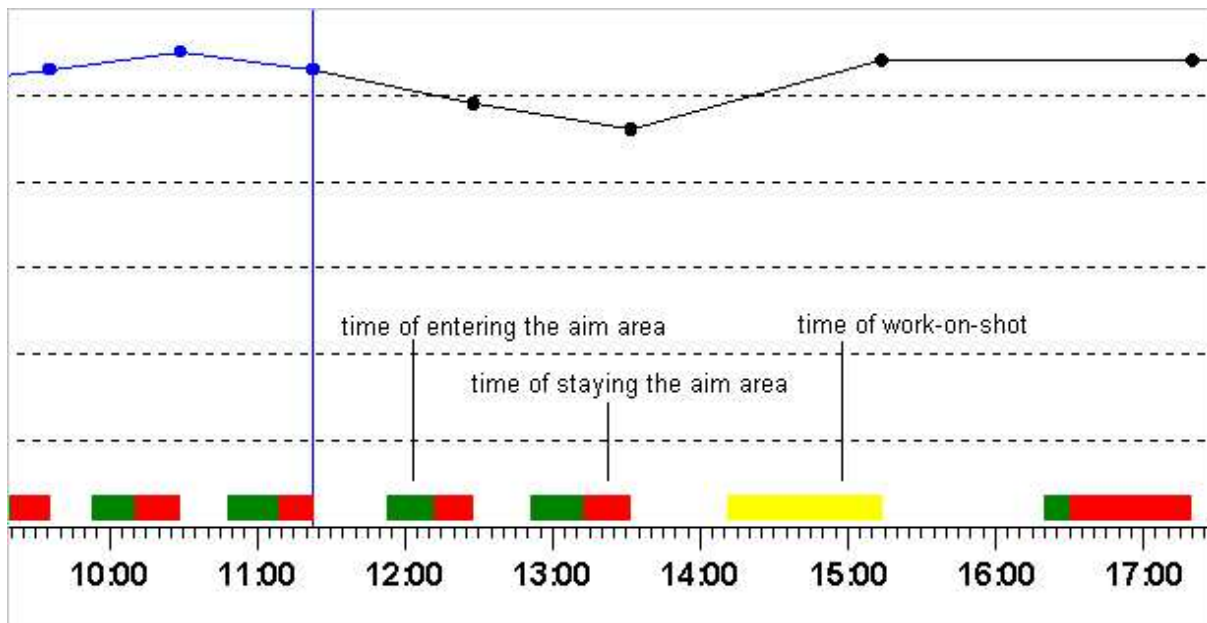
Zoom In - the time-axis has constant unit (12 sec).

Value 0 on the x-axis is the starting time of either the shooting or the recording. There are following vertical markers: a moment of the Start command (red line), the last shot of the series (blue or black line).

- The y-axis is the shot-value-axis. The range is from 5.0 to 10.9. The gridline interval is 1.
- Markers connected by lines represent the shots.
- Charakter "D" stands for dry shots, "U" stands for unfulfilled shots and "N" stands for no shots.
- Times are showed as colour rectangles or red arrows.

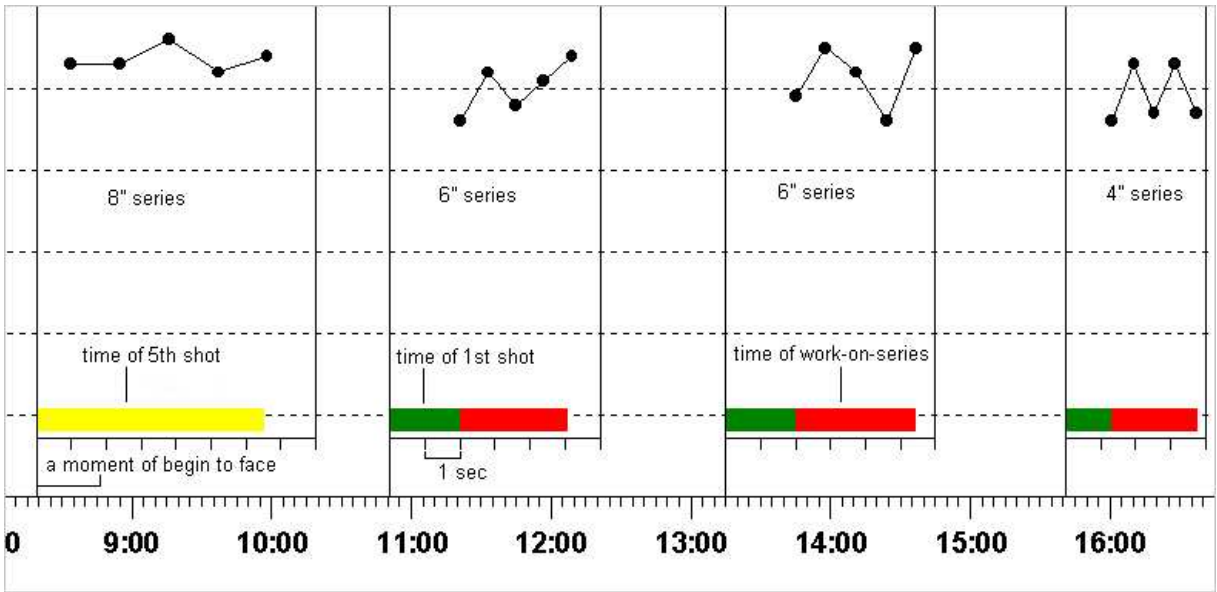
Other details depend on the shooting discipline:

Precision shooting:

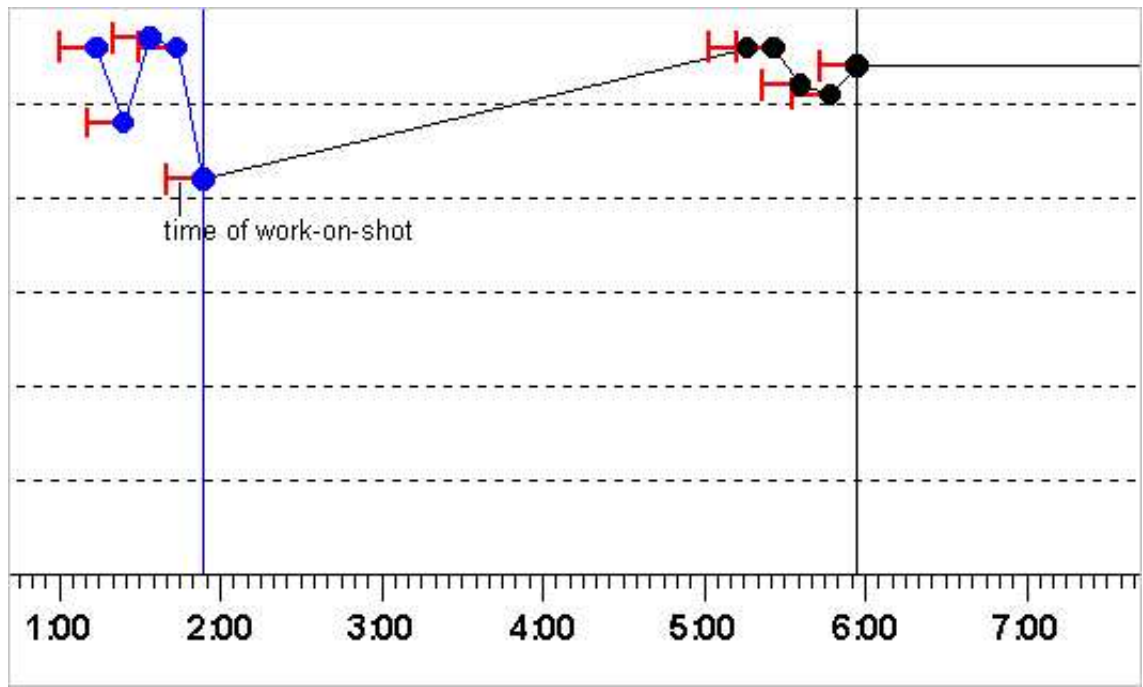


All position in SR 3x20 event will be displayed on one plot.

Rapid Fire Pistol:

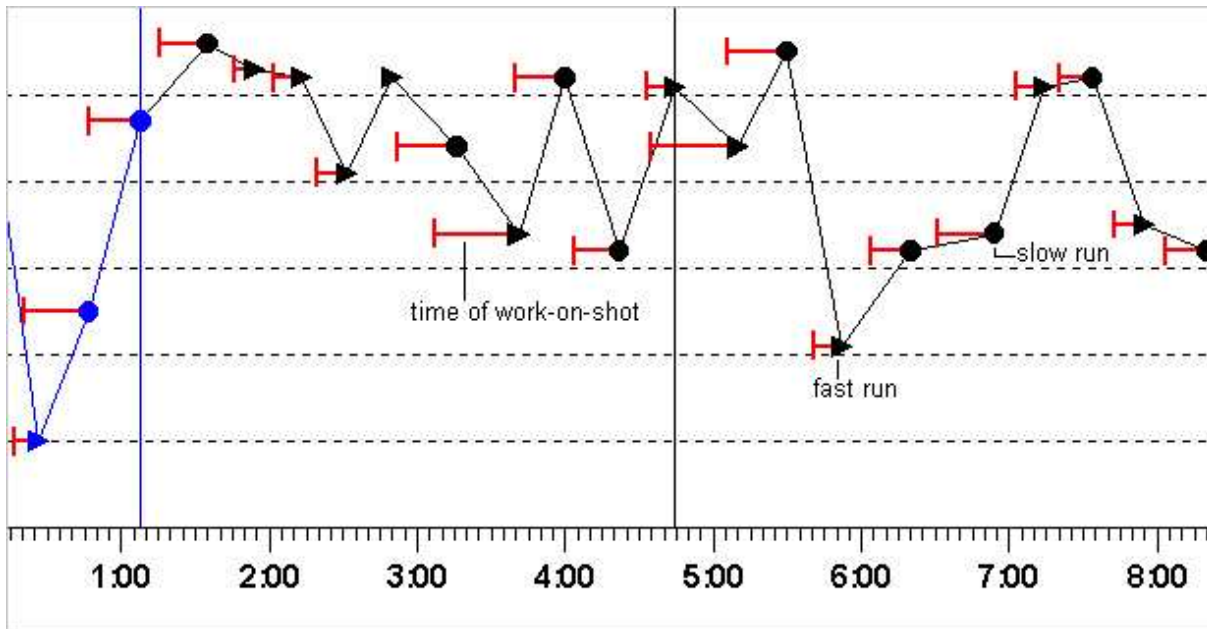


Rapid Fire Stage of Sport Pistol:



Time scale of the shots is 5 times grater then the basic time scale on the bottom x-axis.

Running Target



Time scale of the shots is 5 times greater than the basic time scale on the bottom x-axis.

Click on the tab - you can see the selected view of the plot.

Double click on the plot area to change view.

In zoom view you can move the plot in the window - click on the plot area, press the left mouse button and move horizontally the mouse.

IMPORTANT!

In the case of registration longer than 3.5 hours the program can not display this plot.

Click the **PRINT** button to print the plot.

Click the **EXIT** button to close the window.



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Sheet of a Sport Competition Course

This window contains a heading with information about event, buttons and pages with target and table.

Each page includes the table with the combination of the times of work-on-shots and the comments. The next series are shown in the separate tables. A target with the shot holes is appended to each series table.

To select series for viewing, use the tabs.

Click the **PRINT** button to print the sheet.

Click the **EXIT** button to close the window.



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Statistical Presentation of a Shooting Course

This window contains a heading with information about event, table (or tables) and buttons.

The table presents the combination of shot type and value for each series and average durations of the individual stages of work-on-shots for each series.

The tabs appear when the event is not uniform or contains qualification and final.
Click on the tab - you can see the selected table.

The meaning of particular used terms can be found in the Vocabulary [p 25]

Click the **PRINT** button to print all tables.
Click the **EXIT** button to close the window.



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Presentation of Competition Shot

This window contains a heading with information about event, set of targets and buttons.

The targets with shot holes are drawn for the successive competition shots. Additionally, you can see the shot value and eventually other information like left/right run, etc. The shot hole are drawn as markers for events where the shot hole diameter to the target diameter ratio is too small.

To select series for viewing, use the tabs.

Click the **PRINT** button to print all targets.

Click the **EXIT** button to close the window.



Collective Target

This window contains a heading with information about event, pictures with targets and buttons.

The registers appear in case, when event is not uniform. Click on the register - you can see the required picture.

The picture includes the target and shot hole (or symbolically marked shot points) of all (or selected) competition shots. Red cross is used for average shot hole position. The amount of shots in the individual sectors is plotted extra on the target around.

- Click the **SHOT POINTS** button to display original shot hole.
- Click the **MARKERS** button to display markers (black crosses).
- Click the **PRINT** button to print all targets.
- Click the **EXIT** button to close the window.



Using the keyboard

F1

help;

F2, F3, F4

enter time mark (as described on button);

SPACE

move mouse pointer on firsttime mark button;

F8

comment list (technique);

F9

comment list (behaviour);

F10

comment list (events);

ESC

hide opened comment list;

Rapid Fire Pistol or Rapid Fire Stage of Sport Pistol:

1, 2, 3, 4, 5

target switching;

Running Target:

s

switch run type: slow/fast;

Skeet:

9

switch hit/lost for high house target;

0

switch hit/lost for low house target;

4

switch ok/no bird;

Trap:

0

switch hit/lost;

1, 2, 3

select target direction;

4

switch ok/no bird;

Double Trap:

9

switch hit/lost for left or straight on target;

- 0** switch hit/lost for right or straight on target;
- 1, 2** selecting witch target was shoot first;
- 4** switch ok/no bird;



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Vocabulary

Competition Description:

OG	Olympic Games
WCH	World Championships
ECH	European Championships
CCH	Country Championships
WC	World Cup
WCF	World Cup Final
CCP	Country Cup
CCF	Country Cup Final
IC	International Competition
CC	Country Competition
OC	Competition
CLC	Club Competition
TR	Training
CS	Control Shooting

Events Description:

Rifle shooting:

RFP 60, SRP 60, AR 60, AR 40;

FR 3x40, SR 3x20 - position: prone, standing, kneeling;

Pistol shooting:

FP 60, AP 60, AP 40;

RFP 2x30 - stages: first, second;

SP 30+30 - stages: precision, rapid fire;

Clay Target shooting:

S 125, T 125;

S 75, T 75, DT 150, DT 120;

Running Target shooting:

RT 30+30 50m, RT 30+30 10m, RT 20+20 10m - runs: slow, fast;

RT 40Mix 50 m, RT 40Mix 10m - stages: first, second;

Terms used in the tables:

Precision shooting:

amount of other shots - amount of shots with maximum result 7;

time of taking aim - time taken from a moment of beginning of aim-taking to a moment of entering the aim area;

time of staying in the aim area - time taken from a moment entering the aim area to a shot;

time of work-on-shot - time taken from a moment of beginning of aim-taking to a shot;

time of break after a shot - time taken from a shot to a begin of the next shot sequence;

total time of a series - time taken from a first shot beginning in the serie to the end of the last shot;

Rapid Fire Pistol:

time of 1st shot - time taken from a moment of begin to face to the first shot;

time of 5th shot - time taken from a moment of begin to face to the fifth shot;

time of work-on-series - time taken from the first shot to the fifth shot;

break after a series - time taken from the fifth shot to the begin next series;

Rapid Fire Stage of Sport Pistol:

time of work-on-shot - time taken from begin to face to a shot;

time of break after a shot - time taken from a shot to a begin face of the next shot sequence;

Running Target:

time of work-on-shot - time taken from begin to face to a shot;

effective time - the percentage ratio of wor-on-shot time versus target run time;

time of break after a shot - time taken from a shot to a begin face of the next shot sequence;

Skeet:

hits (the high house) - number of the hit targets thrown from high house;

hits (the low house) - number of the hit targets thrown from low house;

double hits - number of the doubles, both hit;

lost shots - number of the doubles, both lost;

position - time taken from position to command;

time of 1st shot - time taken from the target throw to the first shot;

time of 2nd shot - time taken from the target throw to the second shot (double);

pause between shots - time taken from the first shot to the second shot (double);

Trap:

first shot hits - number of hit targets with the first shot;

second shot hits - number of hit targets with the second shot;

lost shots - number of targets lost;

position - time taken from position to command;

time of shot - time taken from command to the first or second shot;

time of work-on-shot - time taken from position to the first or second shot;

pause between shots - time taken from the first shot to the second shot;

Double Trap:

single hits - number of the doubles, only one target hit;

double hits - number of the doubles with both targets hit;

position - time taken from position to command;

time of 1st shot - time taken from command to the first shot;

time of 2nd shot - time taken from command to the second shot;

pause between shots - time taken from the first shot to the second shot;